

The Alternate Path Magical Characters 2



The Alternate Path: Magic 2

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Chapter 0: Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on martial characters. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

EXOTIC CLASSES

The classes presented in this book are referred to as “exotic classes”. Exotic classes often overlap with existing base classes. By design, many of the classes in this book overlap with the fighter; expanding on the design space it normally occupies to give more options for martial characters. Why use an exotic class though? To sum it up in one word, “familiarity”.

The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell one class from another.

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them. Exotic classes are essentially a “curveball”. For example, the kai relies on immediate actions to cast spells, the runesmith needs to set up triggers for their spells, and the channeler breaks the concept of damage types over their knee.

When you combine the exotic classes with the alternate rules also presented in the books of our Alternate Path line, you can really shake up your game world. The point of this book is to destroy a sense of familiarity and allow players to once again experience that sense of wonder (or terror) at the prospect of the unknown. It was Neil Armstrong that once said, “Mystery creates wonder and wonder is the basis of man’s desire to understand.” With that in mind, go forth and make your games unfamiliar and wonderful again!

Themes

CLASS SUPPORT: FULL CASTERS

During development 9-level casters seem to have been told, “here is your massive spell list- you don’t need much else”. We feel that’s kind of boring and wanted to provide them with some nice things that make play more interesting for them and give them more dynamic options to explore during combat than “I take my standard action to cast a spell”.

METAMAGIC

We feel that metamagic sits in an odd place. It’s one of the few feats that magic users regularly take and they don’t fit the norm; they don’t give you a net benefit like the Weapon Focus or Toughness feats but rather just give you an option to do something slightly different in exchange for using up more resources. We’ve approached metamagic in several different ways (particularly with the maven, casting styles, etc) in this book so that you can employ them in new and more liberating ways without just making them “more powerful”.

COMBATING POWER CREEP

Supplemental books like this one present a problem: they add options without removing any and sometimes give new tools and venues for power by introducing new subsystems and alternate rules without limiting old ones. We want to combat that and, to that end we have done the following:

The Danger of Larger Spell Lists: Gaining options is a form of power increase and never was this more true than adding spells to the wizard's spell list. To that end, we suggest that you remove 1 spell of the same level from the spell list of any class you add 1 from this book (or any book. You can take this one step farther by doing the following with feats, magic items, etc.

Implementation: In our alternate rules section, each rule has a suggested method or methods by which the rule can be implemented.

REACTIONARY SPELLS

This book, and particularly the kai class, refers to spells as "reactionary spells". A reactionary spell is any spell on the caster's spell list that has a casting time of an immediate action. If looking simply at the main line books from Paizo these spells include:

- 1st Level: *Feather Fall, Liberating Command, Saving Finale, Stone Shield, Timely Inspiration, Wave Shield, Windy Escape*
- 2nd Level: *Buoyancy, Gallant Inspiration*
- 3rd Level: *Borrow Fortune*
- 5th Level: *Foe to Friend*

This book introduces 25+ reactionary spells. When playing with them, remember that when a spell targets an "ally", that means it can target the spell caster unless specifically noted (this was expanded on in an FAQ.). The kai class as well as several class options (such as the reactionary arcane school) are reliant on this mechanic.

How to Use This Book

There are several symbols in this book that we have included to make things easier for you to reference things.

The following icons denote that something is specifically for, or related to, or is somehow related to a specific class:



CHANNELERS



CLERICS



KAI



MAVENS



RUNESMITHS



SORCERERS



WITCHES



WIZARDS



DEEPER RULES: Sections marked with this icon are "deeper rules". We like to provide the most relevant information up front then expand on it in our "deeper rules" sections as not to clutter it with unnecessarily clauses and notes.



DESIGN NOTES: Sidebars marked with this icon are "design notes". This is normally insight into how or why we designed something the way we did.



GM NOTES: Sidebars marked with this icon are "GM notes". These are notes for GMs to pay attention to and players should not read.

Abbreviations of Referenced Products

- **LRGG:** Little Red Goblin Games
- **CRB:** Pathfinder Core Rulebook (Paizo)
- **APG:** Advanced Player's Guide (Paizo)
- **UW:** Ultimate Wilderness (Paizo)
- **AMH:** Anti-Magic Handbook (LRGG)
- **AP:P:** Alt Path Primal (LRGG)
- **AP:S:** Alt Path Social (LRGG)



CHAPTER 1: ALTERNATE RULES

Cosmic Magic

The universe is ablaze with energy, it's in every motion of molecules, the gravity of planets, and in the flow of time itself. This energy is known as "cosmic magic" or "kashoom" and it is unlike arcane, divine, or psychic energy. Shaping a cosmic spell or supernatural ability requires the caster to orient their body in such a way that it can receive it; often dramatic, dynamic, poses. After being held for a second the user must move before the cosmic force overwhelms them; discharging the gathered energy. While charging and when in use kashoom takes on the appearance of reflective golden fire that crackles like lightning. Different poses channel slightly different variations of kashoom, as a whole spectrum (not unlike the spectrum of visible light) of kashoom exists. When focused through individuals, its resonance changes and has slightly different effects depending on the spiritual disposition of whoever is using it. Even when it is mastered, it is still a dangerous form of energy and if a creature employs it for too long they will become changed by it. These gifts are as dangerous as they are powerful, and are the hallmark of those who have challenged the cosmos and won.

This concept was first introduced in *Alternate Path: Ascetic Characters*. We expanded on it in other books and explained how to allow existing cosmic casters to be able to use it but never exactly what a pure cosmic caster would look like.

Cosmic magic has the following qualities:

- Cosmic spells and supernatural abilities require the caster to be in a certain pose or stance.
- A pose takes a free action to enter.
- A character in a pose cannot benefit from a stance or style.

- A character cannot enter a pose if they are physically restrained in any way (such as grappled, bound, paralyzed, etc), if they are wearing armor with an arcane spell failure chance above 25% (as it similarly interferes with his ability to perform precise movements), if they have heavy encumbrance, or if they have any of the following conditions: confused, exhausted, a fear effect, prone, shaken, staggered, stunned.
- Posing requires the presence of mind to be able to judge the cosmic flow of kashoom and thus may not be done if the poser cannot concentrate.
- A pose can be struck at any point during the round, even if it is not during the character's turn, though never more than once per round.
- Cosmic spells do not have an arcane spell failure chance, though if an armor's arcane spell failure chance above 25% they cannot enter a pose.
- Cosmic spells can be undercast (like a psychic spell can).
- Cosmic spells cannot be modified by the Still Spell metamagic feat.
- Cosmic spells do not have a thought component or the associated increase in concentration checks like psychic spells.
- Cosmic spells do not require a divine focus like divine spells.
- Cosmic spellcasting does not count as an arcane, divine, or psychic spellcasting for the purpose of effects, immunities, or prerequisites.
- Cosmic spells can benefit from metamagic feats.
- A cosmic caster's spell list typically draws from spells that are traditionally found on arcane, divine, and psychic spell lists.
- Kashoom energy has no predisposition to any sort of alignment and as such no alignment based spells or spells that involve one's alignment can be cast using cosmic energy.

IMPLEMENTATION

Class-Specific: Certain classes are cosmic casters. If you do not wish to use cosmic magic in your game, they become divine casters with their pose requirement (as described above).

Dual-School Spells

If you use this alternate rule spells can have 2 schools. For example, the *swap limb* spell found in this book counts as both a transmutation and necromancy spell. When a spell's school is relevant to an effect or prerequisite use the school that would be more beneficial for it. However, benefits due to this spell's dual nature do not stack. (For example: if you took Spell Focus in transmutation and Spell Focus in necromancy, you'd only apply one of them when casting a *swap limb* spell.) Use the first school listed when dealing with wizard prohibited school spells. Some spells in this book have 2 schools listed for them in this book. If you are not using this rule, use the one listed first (*swap limb* is listed as transmutation/necromancy so it would just be a transmutation spell).

IMPLEMENTATION

Default



Overcoming Spell Resistance

Damage Reduction can be overcome by various flavorful methods; fey can be harmed by cold iron, werewolves by silver, skeletons by bludgeoning, and rakshasa by good and piercing weapons. These make encounters more challenging while still rewarding players for learning about the monster. If you'd like to make your encounters more interesting in the same way, particularly in a part with a lot of spell casters, give them a way to overcome spell resistance in the same or similar fashion. For example, a rakshasa has 25 spell resistance. A spell from the good domain or that deals piercing damage should bypass that spell resistance or at least lower it by half their HD. Alternatively, maybe using 1 sp's worth of cold iron in your spell as a reagent could allow you to bypass the DR of a powerful fey prince. Demons are particularly interesting as many sources detail what they dislike and what harms them. By utilizing that as a reagent of spell focus for their spell a character could overcome that demon's SR. Sometimes a creature's spell resistance can be overcome by spells of a certain school or descriptor.

IMPLEMENTATION

Default: If you add this by default, all (or most) creatures with spell resistance should have a way to overcome their spell resistance.

Per Monster Basis: You may add this on a per monster basis to add flavor to your game.

Magic Rating For Multiclassing

This alternate rule is designed to lessen the impact of multiclassing as a spell caster. You can earn part of a caster level in one spellcasting class of your choice when you take levels in another class. Your caster level can never exceed your character level using this alternate rule and you must have the spell class feature to benefit from it. This represents your continued study of magic, even if you are otherwise occupied.

- **+1 Caster for Every Levels:** Any class that can cast 6th level spells or higher at 20th level.
- **+1 Caster Per 2 Class Levels:** Paladin, Ranger, or any other class that can cast 4th level spells 20th level.
- **+1 Caster Per 3 Class Levels:** Monk, Rogue, Shifter and other classes with access to pseudo-magical abilities, or numerous supernatural powers but no spells.
- **+1 Caster Per 4 Class Levels:** Barbarian, Cavalier, Fighter, Gunslinger, Vigilante, and other classes with primarily (Ex) abilities.

IMPLEMENTATION

Default

Replicating Spells With Skills

If you are using this alternate rule your players can mimic the effect of some spells with a supernaturally good skill check. In its broadest sense, this subsystem allows a character to make a skill check with a DC of $20 + x3$ the spell level to replicate the effect of a spell from a specific list.

The result is treated as if it were produced by a spell-like ability. The spell always takes 1 minimum per spell level “cast” and only functions on spell with a duration of a minute or more, using your ranks in the relevant skill as your caster level. You must meet all the requirements of the spell (material components, spell focuses, etc) as if you were casting the spell normally.

A character can only “cast” a number of these spells per day equal to $1/3$ rd their character level, though no skill can be used more than once per day per 3 ranks in that skill.

Being able to replicate a spell not count as being able to cast the spell, having a caster level, or being able to make a spell-like ability for the purpose of prerequisites. Spells replicated in this way cannot be used in the crafting of items. Typically a spell can only be replicated by an effect that “makes” something

tangible (the exception to this is the Perform skill). An example of this could be a survival check to produce some superstitious sigil to ward of evil spirits, replicating an *alarm* spell. You will need to speak with your GM prior to employing this to thematically fit spells to your skills.

The following skills make poor candidates for replicating spells:

Acrobatics, Appraise, Bluff, Climb, Diplomacy, Disable Device, Escape Artist, Fly, Intimidate, Knowledge, Perception, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Swim, and Use Magic Device

The following skills are good candidates for replicating spells:

Craft, Disguise (for illusion spells), Handle Animal (for spells like *animal messenger*), Heal (for restorative spells like *delay poison*), Linguistics (for rune, sigil or glyph spells), Perform (for bard spells), Profession, and Survival (for druid/ranger spells).

IMPLEMENTATION

Default: In a high magic game, allowing players to freely replicate spells may open the door to allowing non-magical characters with a lot of skill points (like rogues) to be better integrated in the world you are building.

Feat: Spending a feat to be able to replicate a spell list or other sub-selection of spells that you design along with your GM (“Spells that affect animals on the druid’s spell list) may be a good way to go for this.

Fieldcraft Magic (Example)

Prerequisites: Survival 3 ranks

Benefit: You can cast ranger spells using Survival, as per the replicating spells with skill alternate rule.



Rune Smithing

A rune is a symbol imbued with the magic of a spell. A character with the Rune Carving feat can expend a spell, make a Craft check (DC 10 + spell level), and if they are successful they have imbued the object with a spell. The object with the runes carved into it is treated like a spell completion item.

The spell (and all material components) is expended during the carving of the rune and are consumed even upon failure. It takes a spell's level in minutes to carve a rune (0th level spells take 30 seconds). Creating a rune does not cost money on top of their material component costs, though many rune carvers will charge prices similar to a cleric scribing a scroll for their services.

Runes trigger when touched by a creature, the spell targeting the offending creature upon contact. A rune can last indefinitely, however the expended spell still is considered "expended" and remains unusable by the caster until the rune is activated. A character may cancel a spell within a rune as a swift action simply by thinking about it (an action similar to dismissing a spell).

A rune can only be carved into any relatively flat object with about 1 square foot of area to carve a rune into it. Runes, specifically, cannot be carved onto a living creature, weapons, armor, or magic items.

DEEPER RULES

- Runes cannot be crafted with spells augmented by metamagic feats.
- Carving tools will allow a character to carve runes at a +2 bonus.
- A check to craft runes always fails on a 1.
- Runes count as magic devices and can be detected with spells like *detect magic*.

- A rune can be disabled as a magical trap. Disabling a rune with a Disable Device check has a DC equal to 10 + the caster level of the rune + the spell level.
- Spells with a target of "personal" automatically fail against any creature other than the original creator of the rune.
- Runes resolve after the condition that triggered them.
- Spells that are cast as rune or symbols, such as symbol of healing, can't be cast via runesmithing (you don't create a rune that creates a symbol when touched).

IMPLEMENTATION

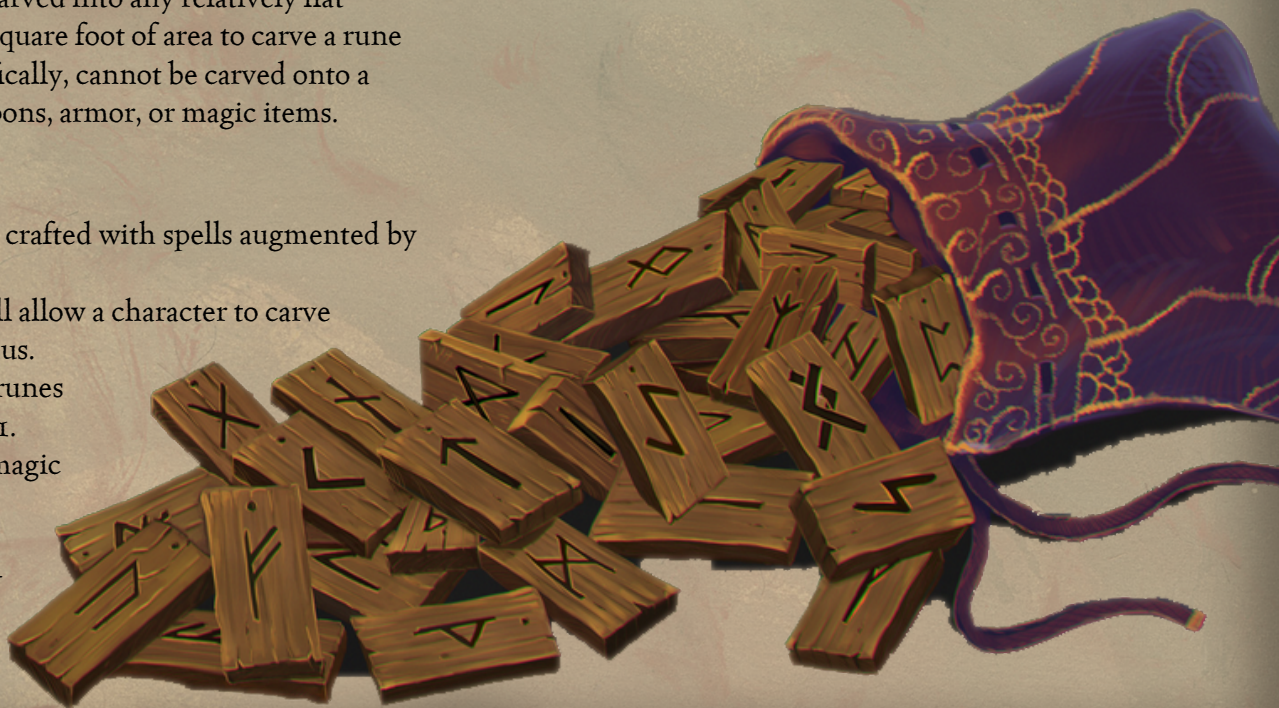
Default: We do not recommend implementing this as the default as it gives a great deal more power and versatility to spellcasters. If you do, please be aware of this.

Feat: You can take the Rune Carving feat. This is what we recommend.

Rune Carving

Prerequisites: Caster level 3rd

Benefit: You can carve spells as runes.



Typed Penalties

In Pathfinder penalties don't have types even though bonuses do. You can have a morale bonus but not a morale penalty. Using this alternate rule you can allow for typed penalties. This allows for creatures with certain resistances to become resistant or immune to certain kind of penalties (mindless creatures should be resistant to morale penalties, for example). Typically, this is built into the abilities that impose penalties but by assigning a type to a penalty this allows greater interplay between defenses and penalties. If you decided to use typed penalties, penalties with the same type still stack as if they were untyped.

When using typed penalties, you may want to have bonuses of the same type be able to offset them. For example: if you had a -2 luck penalty from the *malign eye* penalty, getting a luck bonus might interact with it in some way. If you also got a +4 luck bonus via the *amazing luck* spell found in this book you could treat it two ways: they combine and you only get a +2 luck bonus or the one of a greater magnitude overrides the lesser one, in this case negating the -2 luck penalty. This would only apply if and when the two bonuses interacted. The *amazing luck* spell and the *malign eye* domain power both affect saves so this would be a perfect example but if the *amazing luck* spell only applied on Will saves, this would only come up when the player was making a Will save; receiving the -2 luck penalty on all other saves.

You may also decide that certain kinds of penalties/bonuses that are the inverse of each other, such as sacred and profane, interact in a similar way.

Examples:

- **Circumstance Penalties:** penalties from the blinded or fatigued conditions, strong winds, penalties applied at GM discretion, etc.
- **Enhancement Penalties:** penalties from a *crafter's curse spell*^{APG}
- **Luck Penalties:** penalties from the *malign eye* curse subdomain power
- **Morale Penalties:** penalties from the shaken condition, a *bane* spell, the AC penalty of a barbarian's rage, etc.
- **Profane Penalties:** penalties from *bestow curse* spell, negative levels, etc.
- **Size Penalties:** penalties from *reduce person* and *enlarge person* spells, being larger than medium size, etc.

These are not hard and fast types, and the GM is encouraged to go with their gut feeling when assigning penalty types.

IMPLEMENTATION

Default: The GM should decide how bonus and penalties of the same type interact (additive or the one of greater magnitude overrides the lesser).

Sidebar: You Count as Your Own Ally

As you read this book, remember that you count as your own ally. This was clarified in a developer FAQ. A number of spells and class features use this precise as their basis.

CHAPTER 2: BASE CLASSES

CHANNELER

A Base Class for the Pathfinder Roleplaying Game

A channeler channels “elements”, a typical feature of a mage, but as they gain in power the “elements” they channel gain in complexity. While a novice channeler can conjure a fireball by channeling fire, an experienced channeler can throw a ball made of rust, the emotion of “love”, or even the fundamental principle of “size”.

Channelers “bind” to certain elemental concepts (though the term “element” soon becomes very abstract). Channelers play with these affinities to gain access to certain more complex elemental concepts as they progress in level.

Hit Dice: D8.

ROLE: The channeler is, on the surface, a very simplistic class that has lots of unique ways of twisting their very simple concept and making it nearly infinitely complex. They are, at their core, a simple blaster class with variable elements.

ALIGNMENT: Any

STARTING WEALTH: $2d6 \times 10$ gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The channeler’s class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: $4 + \text{Int modifier}$.



NEW BASE CLASSES

TABLE I-1: THE CHANNELER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Elemental binding (basic), elemental blast
2nd	+1	+0	+0	+3	-
3rd	+2	+1	+1	+3	Elemental binding
4th	+3	+1	+1	+4	Affinity resistance
5th	+3	+1	+1	+4	Elemental binding
6th	+4	+2	+2	+5	Affinity tree
7th	+5	+2	+2	+5	Elemental binding
8th	+6/+1	+2	+2	+6	Affinity immunity
9th	+6/+1	+3	+3	+6	Elemental binding
10th	+7/+2	+3	+3	+7	Elemental resistance
11th	+8/+3	+3	+3	+7	Elemental binding
12th	+9/+4	+4	+4	+8	Affinity absorption
13th	+9/+4	+4	+4	+8	Elemental binding
14th	+10/+5	+4	+4	+9	Elemental resistance
15th	+11/+6/+1	+5	+5	+9	Elemental binding
16th	+12/+7/+2	+5	+5	+10	-
17th	+12/+7/+2	+5	+5	+10	Elemental binding
18th	+13/+8/+3	+6	+6	+11	Elemental resistance
19th	+14/+9/+4	+6	+6	+11	Elemental binding
20th	+15/+10/+5	+6	+6	+12	Elemental fusion

Class Features

The following are the class features of the channeler.

Weapon and Armor Proficiency

The channeler is proficient with all simple weapons. They are not proficient with any type of armor or shield.

Elemental Blast (Su)

At 1st level, a channeler can tap into their element and release its energy in one of several ways. An channeler can do this once per day per channeler level + the channeler's Charisma modifier. Using an

elemental blast is always a standard action. The kind of damage the elemental blast deals is determined by the channeler's current elemental binding. If there is a save against the elemental blast it is DC 10 + 1/2 channeler level + Charisma modifier. Regardless of the form the elemental blast takes, it deals 1d6 points of damage per 2 channeler levels + their Charisma modifier (minimum 1d6+0).

At 1st level, the channeler can do any of the following elemental blasts:

NEW BASE CLASSES

TABLE 1-2: CHANNELER SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

Bolt: This is a ray attack with a maximum range of 30 feet. If it hits it deals elemental blast damage. If used as a full round action the damage is increased to 1d6 per channeler level + Charisma modifier.

Blast: The channeler releases a localized explosion around their person. This causes elemental blast damage in a 10 foot radius. Creatures can attempt a Reflex save for half damage.

Cone: The channeler can funnel their elemental energy sharply, creating a directional blast. This causes elemental blast damage to all creatures in a 15 foot cone. Creatures can attempt a Reflex save for half damage.

TABLE 1-3: CHANNELER SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Line: By marshalling its magical energy the channeler can create a lancing beam of their elemental binding. This causes elemental blast damage to creatures in a 30 foot line. Creatures can attempt a Reflex save for half damage.

Elemental Binding (Su)

A channeler is defined by the elemental concepts they bind themselves to. At 1st level a channeler can only select one of the basic elemental affinities but as they progress in level they can select any elemental binding they qualify for. Each elemental binding has a prerequisite to select (except the basic ones) and an effect that it has on the channeler's elemental blast. A channeler gains a new affinity at 3rd level, and every odd level thereafter.

At 1st level an channeler may only have 1 element “bound” to them at a given time. The “bound” elemental binding is the only one that they gain the benefits from. A channeler can switch their current element bound as a swift action.

If an elemental binding’s blast or spell effect allows for a save it is DC 10 + 1/2 channeler level + Charisma modifier. If it creates a spell the target always gets a save, as described in the spell, unless otherwise noted. For spells a channeler always uses their caster level as if they had cast the spell themselves.

DEEPER RULES

- A channeler’s spell effect benefit applies to spell-completion items they use, like wands and scrolls, but not to potions they drink.

Spells

A channeler casts arcane spells drawn from the channeler spell list. They can cast any spell they know without preparing it ahead of time. To learn or cast a spell, a channeler must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a channeler’s spell is 10 + the spell level + the channeler’s Charisma modifier.

Like other spellcasters, a channeler can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 1-2: Channeler Spells Per Day. In addition, they receive bonus spells per day if they have a high Charisma score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook). A channeler’s selection of spells is extremely limited. A channeler begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new channeler level, they gain one or more new spells, as indicated on Table 1-3: Channeler Spells Known. (Unlike spells per day, the number of spells a channeler knows is not affected by their Charisma score; the numbers on Table 1-2: Channeler Spells Known are fixed.) These new spells must be selected from those found on the channeler spell list.

Upon reaching 4th level, and at every even-numbered channeler level after that (6th, 8th, and so on), a channeler can choose to learn a new spell in place of one they already know. In effect, the channeler loses the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged. A channeler may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

Unlike a wizard or a cleric a channeler need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level.

Cantrips (Sp)

Channelers learn a number of cantrips, or 0-level spells, as noted on Table 1-3: Channeler Spells Known. These spells are cast like any other spell, but they don’t consume any spell slots when cast and may be used again

Affinity Resistance (Su)

Starting at 4th level, the channeler gains energy resistance against their current element bound equal to 10 + 1/2 their channeler level.

Affinity Tree

At 6th level, whenever the channeler selects their current bound element they also select 1 binding they know that serves as a prerequisite for their bound element (not prerequisite). This is referred to as their “supporting” element. A supporting element counts as a bound element for the affinity resistance, affinity immunity, and affinity absorption class features.

Affinity Immunity (Su)

Starting at 8th level, the channeler can upgrade their resistance to becoming totally immune to damage from their current bound element. Upgrading this resistance is free action done in response to a successful attack roll or failing a saving throw, and the

immunity only affects that particular attack or effect. A channeler can do this once per day plus 1 additional time for each Charisma modifier they possess.

Elemental Resistance

At 10th level, the channeler gains resistance to all elements equal to 1/2 their channeler level. At 14th level, the channeler gains resistance to all elements equal to their channeler level. At 18th level, the channeler gains resistance to all elements equal to three times their channeler level.

Sidebar: Resistance to Physical Damage

Some elements, like clay and metal, deal physical damage types (bludgeoning, piercing, or slashing) rather than elemental damage types (acid, cold, fire, etc). When you gain this, you gain DR/- rather than resistance, though at half the value you'd normally get (round up, minimum DR 1/-). If you become immune to a physical damage type you instead take half damage from it. Your absorb class feature allows you to become temporarily immune instead.

Affinity Absorption (Su)

At 12th level, the channeler can absorb damage from an attack or effect that would have caused them damage if it were not for their affinity immunity class feature (via their bound element). They may only do this once per day for every 4 levels of channeler. This is decided after the damage has been rolled. When absorbed this heals the channeler for half the damage dealt, up to a maximum of their channeler level.

Elemental Fusion

At 20th level, the channeler can select 2 elements and fully benefit from both. When a decision on one's elemental damage type comes up the channeler may chose to benefit from one exclusively or 1/2 of one and 1/2 of the other.

TABLE 1-4: CHANNELER ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Human	1/6th of a new elemental binding.	CRB
Dwarf	+1/2 resistance to all elements. This stacks with the elemental resistance class feature.	CRB
Elf	+1/6th to the DC of saves of spells with an elemental descriptor.	CRB
Gnome	+1/4th to the damage of the elemental blast class feature when using bolts.	CRB
Goblin	+1/4th to the damage of the elemental blast class feature when using blast.	ARG
Ifrit	+1/4th to AC while benefiting from the fire binding or an elemental binding that deals fire damage.	ARG
Oread	+1/4th to AC while benefiting from the earth binding or an elemental binding that deals acid damage.	ARG
Undine	+1/4th to AC while benefiting from the water binding or an elemental binding that deals cold damage.	ARG
Sylph	+1/4th to AC while benefiting from the air binding or an elemental binding that deals electricity damage.	ARG
Suli	1/6th of a new elemental binding.	ARG

Channeler Spell List

CANTRIPS

Acid splash, detect magic, light, ray of frost, read magic, spark

1ST LEVEL

Acid arrow, alter winds, air bubble, burning hands, corrosive touch, ear-piercing scream, expeditious excavation, frostbite, magic missile, obscuring mist, produce flame, resist energy, shocking grasp, shock shield, snowball^(UW), stone fist, wave shield

2ND LEVEL

Aggressive thundercloud, air step, burning gaze, defensive shock, fireball, fire breath, flaming sphere, frigid touch, frost fall, lightning bolt, molten orb, river whip, scorching ray, sonic scream, spontaneous immolation, stone call, stone discus

3RD LEVEL

Air geyser, ash storm, cloak of winds, daylight, elemental aura, fire shield, hydraulic torrent, protection from energy, resist energy, communal, sleet storm, vitriolic mist, wind wall

4TH LEVEL

Acid pit, acid spray, aggressive thundercloud, greater, ball lightning, cone of cold, control water, detonate, firefall, flaming sphere, greater, ice storm, protection from energy, communal, ride the waves, stone shape, stoneskin, wall of fire, wall of ice

5TH LEVEL

Acid fog, chain lightning, fickle winds, fire snake, freezing sphere, geyser, icy prison, lightning arc, stoneskin, communal, transmute mud to rock, transmute rock to mud, wall of stone

6TH LEVEL

Aaustic eruption, cold ice strike, contagious flame, delayed blast fireball, elemental body, firebrand, fluid form, ice body, ice crystal teleport, move earth, rampart, scouring winds, sirocco, tar pool, vortex, wall of iron

Sidebar: Adding Spells To The Channeler

Channelers deal primarily with the elements, and their spell list reflects this. They don't have spells that create illusions or mind-affecting effects, summon monsters, or give bonuses to their allies. When considering if a spell belongs on the channeler spell list, first check if it deals with the four classical elements; earth, water, air or fire. Spells that manipulate these elements are generally okay for the channeler. When in doubt, spells that deal elemental, sonic, or force damage are fair choices.



Basic Elemental Affinities

Air

Prerequisites: None

Damage Type: Electricity

SHOVING (BLAST EFFECT)

A creature who is hit by the channeler's bolt or fails a save against their other blast are automatically moved 5 feet in a direction of the channeler's choosing. The creature may chose to drop prone instead of being moved.

AEROMANCER (SPELL EFFECT)

Any spells with the air descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than electricity are automatically changed to deal electricity damage (these spells are not maximized).

Earth

Prerequisites: None

Damage Type: Acid

SWEEPING (BLAST EFFECT)

A creature who is hit by the channeler's bolt or fails a save against their other blast are automatically knocked prone.

GEOMANCER (SPELL EFFECT)

Any spells with the earth descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than acid are automatically changed to deal acid damage (these spells are not maximized).

Fire

Prerequisites: None

Damage Type: Fire

BURNING (BLAST EFFECT)

A creature who is hit by the channeler's bolt or fails a save against their other blast abilities automatically takes 1d4 fire damage each round for rounds equal to the channeler's Charisma modifier.

PYROMANCER (SPELL EFFECT)

Any spells with the fire descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than fire are automatically changed to deal fire damage (these spells are not maximized).

Water

Prerequisites: None

Damage Type: Cold

DROWNING (BLAST EFFECT)

A creature who is hit by the channeler's bolt or fails a save against their other blast abilities automatically have their lungs filled with water- causing them to be unable to breath or speak for rounds equal to the channeler's Charisma modifier. A drowning creature can attempt to "hold their breath" as if they were drowning underwater (despite the water already being in their lungs). A creature can take a standard action to purge their lungs of this magical water, automatically ending this condition.

AQUAMANCER (SPELL EFFECT)

Any spells with the water descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than cold are automatically changed to deal cold damage (these spells are not maximized).

Advanced Elemental Affinities

Acid

Prerequisites: Earth

Damage Type: Acid

CORRODING (BLAST EFFECT)

Acid elemental blasts ignore object hardness equal to twice the channeler's channeler level.

CORROSIMANCER (SPELL EFFECT)

Any spells with the acid descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than acid damage is automatically changed to deal acid damage (these spells are not maximized).

Alcohol

Prerequisites: Water

Damage Type: Acid

INEBRIATING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are also drunk. This causes them to be confused (as per the *confusion*) spell until the end of their next turn. They may end this by choosing to become sickened for 1d6 rounds on a turn they are in full control of their actions.

DRUNKEN SPELLCASTER (SPELL EFFECT)

The channeler treats their caster level as being 1 higher if they have had a drink (alcohol, potion, etc) on this turn (a move action).

Blight

Prerequisites: Water, Earth, Air, Fire

Damage Type: Negative Energy

INFECTING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are also afflicted by a *contagion* spell.

NETHERMANCER (SPELL EFFECT)

Any spells that deal negative energy damage are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than negative energy are automatically changed to deal negative energy damage (these spells are not maximized).

Blood

Prerequisites: Water

Damage Type: Slashing

SACRIFICE (BLAST EFFECT)

A channeler can sacrifice up to 1/2 their channeler level in their own hit points when creating an elemental blast. When dealing damage, they add the amount sacrificed to the damage dealt to all targets hit by the attack.

RITUAL SPELL (SPELL EFFECT)

You may extend the casting time of any spell you are casting to a full round action to increase your caster level by 2 for the purpose of casting the spell. This only effects spells with a casting time of a standard action or less.

Clay

Prerequisites: Earth & Water

Damage Type: Bludgeoning

BINDING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are automatically encased in a lump of hardened clay. It takes a Strength check (DC 20) to break out or Escape Artist (DC 20) check to escape. The clay has 3 hardness and 20 HP. While encased they can take no other physical actions.

MATERIAL MAGE (SPELL EFFECT)

A clay channeler can cast *mending*, *make whole*, and *minor creation* as a spell-like ability at will so long as they can cast a spell of that level. (For example: a channeler must be 7th level before they can use *minor creation* in this fashion because it is a 4th level spell.)

Note: This element is all about creating and manipulating physical material. The term “clay” is somewhat misleading as it really refers to any construction material like cement, mortar, etc.

Darkness

Prerequisites: Light

Damage Type: Cold

ECLIPSING BLAST (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast is afflicted by a *deeper darkness* spell that only affects the vision of that creature for 1d4 rounds.

SHADOWMANCER (SPELL EFFECT)

The channeler treats their caster level as being 1 higher when in areas of darkness (not dim light).

Note: Darkness is the absence of light, not “wickedness” like some people seem to think.



Dust

Prerequisites: Harmony

Damage Type: Negative energy

DISINTEGRATING (BLAST EFFECT)

An elemental blast of dust actually disintegrates the targets rather than blasts them with dust. Creatures struck take 1d4 points of Constitution damage rather than the normal listed damage. A given creature may not suffer more than 8 Constitution damage in a 24 hour period from channeler blast effects.

DUSTY SPELLS (SPELL EFFECT)

The channeler can spontaneously cast *glitter dust* by sacrificing any spell of 1st level or higher or *disintegrate* by sacrificing a spell of 5th level or higher.

Energy

Prerequisites: Water & Air

Damage Type: Electricity

HIGH ENERGY (BLAST EFFECT)

Elemental blasts created with this element ignore elemental resistances, but not elemental immunities.

LASER MAGE (SPELL EFFECT)

Any spell that creates a line effect has its maximum range doubled. In addition, while bound to this element the channeler gains a +1/4 channeler level (minimum +1) insight bonus on attack rolls to hit with ray effects.

Filth

Prerequisites: Earth & Water

Damage Type: Acid

STINKING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast also begin to stink violently for rounds equal to the channeler's Charisma modifier and are automatically sickened for the same duration. Likewise, any allies of that creature who begin their turn adjacent to the creature must make Fortitude save or also be sickened for 1d4 rounds.

NEW BASE CLASSES

DESOCRATIONIST (SPELL EFFECT)

Any square the channeler casts a spell in is automatically *desecrated*, filled with maggots and filth. This causes the square to be treated as if it had been hit with a *desecrate* spell.

Gravity

Prerequisites: Earth & Air

Damage Type: Falling damage (lethal damage caused by falling)

WEIGHING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fails a save against any other kind of elemental blast have their movement speed reduced to 5 feet for 1 round.

GRAVIMANCER (SPELL EFFECT)

The channeler can spontaneously cast *slow* by sacrificing any spell of 1st level or higher or *reverse gravity* by sacrificing a spell of 5th level or higher.

Harmony

Prerequisites: Water, Earth, Air, Fire

Damage Type: Positive Energy

HEALING (BLAST EFFECT)

As a harmony channeler causes positive energy damage their elemental blast actually heals their allies rather deals damage enemies. A harmony channeler can exclude any creature they wants from their elemental blasts. Healing from this bolt is temporary healing that vanishes after 1 minute and cannot bring a creature above their maximum hit points.

UNITY MAGE (SPELL EFFECT)

The channeler treats their caster level as being 1 higher for the purpose of all spells with an elemental descriptor.

Ice

Prerequisites: Water

Damage Type: Cold

FREEZING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fails a save against any other kind of elemental blast cannot move on their next turn.

TUNDRAMANCER (SPELL EFFECT)

Any spells with the cold descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than cold damage are automatically changed to deal cold damage (these spells are not maximized).

Light

Prerequisites: Fire

Damage Type: Fire

ILLUMINATING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fails a save against any other kind of elemental blast sheds light as if they were carrying a torch for rounds equal to the channeler's Charisma modifier. This causes a great deal of difficulty for creatures who are trying to hide. In addition, a blast or cone elemental blast counts as 1 round of daylight for creatures impacted by such things.

LUXMANCER (SPELL EFFECT)

The channeler treats their caster level as being 1 higher when casting spells with the light or fire descriptors.

Love

Prerequisites: Mind

Damage Type: Love*

LOVE EXPLOSION (BLAST EFFECT)

All damage caused by the channeler's elemental blast is love damage, and the saves for blast effects become Will saves.

CUPID'S SPELL (SPELL EFFECT)

Any spell the channeler casts that has a Will save can affect mindless creatures and objects (though it may have a limited effect on things like objects). In addition, all spells the channeler casts that deal a damage type other than love damage are automatically changed to deal love damage, and are resisted by Will saves instead of their normal save.

*Sidebar: Love Damage

First presented in Gonzo 2, love is a universal force that none can resist. Evil creatures gain a +2 bonus on saves against love damage effects. However,

evil creatures take 1.5x damage from love damage. Creatures immune to mind affecting effects gain a +4 bonus on associated Will saves but are still subject to them even if they would normally be immune to such saves. These bonus on saves stack (an evil mindless creature would gain a +6 bonus to resist love damage).

Magma

Prerequisites: Earth & Fire

Damage Type: Fire

SLAGGING (BLAST EFFECT)

A target who is hit by a magma-elemented bolt has their armor take 1 damage per channeler level, ignoring the hardness of the material. Other blasts leave an area of molten lava behind after casting. This area is difficult terrain and causes the channeler's Charisma modifier in damage to any creatures who end their turn in it. It remains in effect for 1d4 rounds.

MAGMAMANCER (SPELL EFFECT)

Any spells with the earth or fire descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than fire damage is automatically changed to deal fire damage (these spells are not maximized).

Metal

Prerequisites: Earth & Fire

Damage Type: Piercing

SHARP (BLAST EFFECT)

When rolling damage for their elemental blast the channeler rolls d8s rather than d6s.

SOLID SPELL (SPELL EFFECT)

After the channeler has cast a spell they gain a +2 bonus to their AC until the start of their next turn as residual liquid metal coats their body and armor like a flexible second skin.

Mind

Prerequisites: Sound & Fire

Damage Type: Nonlethal

DOMINATION (BLAST EFFECT)

All damage caused by the channeler's elemental blast is nonlethal damage. In addition, any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are also afflicted by a *charm person* spell.

THOUGHT SLAYER (SPELL EFFECT)

The channeler causes damage to the psyche of their target rather than physical wounds. This causes all spells to deal nonlethal damage, become mind-affecting effects, and always target Will saves instead of their normal save (if the spell had a save).

Oil

Prerequisites: Fire, Water, Earth

Damage Type: Acid

COATING (BLAST EFFECT)

A creature who is hit by the channeler's bolt or fails a save against their other blast is coated in oil. This makes them greased up, granting them a +4 bonus on Escape Artist checks made to squeeze through places and on checks to escape grapples. However, should the target take fire damage they immediately catch on fire and burn for 1d4 fire damage per 3 levels of channeler each round. This oil fire cannot be put out for 1d4 rounds. Only after that has enough oil burned away that it can be put out by normal means.

SLIPPERY SPELLS (SPELL EFFECT)

The channeler can cast *grease* at will as a spell-like ability. In addition while bound to this element grease has its casting time reduced to a swift action.

Plant

Prerequisites: Water, Earth, Air

Damage Type: Acid

POISON VULNERABILITY (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast automatically takes a -4 penalty on saves against poisons until the start of the channeler's next turn.

NATURE'S BOUNTY (SPELL EFFECT)

The channeler counts as if they had the Eschew Materials so long as they are in an area with abundant flora. Unlike the feat the channeler can any spell with a material component costing an amount of gp equal to 10 times their channeler level or less without needing that component (rather than just 1 gp).

Rust

Prerequisites: Metal

Damage Type: Slashing

RUSTING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fails a save against any other kind of elemental blast has one non-magical, metal, object of the channeler's choice that is clearly visible on the target instantly rusted. This causes the object to instantly take half its maximum HP in damage and gain the broken condition. Should they be subject to this effect a second time that object is destroyed.

RUST MAGE (SPELL EFFECT)

The channeler treats their caster level as being 1 higher when casting transmutation spells.

Salt

Prerequisites: Earth

Damage Type: Acid

DEHYDRATING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fails a save against any other kind of elemental blast instantly becomes thirsty and gets progressively more so. On the following round they must make a Constitution check or they are treated as if they had gone without water for 1 day plus a number of hours equal to its Constitution score. Each subsequent round is treated as if 1 hour had passed. A creature must drink 1 gallon of water (an act taking at least a minute) before this effect subsides. Subsequent applications of this increases the DC of all subsequent checks by 1. Damage dealt by this effect is lethal damage (rather than non-lethal) and any creature reduced to zero or less has their body preserved, as if by mummification.

DESICCATIONIST (SPELL EFFECT)

Water within the area of the channeler's spells is reduced, as by a *control water* spell used to lower water. This effects lasts for the duration of the spell, or 1 minute for instantaneous effects. Additionally, creatures with the aquatic or water subtype take a -2 penalty on saves against the channeler's spells.

Note: While this affinity is actually "salt", the effect is more closely related with the effects salt has. It brines, preserves, and dehydrates things. A powerful salt channeler is a terror to behold as it leave a mummified corpse behind where once warriors stood.

Silence

Prerequisites: Sound

Damage Type: Sonic

VOICE STEALING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are automatically silenced for 1 round.

SILENT SPELLS (SPELL EFFECT)

Any spell cast by the channeler is cast as if it were under the effect of a Silent Spell metamagic feat with no level increase.

Size

Prerequisites: Harmony

Damage Type: Force

SHRINKING / ENLARGING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are also afflicted by a *reduce person* spell.

ENLARGING (SPELL EFFECT)

Any spell cast by the channeler is cast as if it were under the effect of a Enlarge Spell metamagic feat with no level increase.

Sound

Prerequisites: Wind

Damage Type: Sonic

DEAFENING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are automatically deafened for 1 round.

VIBROMANCER (SPELL EFFECT)

Any spells with the sonic descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than sonic damage are automatically changed to deal sonic damage (these spells are not maximized).

Steam

Prerequisites: Water & Fire

Damage Type: Scalding

OBSCURING (BLAST EFFECT)

After using an elemental blast a cloud of dense steam arises from the channeler. This grants the channeler concealment (a 20% miss chance) until the start of their next turn or until they leave their square.

VAPORMANCER (SPELL EFFECT)

Any spells with the fire or water descriptor are cast as if they were under a Maximized metamagic feat at no spell level increase. In addition, all spells the channeler casts that deal a damage type other than scalding are automatically changed to deal scalding damage (these spells are not maximized).

Sidebar: Scalding Damage?

Often overlooked, scalding damage is a damage type caused by boiling water. A reference to it can be found in the environmental rules in Chapter 13 of the Pathfinder Core Rulebook.

Storm

Prerequisites: Wind & Fire

Damage Type: Electricity

CHAIN BLAST (BLAST EFFECT)

If the channeler hits a creature with their bolt ability, they may make a second bolt attack at highest BAB -5 (though this is still a ranged touch attack) against another creature within 15 feet. If done as a full round attack, this causes the damage of a standard action attack against the 2nd creature. Other blasts increase their DC by 2 if a creature is adjacent to another affected creature.

STORM DANCER (SPELL EFFECT)

When the channeler casts a spell with the electricity descriptor with a casting time of at least a standard action they may move up to their movement speed as part of the action of casting the spell. This consumes their movement (but not their move action) for this round.

Time

Prerequisites: Harmony

Damage Type: Negative Energy

SLOWING (BLAST EFFECT)

Any creature hit by an elemental bolt or who fail a save against any other kind of elemental blast are also afflicted by a *slow* spell.

CHRONOMANCER (SPELL EFFECT)

The channeler can spontaneously cast *haste* by sacrificing any spell of 1st level or higher or *time stop* by sacrificing a spell of 6th level.

KAI

A Base Class for the Pathfinder Roleplaying Game

"Thou art God"

Kai cultivate within themselves a oneness with the universe, for they are the universe. Through contemplation and the recitation of mantras a kai can tame kashoom, or cosmic energy. This normally requires dramatic poses to channel the energy but, though specialized chants called matras, a kai can hold most of the power in their mind, reducing the need for movement to only hand flourishes or fluid movements.

Still, the power they channel is so tremendous that even a master kai can only hold onto it for a few seconds before having to release it. Because of this split-second timing, kai unleash spells at critical moments; those which they refer to as "cusps". A cusp is a moment where decisive action can change one's fate. When the right amount of cosmic energy is applied at the right moment, the very axis of fate can shift.

Becoming a kai is a lifelong journey that begins with the understanding that one is simple a part of a greater whole and with mantras and meditation a kai can merge their consciousness with the greater universe. After years of training and discipline a kai can meditate even while fighting and maintain the careful concentration required to maintain a mantra even while picking a lock or scaling a wall.

Hit Dice: D6.

ROLE: Kai are cosmic spell casters who rely on their Wisdom. Thanks to their mantra class feature they are reactive casters and most of their actions will occur on other people's turn. Their spells do things like lighten blows against allies, impose penalties on saves, and limiting movement prematurely. They are particularly good at negating damage on themselves or allies and maintaining concentration, even after suffering a blow.



NEW BASE CLASSES

TABLE: 2-1: THE KAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Cantrips, mantras, spells
2nd	+1	+0	+0	+3	Combat Casting, improved mantras
3rd	+1	+1	+1	+3	-
4th	+2	+1	+1	+4	-
5th	+2	+1	+1	+4	Active meditation
6th	+3	+2	+2	+5	-
7th	+3	+2	+2	+5	-
8th	+4	+2	+2	+6	Improved mantras
9th	+4	+3	+3	+6	-
10th	+5	+3	+3	+7	-
11th	+5	+3	+3	+7	Cusp casting (3)
12th	+6/+1	+4	+4	+8	-
13th	+6/+1	+4	+4	+8	-
14th	+7/+2	+4	+4	+9	Improved mantras
15th	+7/+2	+5	+5	+9	-
16th	+8/+3	+5	+5	+10	-
17th	+8/+3	+5	+5	+10	Cusp casting (4)
18th	+9/+4	+6	+6	+11	-
19th	+9/+4	+6	+6	+11	-
20th	+10/+5	+6	+6	+12	Thou art God

ALIGNMENT: Any

STARTING WEALTH: 2d6 × 10 gp (average 70 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The kai's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (arcane) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (sing) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the kai.

Weapon and Armor Proficiency

The kai is proficient with all simple weapons but not with martial weapons, any armor, or shields.

Spells

A kai casts cosmic spells drawn from the kai spell list. They can cast any spell they know without preparing it ahead of time. To learn or cast a spell, a kai must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a kai's spell is 10 + the spell level + the kai's Wisdom modifier.

NEW BASE CLASSES

TABLE 2-2: KAI SPELLS PER DAY

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	4	3	2	-
18th	9	5	5	4	4	4	4	3	2	1
19th	9	5	5	4	4	4	4	4	3	2
20th	9	5	5	4	4	4	4	4	3	3

Like other spellcasters, a kai can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 2-2: Kai Spells Per Day (which is the same a sorcerer's). In addition, they receive bonus spells per day if they have a high Wisdom score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

A kai's selection of spells is extremely limited. A kai begins play knowing four 0-level spells and two 1st-level spells of their choice. At each new kai level, they gains one or more new spell, as indicated on Table 2-3: Kai Spells Known (which is the same a sorcerer's). Unlike spells per day, the number of spells a kai knows is not affected by their Wisdom score; the numbers on Table 2-3: Kai Spells Known are fixed. These new spells can be common spells chosen from

the sorcerer/wizard spell list, or they can be unusual spells that the kai has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered kai level after that (6th, 8th, and so on), a kai can choose to learn a new spell in place of one they already know. In effect, the kai loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A kai may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

Unlike a wizard or a cleric, a kai need not prepare their spells in advance. They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level.

Cantrips

Kai learn a number of cantrips, or 0-level spells, as noted on Table 2-3: Kai Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Mantras (Ex)

At 1st level, a kai can cast a reactionary spell via a "mantra". Casting a spell as a mantra requires a standard action, and provides the kai 2 uses of that spell that they can cast as free actions any time before the start of their next turn. Preparing a mantra counts as casting a spell, provoking an attack of opportunity, and adds both a somatic and a verbal component to the spell, if it didn't have it before.

NEW BASE CLASSES

TABLE 2-3: KAI SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	4	3	2	-
18th	9	5	5	4	4	4	4	3	2	1
19th	9	5	5	4	4	4	4	4	3	2
20th	9	5	5	4	4	4	4	4	3	3

Casting a spell via a mantra only consumes a single spell slot on their spell list. Maintaining a mantra requires concentration and if the kai loses their concentration they lose all the uses of the spell. Spells of 7th level and above cannot be cast via mantras.

DEEPER RULES

- While maintaining a mantra the kai cannot cast any other spells.
- Any spells held via mantra that are not cast before the start of their next turn are wasted.

- Casting a spell via a mantra adds a both a somatic and a verbal component.
- A spell cast as a mantra can be modified by metamagic feats.
- A given action a creature takes can only trigger a single use of a spell cast as a mantra.
- A spell cast as a mantra cannot be used at the same time as a spell cast as an immediate action.
- When they suffer a condition that would cause a concentration check while maintaining a mantra, they must make the save as if they were attempting to cast or maintain the spell under those conditions. Failure results in all remaining use of the mantra-cast spell being lost.
- A kai cannot cast spells if it hasn't gone yet.

Combat Casting

At 2nd level, the kai gain Combat Casting as a bonus feat in addition to those gained from normal advancement.

Improved Mantras

At 2nd level, a kai selects one of the two following improvements to the way they can use their mantras:

SUSTAINED MANTRAS

The kai can take a standard action on their turn to preserve any unused spells prepared via a mantra on their last turn until the start of their next turn. A kai can never maintain a mantra for more than 1 minute.

TWO TRAINS OF THOUGHT

The kai can cast spells while maintaining a mantra. This does not grant them the ability to sustain 2 different mantras at once.

COSMIC KOAN

The kai may, as a full-round action, prepare 2 separate reactionary spells that consume the same spell level as a single mantra, consuming only 1 spell slot.

Both spells pull from the same pool of uses in any combination. The kai must be at least 8th level to take this improved mantra.

At 8th and 14th level the kai gains one of the other benefit of this class feature.

Active Meditation (Ex)

At 5th level, bonuses from Combat Casting now apply on all concentration checks.

Cusp Casting

At 11th level, when a kai casts a reaction spell via a mantra they gain 3 uses of that spell before the start of their next turn.

At 17th level, when a kai casts a reaction spell via a mantra they gain 4 uses of that spell before the start of their next turn.

Thou Art God

At 20th level, a kai becomes one with the universe. They are forevermore treated as a native outsider rather than as a humanoid (or whatever the kai's creature type was) for the purpose of spells and magical effects. Additionally, the kai automatically passes all concentration checks.



Kai Spell List

CANTRIPS

Arcane mark, daze, detect magic, detect poison, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, spark, telekinetic projectile

1ST LEVEL

Feather fall, good luck, highlight opening, liberating command, magic missile, shocking grasp, soften blow, stone shield, wave shield, windy escape

2ND LEVEL

Buoyancy, distraction, foot guard, knock, lesser reprisal, poison attack, share memory, stumble, weaken attack

3RD LEVEL

Amazing luck, borrow fortune, dispel magic, force punch, lightning bolt, mass good luck, mitigate attack, reverse arrow

4th LEVEL

Counterspell, envenom attack, greater distraction, guide attack, negate attack, reprieve, shoes of hermes, telekinetic charge

5TH LEVEL

Break enchantment, impede, lightning arc, mass amazing luck, mass soften blow, mass weaken attack, sonic thrust, sudden shock, teleport

6TH LEVEL

Awaken, chain lightning, dragon guard, emergency teleportation, foe to friend, greater dispel magic, reroute, spell of the viper

7TH LEVEL

Greater counterspell, greater teleport, jolting portent, joyful rapture, ki shout, mass mitigate attack, plane shift*

8TH LEVEL

Earthquake, finger of death, mass emergency teleportation, mass negate attack, stormbolts, word of recall

9TH LEVEL

Deathly reprisal, gate, hekatonkheires guard, perfect execution, telekinetic storm, time stop

*Use your Wisdom for this spell.

Sidebar: Why All The Lightning Spells?

Kashoom produces what is known as “cosmic lightning” as byproduct and can be intentionally channeled by skilled users of the art.

TABLE 2-4: KAI ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Human	Add +1/4 to the kai's caster level when casting abjuration spells.	CRB
Dwarf	Add a +1 bonus on concentration checks made due to taking damage while casting kai spells.	CRB
Elf	Add one spell known from the kai's spell list. This spell must be at least one level below the highest spell level the kai can cast.	CRB
Halfling	Add +1/4 to the kai's caster level when casting enchantment spells.	CRB
Glick	+1/3 on initiative checks. This stacks with other increases to initiative.	Little Red Goblin Games Racial Guide 4

MAVEN

A Base Class for the Pathfinder Roleplaying Game

The term “maven” refers to a person who has a wealth of knowledge in a given field but in game terms a maven is a mage with a wealth of knowledge about a certain spell. Hyper-specialized, a maven is the magical equivalent of a scientist who twists and warps a single spell to do a great many things. In the hands of a maven, a fireball could freeze an opponent, explode a building, or be cast in a myriad of artistic different ways. Mavens general have a very scientific and analytic mindset, examining magic as just another field of academic study. To them a spell is nothing but a tool and innovating on the design or practicality of that tool is an interesting venue to a creative mind.

Hit Dice: D8.

ROLE: Maven can make excellent combat casters, though their role is often wholly determined by what spells they chose to study. A *fireball* maven would have a very different role than a maven who specialized in the *create pit* spell.

ALIGNMENT: Any

STARTING WEALTH: $2d6 \times 10$ gp (average 70 gp.)
In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The maven's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the maven.



TABLE 3-1: THE MAVEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Augmentation formula, cantrips, mavenhood, studied spell (primary)
2nd	+1	+0	+0	+3	Aegis arcanum
3rd	+2	+1	+1	+3	Metamagic feat
4th	+3	+1	+1	+4	Studied spell (secondary)
5th	+3	+1	+1	+4	Augmentation formula, spell theory
6th	+4	+2	+2	+5	Aegis arcanum
7th	+5	+2	+2	+5	Metamagic feat
8th	+6/+1	+2	+2	+6	Studied spell (tertiary)
9th	+6/+1	+3	+3	+6	Augmentation formula
10th	+7/+2	+3	+3	+7	Aegis arcanum
11th	+8/+3	+3	+3	+7	Metamagic feat
12th	+9/+4	+4	+4	+8	Studied spell (quaternary)
13th	+9/+4	+4	+4	+8	Augmentation formula
14th	+10/+5	+4	+4	+9	Aegis arcanum
15th	+11/+6/+1	+5	+5	+9	Metamagic feat
16th	+12/+7/+2	+5	+5	+10	Studied spell (quinary)
17th	+12/+7/+2	+5	+5	+10	Augmentation formula
18th	+13/+8/+3	+6	+6	+11	Aegis Arcanum
19th	+14/+9/+4	+6	+6	+11	Metamagic feat
20th	+15/+10/+5	+6	+6	+12	Arcane Doctorate

Weapon and Armor Proficiency

A maven is proficient with all simple weapons, plus the longsword, rapier, sap, shortsword, shortbow, and whip. Maven's are not proficient with any armor or shield. Armor interferes with a maven's movements, which can cause their spells with somatic components to fail.

Spells

A maven casts arcane spells drawn from the sorcerer/wizard spell list. A maven must choose and prepare their spells ahead of time.

To learn, prepare, or cast a spell, the maven must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a maven's spell is 10 + the spell level + the maven's Intelligence modifier.

A maven can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: 3-2 Maven Spells Per Day. In addition, they receive bonus spells per day if they have a high Intelligence score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook). These bonus spells per day do not impact the bonus spell for casting their studied spell.

NEW BASE CLASSES

A maven's selection of spells is extremely limited. A maven begins play knowing four 0-level spells and two 1st-level spells of their choice. At each new maven level, they gain one or more new spells, as indicated on Table 3-4: Maven Spells Known. (Unlike spells per day, the number of spells a maven knows is not affected by their Intelligence score; the numbers on Table 3-4: Maven Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the maven has gained some understanding of through study.

A maven must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour on magical meditation and contemplation. While studying, the maven decides which spells to prepare.

Spells Gained at a New Level: Mavens perform a certain amount of spell research between adventures. Each time a character attains a new maven level, they gain two spells of their choice to add to their list of known spells. The two free spells must be of spell levels they can cast.

Studied Spell

At first level a maven picks any spell from any spell level of 3rd level or lower and dedicates themselves to the study of it. This spell becomes their primary tool of the arcane, the base from which they manipulates the magical energies that surround the worlds. At 4th level and every 4 levels thereafter, a maven may select another spell of 3rd level or lower and gain that as an additional studied spell (referred to as their secondary, tertiary, quaternary, and quinary spells respectively).

A maven gains bonus spells per day that can be used to cast any of their studied spells as described on Table 3-3: Studied Spell Bonus Spells per Day. Studied spells can also be modified by augmentations (see the spell augmentation class feature for more information).

TABLE 3-2: MAVEN SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

If the maven selected a 2nd level spell, the spell has all dice rolls associated with it are treated as if they'd roll their minimum value until 3rd level. If the maven selected a 3rd level spell, the spell has all dice rolls associated with it are treated as if they'd roll their minimum value until 5th level.

DEEPER RULES

- Studied spells do not count towards your spells known.
- All spells, no matter what spell list they are from, are cast as arcane spells.

NEW BASE CLASSES

TABLE 3-3: STUDIED SPELL BONUS SPELLS PER DAY

Level	Primary	Secondary	Tertiary	Quaternary	Quinary	Senary
1st	1	-	-	-	-	-
2nd	1	-	-	-	-	-
3rd	1	-	-	-	-	-
4th	2	1	-	-	-	-
5th	2	1	-	-	-	-
6th	2	1	-	-	-	-
7th	2	1	-	-	-	-
8th	3	2	1	-	-	-
9th	3	2	1	-	-	-
10th	3	2	1	-	-	-
11th	3	2	1	-	-	-
12th	4	3	2	1	-	-
13th	4	3	2	1	-	-
14th	4	3	2	1	-	-
15th	4	3	2	1	-	-
16th	4	4	3	2	1	-
17th	4	4	3	2	1	-
18th	4	4	3	2	1	-
19th	4	4	3	2	1	-
20th	4	4	3	2	1	4

TABLE 3-4: MAVEN SPELLS KNOWN

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

- Not every spell is suitable for selection as a studied spell. This is a major decision that will define your character so please consult with your GM before selecting a studied spell. If a spell is on multiple spell lists, use the most common spell level. This may not always be a viable selection criteria and you should consult with your GM before selecting such a spell as a studied spell. Typically, it is better to use a class with access to 6th or 9th level spells as a basis for this. Spell lists from classes with 4th level spells (such as rangers and paladins) may not be suitable and may have to be regarded as 1-2 levels higher for the purpose of the studied spell class feature.

Mavenhood (Ex)

Maven can spontaneously cast any of their studied spells by sacrificing a spell of equal level or higher. If the spell sacrificed is of a higher level, the maven earns a number of "augmentation points" equal to the difference in spell levels between the studied spell they cast and and sacrifice spell. (Example: If the maven sacrificed a prepared *acid fog* spell, which is a 6th level spell, to cast their studied spell, *fireball*, which is a 3rd level spell, they'd gain 3 augmentation points to modify their *fireball* spell.) Augmentation points gained from sacrificing a spell to spontaneously cast a studied spell must be spent on that spell, and any unused augmentation points from such a spell are wasted.

These augmentation points can be used on “augmentation formula”, which the maven gains from their augmentation formula class feature. Using augmentation points is considered part of the action to cast the spell. A maven may spend as many augmentation points as they wish on a given spell at once (provided they have them to spend). No matter what level spell slot is spent to cast the spell as (when the maven are earning augmentation points) the spell’s effective level does not increase.

In addition, the maven gains a pool of augmentation points equal to 1/4th their maven level (minimum 0) + their Intelligence modifier. The maven regains all spent augmentation points when they prepare their spells for the day. These are tracked separately other augmentation points.

Augmentation Formula

At 1st level and every 4 levels thereafter a maven gains 2 augmentation formula from the list found at the end of this class that they can use to modify their studied spells.

Cantrips (Sp)

Mavens learn a number of cantrips, or 0-level spells, as noted on Table 3-4: Maven Spells Known. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Aegis Arcanum (Ex)

Starting at 2nd level a maven learns to apply their craft in light armors. When casting one of their studied spells while wearing armor they are proficient in the use of, the maven ignores any arcane spell failure chance for that spell.

A maven reduces all arcane spell failure chance by half with any armor or shield they are proficient in the use of. At 2nd level they become proficient in light armor, at 6th they become proficient in medium armor and light armor does not impose any arcane spell failure chance, at 10th level they become proficient in all

shields (except tower shields) and medium armor does not impose any arcane spell failure chance, and at 14th level they become proficient in heavy armor and shields do not impose any arcane spell failure chance.

At 18th level, the maven doesn’t incur arcane spell failure from any armor or shield they are proficient with.

Metamagic Feat

At 3rd level and every 4 levels thereafter, the maven gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as metamagic feats.

Spell Theory

At 5th level, for the purpose of DCs the studied spell is treated as the highest level spell the maven can cast, as though by the Heighten Spell metamagic feat. However, this does not affect the effective spell level of the studied spell for the purpose of other maven abilities, such as the level of spell slot needed to sacrifice to spontaneously cast a studied spell.

Arcane Doctorate (Su)

At 20th level the maven gains 6th studied spell (referred to as their “senary spell”). This spell may be up to a 6th level spell. In addition, the maven gains access to any augmentation formula they did not already know.

Maven Augmentation Formula

Any augmentation with a point cost of 'X' can be used more than once, applying a greater effect as more augmentation points are applied.

ARTISTIC

Augmentation Point Cost: 0

Benefit: When casting this spell the maven may artistically, but superficially, modify the spell. This can give a *fireball* the appearance of a screaming dragon's head, make a *charm person* spell smell like roses, have a *shatter* spell be the sound of an orchestra warming up, a healing spell give someone the warm fuzzies, cause a *summon monster* spell to cause the creature summoned appear in a ballerina outfit, or other superficial yet artistically thrilling things. A spell cast like this is unmistakably a spell and has no effect on illusion spells but can symbolize a great many things. This, in many ways, is like a *prestidigitation* spell that has modified the spell cast. This augmentation may be applied to any studied spell for free.

BYPASSING

Augmentation Point Cost: 1

Benefit: When casting this spell the maven gains a +4 bonus on caster level checks made to refute counterspelling attempts and on checks to overcome Spell Resistance.

CASTER LEVEL

Augmentation Point Cost: X

Benefit: Treat the maven's caster level as being one higher for every augmentation point spent casting this spell, to a maximum of +1/4th the maven's caster level (minimum +1).

CATAclysmic

Augmentation Point Cost: 3

Benefit: The target of this spell doubles the critical range of their weapon on their next turn. This does not stack with other sources that increase the critical range of a weapon (such as a *keen* weapon or the Improved Critical feat).

COMPLEXITY

Augmentation Point Cost: X

Benefit: The DC of any save associated with this spell increases by 1 for every augmentation point spent casting this spell, to a maximum of +1/4th the maven's caster level (minimum +1).

CRIPPLING

Augmentation Point Cost: 2

Benefit: This augmentation only works on spells with a save. If the target fails the save, they have one form of movement speed of the maven's choice halved (to a minimum of 5 feet) for a number of rounds equal to the maven's Intelligence modifier.

DEFENDING

Augmentation Point Cost: X

Benefit: The target of this spell receives a DR 1/- for for a number of rounds equal to the maven's Intelligence modifier. The amount of DR increases by 1 for every augmentation point over 1 spent.

DISTRACTING

Augmentation Point Cost: 2

Benefit: This augmentation only works on spells with a save. If the target fails the save, they are shaken for a number of rounds equal to the maven's Intelligence modifier. This is a mind-affecting effect.

ELEMENT

Augmentation Point Cost: Varies

Benefit: If this spell deals one of the following types of damage: acid, cold, electricity, fire, sonic, or force the maven may change the type of damage it deals and the spell's associated elemental descriptor to one of the following types of damage (its augmentation point cost is given in the parenthetical): acid (0), cold (0), electricity (0), fire (0), sonic (1), or force (3).

NEW BASE CLASSES

FLUID

Augmentation Point Cost: 3

Benefit: When casting this spell the maven ignore all arcane spell failure due to armor or shields.

GROUNDING

Augmentation Point Cost: 3

Benefit: If this spell is successfully cast against a flying creature, that creature loses its fly speed for 1 round and begins to fall.

HEALING INVERSION

Augmentation Point Cost: Varies

Benefit: If this spell heals, it can instead cause damage. Select one of the following types of damage (its **augmentation point cost** is given in the parenthetical): acid (1), cold (1), electricity (1), fire (1), sonic (2), or force (3). If the spell does not have a save, it gains a Will save for half damage.

HEALING SPELL

Augmentation Point Cost: 3

Benefit: If this spell deals one of the following types of damage: acid, cold, electricity, fire, sonic, or force the maven may change the type of damage to positive energy (which heals living creatures and harms undead).

MASS

Augmentation Point Cost: 3

Benefit: This augmentation only works on single target spells. This spell now targets 1 appropriate target per 2 maven levels, no two of which can be more than 30 feet apart.

METAMAGIC

Augmentation Point Cost: Varies

Benefit: When casting a spell with a metamagic feat the maven may pay off the level increase with an equal number of augmentation points. This does not work with Heightened Spell.

MUNDANE

Augmentation Point Cost: 3

Benefit: This spell can be cast in an *antimagic field* or other areas of antimagic.

RANGE

Augmentation Point Cost: 2

Benefit: If this spell has a listed range of touch, close, or medium increase it to the amount described on Table 3-5: Range Augmentation.

TABLE 3-5: RANGE AUGMENTATION

Starting Range	Augmented Range
Touch	Close (25 ft. + 5 ft./2 levels)
Close (25 ft. + 5 ft./2 levels)	Medium (100 ft. + 10 ft./level)
Medium (100 ft. + 10 ft./level)	Long (400 ft. + 40 ft./level)

RESTORATIVE

Augmentation Point Cost: 2

Benefit: The target of this spell is also healed for 2d8 points of damage + 1 point per caster level (maximum +10).

SHAPE

Augmentation Point Cost: 2

Benefit: If this spell creates an effect in a burst, line, or cone you can modify its area of effect as described on Table 3-6: Shape Augmentation.

TABLE 3-6: SHAPE AUGMENTATION

Starting Type	Augmented Type	Effect
Cone	Burst	1/2 range
Cone	Line	+50% range
Burst	Cone	Double range
Burst	Line	Triple range
Line	Cone	1/2 range
Line	Burst	1/3rd range

NEW BASE CLASSES

SWIFT

Augmentation Point Cost: X (minimum 2)

Benefit: The target of this spell receives a +10 foot enhancement bonus to all their movement speeds for every 2 augmentation points spent for for a number of rounds equal to the maven's Intelligence modifier.

WARRIOR'S SPELL

Augmentation Point Cost: 3

Benefit: Casting a studied spell doesn't provoke an attack of opportunity.

TABLE 3-7: MAVEN ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Human	+1/6th a new augment formula.	CRB
Dwarf	+1/3rd on saves against spells that share a school with one of the maven's studied spells.	CRB
Elf	+1/6th a new metamagic feat.	CRB
Half-Orc	Reduce the arcane spell failure chance of armor the maven is proficient in the use of by 2%.	CRB
Gnome	+1/3rd to the size of their augmentation point pool.	CRB
Dragoul	+1/3rd to the size of their augmentation point pool.	Little Red Goblin Games Racial Guide 4



RUNESMITH

A Base Class for the Pathfinder Roleplaying Game

Each hammerstrike of a runesmith infuses their runes with magic. Part master of the forge, part mystic, runesmiths follow ancient traditions that allow them to emblazon weapons and armor with powerful protective wards, devastating trap runes, and invigorating symbols that trigger to fill their wielder with unlimited power when the need is most dire. Steeped in the past they bring their art to the present to answer the call to adventure. Some do it for gold, some do it for god, but all do it for the art of rune smithing.

Hit Dice: D8.

ROLE: A runesmith is a capable combatant and a powerful spellcaster. Their strength lies not in the spur of the moment exploitation of an enemy's weakness, but in careful preplanning. Carving runes takes time and a well-stocked adventurer's pack.

ALIGNMENT: Any

While the path a runesmith walks is varied, most have a lawful alignment due to the intense self-discipline it takes to master the runic arts.

STARTING WEALTH: 4d6 x 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The class's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (nature) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.



NEW BASE CLASSES

TABLE 4-1: THE RUNESMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Bonus language, rune script, rune smithing, scribe scroll
2nd	+1	+3	+0	+3	Bonus feat, glyph 1d6, warsmith
3rd	+2	+3	+1	+3	Smith +1, power runes
4th	+3	+4	+1	+4	Glyph 2d6
5th	+3	+4	+1	+4	Improved rune caster
6th	+4	+5	+2	+5	Bonus feat, glyph 3d6
7th	+5	+5	+2	+5	Smith +2, expedient carving
8th	+6/+1	+6	+2	+6	Glyph 4d6
9th	+6/+1	+6	+3	+6	Rune script
10th	+7/+2	+7	+3	+7	Glyph 5d6
11th	+8/+3	+7	+3	+7	Smith +3
12th	+9/+4	+8	+4	+8	Glyph 6d6
13th	+9/+4	+8	+4	+8	Twin runes
14th	+10/+5	+9	+4	+9	Bonus feat, glyph 7d6
15th	+11/+6/+1	+9	+5	+9	Smith +4, Truespeech
16th	+12/+7/+2	+10	+5	+10	Glyph 8d6
17th	+12/+7/+2	+10	+5	+10	Rune script
18th	+13/+8/+3	+11	+6	+11	Bonus feat, glyph 9d6
19th	+14/+9/+4	+11	+6	+11	Smith +5
20th	+15/+10/+5	+12	+6	+12	Runelord, glyph 10d6

Class Features

The following are the class features of the runesmith.

Weapon and Armor Proficiency

Runesmiths are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Runesmiths are also proficient with all weapons in the fighter's hammer weapon group.

Spells

A runesmith casts divine spells which are drawn from the cleric/oracle spell list. A runesmith must choose and prepare their spells in advance. A runesmith can only cast spells into runes or other spell completion items. Spells that are cast as rune or symbols, such as *symbol of healing*, can be cast normally (the runesmith does not create a rune that creates a symbol when touched).

To prepare or cast a spell, a runesmith must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a runesmith's spell is 10 + the spell level + the runesmith's Wisdom modifier.

TABLE 4-2 RUNESMITH SPELLS PER DAY

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	-	-	-	-	-	-	-	-
2nd	4	2	-	-	-	-	-	-	-	-
3rd	4	2	1	-	-	-	-	-	-	-
4th	4	3	2	-	-	-	-	-	-	-
5th	4	3	2	1	-	-	-	-	-	-
6th	4	3	3	2	-	-	-	-	-	-
7th	4	4	3	2	1	-	-	-	-	-
8th	4	4	3	3	2	-	-	-	-	-
9th	4	4	4	3	2	1	-	-	-	-
10th	4	4	4	3	3	2	-	-	-	-
11th	4	4	4	4	3	2	1	-	-	-
12th	4	4	4	4	3	3	2	-	-	-
13th	4	4	4	4	4	3	2	1	-	-
14th	4	4	4	4	4	3	3	2	-	-
15th	4	4	4	4	4	4	3	2	1	-
16th	4	4	4	4	4	4	3	3	2	-
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

Like other spellcasters, a runesmith can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 4-2: Runesmith Spells Per Day. In addition, they receive bonus spells per day if they have a high Wisdom score.

Runesmiths meditate for their spells. Each runesmith must choose a time at which they must spend 1 hour each day in quiet contemplation or supplication to regain their daily allotment of spells. Time spent resting has no effect on whether a runesmith can prepare spells. A runesmith may prepare and cast any spell on the cleric spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during their daily meditation.

Rune Smithing (Ex)

A runesmith has a special connection with the runes they craft. They gain Rune Carving as a bonus feat, and can craft runes in unique ways, though it makes the runes themselves more complex. They gain the ability to carve runes (see the Alternate Rules chapter). By increasing the DC of the Craft check they must make, a runesmith can change the method in which their runes are triggered. In addition, a runesmith can have a rune that they craft that will only trigger when certain conditions are met. See Table 4-3: Rune Triggers and Table 4-4: Rune Conditions for more information.

Finally, a runesmith may have a rune trigger “in reverse”. Normally a rune will trigger on the creature that triggered the rune. By increasing the DC of the Craft check by +1, a runesmith can have the rune instead affect themselves. (Example: An armor

prepared with a protective rune of *cure light wounds* would normally heal the creature that struck him, but if carved reverse it would heal the runesmith when they are hit).

Rune Script

There exist a great many variations of runes in the world. Some are simply changes in font and symbol spacing, while others may be based on entirely different languages. Most rune scripts are based on the dwarven or common languages, but more exotic ones do exist. Runes written in different scripts have different magical effects. At 1st level a runesmith must select a script that they are familiar with. This script grants a number of bonus spells.

NEW BASE CLASSES

TABLE 4-3: RUNE TRIGGERS

Trigger	Description	DC Increase
Spell Strike	A rune set in this fashion on a weapon can deliver a spell as part of an attack action. (Normally a rune will not trigger on a weapon)	+3
Protective Rune	A rune set in this fashion on armor can deliver a spell as immediately after a creature that has attacked the recipient of the rune (the attack resolves first).	+5
Command Word	A rune can be triggered by command word, spoken by anyone, as a free action.	+1
Time Delay	A rune can be triggered a number of rounds after it has been set to a maximum of 1 hour per runesmith level.	+3
Proximity	A rune can be triggered when any creature enters a certain radius.	+5

TABLE 4-4: RUNE CONDITIONS

Condition	Description	DC Increase
Ally	A rune will only activate if an ally of the runesmith who carved it triggers it. The ally/enemy distinction is locked in at the time of creation.	+3
Enemy	A rune will only activate if an enemy of the runesmith who carved it triggers it. The ally/enemy distinction is locked in at the time of creation.	+3
Creature type	A rune will only activate if a certain creature type or subtype triggers it.	+2
Person	A rune will only activate if a certain person triggers it.	+5
HD or less	A rune will only activate if a creature of a certain HD or less triggers it.	+2
HD or more	A rune will only activate if a creature of a certain HD or more	+3
Class	A rune will only activate if a certain class triggers it.	+3
Caster level or less	A rune will only activate if a creature of a certain caster level or less triggers it.	+2
Caster level or more	A rune will only activate if a creature of a certain caster level or more triggers it.	+3
Alignment (One Axis)	A rune will only activate if a creature of a certain alignment (lawful, chaotic, neutral, good, or evil) triggers it. Only one axis needs to be met.	+2
Alignment (Two Axis)	A rune will only activate if a creature of a certain alignment triggers it (lawful good or chaotic neutral for example). Both axis need to be met.	+3
Multiple	You may apply multiple instances of the same conditions on the same rune. The DC increases by 1/2 the value (round up) of the normal increase for every subsequent condition. For example: a runsmith could have a rune trigger if any one of 3 classes triggered it, though it would increase the crafting DC by 7 (3 + 2 + 2).	-

Note: A player may consult with their GM to create new rune conditions. The DC increases should use the above one as a guide. Options include things like deity, nationality, etc.

A runesmith can prepare a bonus spell from this list for each level of spell they can cast. If a rune script spell is not on the cleric spell list, a runesmith can prepare it only in their rune script spell slot. At 9th and 17th level a runesmith gains access to a new rune script. If a script provides a bonus while carving a rune (such as a reduction to the DC) only a single rune script may be used at a time.

Scribe Scroll

At 1st level, a runesmith gains Scribe Scroll as a bonus feat.

Bonus Language

At 1st level a runesmith's bonus language options include Dwarven, the language of the dwarves. This choice is in addition to the bonus languages available to the character because of their race.

A runesmith also knows Ancient Runic, a secret language known only to runesmiths, which they learn upon becoming a 1st-level runesmith. Ancient Runic is a free language for a runesmith; that is, they know it in addition to their regular allotment of languages and it doesn't take up a language slot. Runesmiths are forbidden to teach this language to non-runesmiths. Ancient Runic has its own alphabet.

Bonus Feat

At 2nd, 6th, 10th, 15th, 14th, and 18th level, a runesmith gains a bonus feat. At each such opportunity, they can choose either an item creation feat or Skill Focus in a class skill. The runesmith must still meet all prerequisites for a bonus feat, including caster level minimums.

Glyph (Sp)

Starting at 2nd level, as a standard action, the runesmith can create an explosive glyph in any unoccupied adjacent square with a surface that can be carved on. This does not provoke an attack of opportunity. Any creature entering this square takes 1d6 points of damage. This damage increases by 1d6

at every even level to a maximum of 10d6 at 20th level. This glyph deals either acid, cold, electricity, or fire damage, decided when runesmith creates the glyph. The glyph is invisible and lasts a number of rounds equal to the runesmith's class level or until discharged. A runesmith may elect to create a glyph that is not invisible if they wish. A glyph cannot be created in a square occupied by another creature. This glyph counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a Perception skill check (DC 10 + caster level + Wisdom modifier) and disarmed with a Disable Device skill check of the same DC. The runesmith can use this ability a number of times per day equal to 3 + their Wisdom modifier.

At 10th level the runesmith can place a glyph as a move action and at 15th level they can place one as a swift action.

Warsmith (Ex)

A runesmith of 2nd level or higher has mastered the difficult art of crafting runes into weapons and armor. The DC for using a weapon or armor with a rune is increased by +2. Weapons and armor have limited space for runes and the space they have is located in Table 4-5: Rune Space For Weapon Sizes. Weapons generally need to be coupled with the spell strike rune trigger, and armor and shields are generally coupled with the protective rune trigger. If the runesmith doesn't want a rune to automatically trigger, they are encouraged to use alternative triggers, such as a command word trigger.

Armor can only ever hold one rune at a time, though a shield may also hold a rune. When a creature that has both a shield and armor with runes on them is struck with an attack, the creature equipped with them may select which rune triggers. Runes cannot be carved onto ammunition. A runesmith can carve runes on to magic weapons and armor (though not other magic items).

TABLE 4-5: RUNE SPACE FOR WEAPON SIZES

Weapon Size	Rune Spots
Tiny or Smaller	0
Small or Medium	1
Large or Huge	2
Gargantuan	3
Colossal	4

Smith (Ex)

At 3rd level runesmith gains a +1 bonus to all Craft checks. This bonus also applies to the DC of attempts to disarm runes they create carve. This bonus increases to a +2 at 7th level and continues to improve by +1 at every 4 levels beyond 7th (11th, 15th, 19th) to a maximum of +5 at 19th level.

Power Runes (Su)

Starting at 3rd level, when a rune is crafted a skilled runesmith can place multiple charges of a spell into a single rune. A rune can only hold the same spell, though this ability allows the runesmith to place several charges of the same spell into a single rune. Each 'charge' of the rune consumes a spell slot of the same level (so a rune with 3 charges takes up 3 spell slots). Failure on the Craft check expends all the spells attempted to be placed in the rune. Triggering a rune will only expend one charge per round. A single rune may have up to 5 charges of a single spell. The DC increases can be found on Table 4-6: Power Rune DC Increases.

Improved Rune Caster (Ex)

A runesmith of 5th level can carve runes with metamagic feats applied to them.

TABLE 4-6: POWER RUNE DC INCREASES

Charges	Description	DC Increase
2	A single rune has two charges of the same spell in it.	+1
3	A single rune has three charges of the same spell in it.	+2
4	A single rune has four charges of the same spell in it.	+3
5	A single rune has five charges of the same spell in it.	+4

Expedient Carving (Ex)

A runesmith of 7th level can carve a rune very roughly in a very short amount of time. Once per day the runesmith may carve a rune of 3rd level or lower as a standard action. They must have a feasible surface and be wielding their carving tools to do this. At 16th level they can do this a number of times per day equal to their Wisdom modifier (to a minimum of 1).

Twin Runes (Ex)

A runesmith of 13th level can carve runes that contain 2 different spells in them (example: both a fireball and a lightning bolt spell). This increases the DC of the Craft check by 5 and the Craft check uses the spell level of the higher spell. Upon creation, the crafter needs to decide which spell will trigger first as only one spell will trigger at a time. A rune may not be both a power rune and a twin rune.

Truespeech (Su)

At 15th level a runesmith gains a fundamental understanding of the connection between runes and true names. They begin to realize that runes are in essence the written form of power words. As a result, when a runesmith speaks runic they can speak with any creature that has a language (as though using a *tongues* spell with a caster level equal to their character level). This ability is always active.

Runelord (Su)

At 20th level a runesmith has achieved a mastery over runes that few have ever dreamed possible. A runesmith may apply one metamagic feat to their runes without increasing the spell slot required or the DC for the Craft check to carve the rune.

Rune Scripts

Benefits from various rune scripts do not stack (Example: the benefits for a runesmith who knows both artificer shorthand and elderscript who is carving a transmutation rune would reduce the DC by 3, not 4.)

ANGELIC WARDS

Runes in this form are based on celestial symbols and which runes are used is affected by the time of year and alignment of the stars. Evil creatures revile it and it can only be seen by good creature.

Benefit: The runes this script grants a runesmith cannot be seen by evil aligned outsiders. A non-good aligned runesmith cannot carve angelic wards.

1st-protection from evil, **2nd**-align weapon (good only), **3rd**-magic circle against evil, **4th**-holy smite, **5th**-dispel evil, **6th**-blade barrier, **7th**-holy word, **8th**-holy aura, **9th**-summon monster IX (good creatures only).

ARTIFICER SHORTHAND

This variant of elderscript is found in many runic manuscripts by master artificers and construct crafters. The symbols are much more geometric than tribal freehand and there are dozens of new symbols borrowed from mathematics that are dedicated to making the description of numbers more precise.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with transmutation spells in them by 3.

1st-animate rope, **2nd**-wood shape, **3rd**-stone shape, **4th**-minor creation, **5th**-fabricate, **6th**-major creation, **7th**-wall of iron, **8th**-instant summons, **9th**-prismatic sphere.

BLASTED NEW ROMAN

This script was developed by miners who needed to excavate caves quickly and efficiently. The runes are blasted out with explosives (often a small trail of gunpowder) and done quickly. It is a proto-dwarven script with gnomish influences.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with evocation spells in them by 3.

1st-thunderstomp, **2nd**-defensive shock, **3rd**-fireball, **4th**-detonate, **5th**-wall of force, **6th**-cold ice strike, **7th**-forcecage, **8th**-stormbolts, **9th**-ride the lightning.

BONECASTER SCRIPT

This ancient style of runes is based on the way tortoise shells used to crack when boiled. This was used by oracles and other soothsayers to divine the future.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with divination spells in them by 3.

1st-true strike, **2nd**-see invisibility, **3rd**-locate weakness, **4th**-symbol of revelation, **5th**-symbol of scrying, **6th**-true seeing, **7th**-arcane sight, greater, **8th**-discern location, **9th**-foresight.



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DRUID HALF-SCRIPT

A runic variant that seems to be a bastardization of the druidic secret language and ancient runic (suggesting a common linguistic ancestor). Many druids who dabble in runes find this script easiest to pick up.

Benefit: Reduce the craft DC by 3 when carving runes onto trees, bark, or similar hard plant surfaces.

1st-entangle, 2nd-barkskin, 3rd-plant growth, 4th-command plants, 5th-wall of thorns, 6th-repel wood, 7th-animate plants, 8th-control plants, 9th-shambler.

ELDERSCRIPT

This is an older version of runic that inspired many variations. Most runesmiths use this as their “standard” script. It was found deep in abandoned dwarven settlements dating back to before the first records were kept. It’s based on an archaic form of dwarven with elements of several symbols borrowed from a proto-draconic language.

Benefit: A runesmith that knows this script reduces the the DC of crafting all runes by 1.

1st-erase, 2nd-secret page, 3rd-glyph of warding, 4th-explosive runes, 5th-lesser planar binding, 6th-greater glyph of warding, 7th-instant summons, 8th-symbol of death, 9th-teleportation circle

FEY RINGS

Unrelated to any other script, fey rings a script discovered by studying the layout of fairy rings; rings of mushrooms that mark a dangerous place. Fey ring script looks like a series of interconnected rings formed of small points.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with enchantment spells in them by 3.

1st-charm person, 2nd-touch of idiocy, 3rd-suggestion, 4th-symbol of laughter, 5th-symbol of sleep, 6th-cloak of dreams, 7th-insanity, 8th-irresistible dance, 9th-overwhelming presence.

HIGH GOTHIC FORMAL SCRIPT

When study of runes was formalized in “civilized” society, the vast number of variations of ancient runic caused a great deal of frustration. In response

they created a “formal script” that everyone could learn to start with. It has developed into a script in its own right, with many eccentricities unique to this script. The base language for this script is elven with elements of the human script thrown in to bridge the gap between the new flowing elven script and the old blocky runic scripts.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with abjuration spells in them by 3.

1st-comprehend languages, 2nd-detect thoughts, 3rd-speak with dead, 4th-divination, 5th-true seeing, 6th-find the path, 7th-legend lore, 8th-discern location, 9th-foresight.

ILLUMINATED ARCANE

This is a variant of High Gothic Formal Script that is employed by many wizards and other magic users. It was a result of wizards, who are more familiar with arcane scripts than elven, scribing runes into their spell books. The resulting script was far more elaborate and involved, often times resembling an illuminated manuscript.

Benefit: A runesmith that knows this script gains a +2 bonus on attempts to identify and activate magic items.

1st-magic weapon, 2nd-spiritual weapon, 3rd-magic vestment, 4th-divine power, 5th-flame strike, 6th-blade barrier, 7th-power word blind, 8th-power word stun, 9th-power word kill.

LONGTRAIL MARKINGS

The origins of longtrail markings are unknown. They do not resemble any other existing form of runic. Many are carved into trees and seem to have developed as a result of the medium they were carved in. A lot of lateral slashes form this runic variant. The only thing they resemble is the systems of trail markings hunters have used in the region of its birth. They are often used by travelers already familiar with trail markings and rangers who dabble in runes.

Benefit: If a spell that a runesmith knows could be prepared by a ranger at a lower level, the runesmith may prepare it at that level.

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1st-longstrider, **2nd**-locate object, **3rd**-fly, **4th**-dimension door, **5th**-teleport, **6th**-find the path, **7th**-greater teleport, **8th**-phase door, **9th**-astral projection.

MURDERER'S TONGUE

Developed by runesmiths in the prison systems, murderer's tongue is a very barebones version of elderscript that can be carved with the absolute least amount of effort and materials.

Benefit: A runesmith can carve runes onto surfaces normally ill-suited to carving runescript. This includes round, misshapen, lumpy, made of improper material, narrow areas, and on areas with less than 1 square foot of space (they still need at least 1/2 square foot though), etc. This still does not allow them to carve runes on living creatures, magic items, or equipment.

1st-magic weapon, **2nd**-spiritual weapon, **3rd**-magic vestment, **4th**-divine power, **5th**-flame strike, **6th**-blade barrier, **7th**-power word blind, **8th**-power word stun, **9th**-power word kill.

PEGGILISM

This language is written by driving tiny pegs into stone to create a sort of braille. Often times this is carved into softer materials like wood or earth. Thorns, screws, needles or arrowheads are the favored medium for this elven based language. This originated in earth worshiping cults but has spread to some of the craft-halls of major cities.

Benefit: If a spell that a runesmith knows could be prepared by a druid at a lower level, the runesmith may prepare it at that level.

1st-obscuring mist, **2nd**-fog cloud, **3rd**-call lightning, **4th**-sleet storm, **5th**-ice storm, **6th**-control winds, **7th**-control weather, **8th**-whirlwind, **9th**-storm of vengeance.

RED RED

Carved with blood-dipped tools, this orcish script has gained prominence in counter-cultural movements for its striking red runes that it carves. It seems to have something in common with elderscript but it is actually based on an older and far more foul language

spoken by denizens of the underworld.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with necromancy spells in them by 3.

1st-cause fear, **2nd**-false life, **3rd**-vampiric touch, **4th**-bestow curse, **5th**-symbol of pain, **6th**-curse, major, **7th**-finger of death, **8th**-symbol of death, **9th**-energy drain.

RUBE

(Aka "Circus Rune" or "Conman's Characters")

Runes have made their way into circus life and merged with circus slang/symbols. This is a relatively new variant and is generally unique to the user as they pick up new slang. This is a variant on longtrail markings that is generally used for duplicitous ends. It uses shallow carving and is intentionally hard to spot.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with illusion spells in them by 3.

1st-disguise self, **2nd**-invisibility, **3rd**-nondetection, **4th**-confusion, **5th**-false vision, **6th**-mislead, **7th**-screen, **8th**-mass invisibility, **9th**-time stop.

RUNCIBLE SCRIPT

A written language developed by chaotic outsiders who saw language as too tight of a construct. The symbols intentionally defy language and those who would seek to understand it. The language is more a set of rules on how to NOT write a codified language.

Benefit: The DC to disarm a runesmith's runes is increased by 2.

1st-protection from law, **2nd**-align weapon (chaos only), **3rd**-magic circle against law, **4th**-chaos hammer, **5th**-dispel law, **6th**-animate objects, **7th**-word of chaos, **8th**-cloak of chaos, **9th**-summon monster IX (chaotic creatures only).

RUNIC STITCHING

This script is stitched, written into fabric. It is used to adorn quilts, decorate pillows, and make your favorite walking cloak resistant to rain. Needless to say, this was a script pioneered by halflings who felt

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the need to embroider their scripts in a more homely fashion. It's based on tribal freehand but is more boxy and contains a few runes that are unique to halfling culture.

Benefit: Runes carved with this script can be added to any cloth garment, even magical ones. This script can, however, only be stitched into fabric with a needle and thread. It requires Craft (sewing) to use.

1st-shield, 2nd-blur, 3rd-heroism, 4th-restoration, 5th-planar adaptation, 6th-greater heroism, 7th-regenerate, 8th-euphoric tranquility, 9th-overwhelming presence.

TERRAN SANS SERIF SCRIPT

The most popular runic variant outside the mortal plane is the terran sans serif script. It originated on the elemental plane of earth and has evolved from elderscript, though it has reached a point where it is no longer recognizable. It is simply "written" in cracks and fissures created by the craftsman. It is easiest for earth elementals to write this script. A lesser used variant of this script is terran serif.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes that contain spells with the earth descriptor by 3.

1st-magic stone, 2nd-soften earth and stone, 3rd-stone shape, 4th-spike stones, 5th-wall of stone, 6th-stoneskin, 7th-elemental body IV (earth only), 8th-earthquake, 9th-elemental swarm (earth elementals only).

TRIBAL FREEHAND

A widely popular variant of elderscript that seems to draw from more contemporary dwarven symbols. The draconic symbols have been all but removed from the script making it much easier for potential runesmiths to pick up. It is somewhat artistic and much of the user's personality comes through in the way they write their characters.

Benefit: A runesmith that knows this script reduces the DC for Craft checks for runes with conjuration spells in them by 3.

1st-calm animals, 2nd-hold animal, 3rd-dominate animal, 4th-summon nature's ally IV (animals only), 5th-beast shape III (animals only), 6th-antilife shell, 7th-animal shapes, 8th-summon nature's ally VIII (animals only), 9th-shapechange.

TWINHAND

This gnomish derived variant of elderscript mirrors and tessellates letters to convey the overall meaning of the runes. Those who write in this style write with two hands.

Benefit: The DC for crafting twin runes is reduced by 2.

1st-remove fear, 2nd-remove paralysis, 3rd-remove curse, 4th-freedom of movement, 5th-break enchantment, 6th-greater dispel magic, 7th-refuge, 8th-mind blank, 9th-freedom.

WARRIOR'S CURSIVE

("AKA Hack Hexes")

Many students of the colleges that instruct young mages in the use of runes end up as battle mages in some fashion or another. Based on high gothic, warrior's cursive is a sloppy barebones variant. It is done entirely with quickly executed "slashes" rather than the elegant elven script of high gothic. It is said to have been developed by a runesmith with a sword who didn't have time to find his carving kit and needed a rune. It should be noted that the "cursive" part of the name is something of a joke as the script is far from elegant or flowing.

Benefit: A runesmith that knows this script reduces the DC for Craft checks by 3 for runes that deal direct hit point damage.

1st-enlarge person, 2nd-bull's strength, 3rd-magic vestment, 4th-spell immunity, 5th-righteous might, 6th-stoneskin, 7th-grasping hand, 8th-clenched fist, 9th-crushing hand.

NEW BASE CLASSES

TABLE 4-7: RUNESMITH ALTERNATE FAVORED CLASS BONUSES

Race	Bonus	Source
Human	+1/5 on one type of Craft check.	CRB
Dwarf	Glyphs deals +1/4 more damage.	CRB
Elf	+1/4 an additional daily use of glyph.	CRB
Half Elf	Add +1/2 on critical hit confirmation rolls made while using a member of the fighter's hammer weapon group (maximum bonus of +4).	CRB
Half Orc	+1/3 damage to objects and constructs.	CRB
Gnome	Add one spell known from the cleric's spell list. This spell must be at least one level below the highest-level spell the runesmith can cast.	CRB
Halfling	+1/4 to the DC to disarm runes the runesmith crafts	CRB
Aasimar	Glyphs deals +1/3 more damage to evil aligned outsiders.	ARG
Goblin	Reduce the DC for Craft checks for runes with fire spells in them by 1/3.	ARG
Tiefling	Glyphs deals +1/3 more damage to good aligned outsiders.	ARG
Dhampir	Reduce the DC for Craft checks for runes with necromancy spells in them by 1/3.	ARG



CHAPTER 3: ARCHETYPES

ELDER

An Archetype for Witches in the Pathfinder Roleplaying Game

An elder is a community leader who has been imbued with arcane powers by their sacred wisdom. They are more common in rural or tribal communities where they serve as some mix of hedge mage, seer, wise-man/woman, revered elder, healer, and spiritual advocate. They use the power of their community as a the fount of their power and use it to punish those who would threaten the elder's community.

Communal Casting

At 1st level an elder selects a community that they represent. This could be a settlement, a party of loyal friends, local members of a faith, or other small group, though this group typically doesn't cover more than 50 creatures. A community must be willing to accept the elder willingly and typically some kind of celebration marks their acceptance. Only willing members of the community count as members of the elder's community. The GM is the final arbiter of if a particular creature is considered a valid member of community.

In many ways the elder treats their community as if it were their familiar for the purpose of certain aspects of their class features, as described below:

Spell Storage: An elder 'stores' their spells in the bond their community shares in the same way a witch's spells are stored in their familiar.

Alertness (Ex): While at least 1 member of the elder's community is within arm's reach, the elder gains the Alertness feat.

Share Spells: The elder may cast a spell with a target of "You" on members of their community (as a touch spell) instead of on itself. The elder can only do this once per day at 1st level and 1 additional time per day for every 8 levels of elder they have.

Empathic Link (Su): The elder has an empathic link with all willing members of their community within a 1 mile distance. The elder can communicate empathically with the members of their community, but cannot see through their eyes. Because of the link's limited nature, only general emotions can be shared.

Speak with Elder (Ex): If the elder is 5th level or higher, any member of the elder's community can communicate with the elder verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

TABLE 5-1 PUNISHMENT DAMAGE

Level	Punishment Damage Per Round
4th	1d6
5th	1d6
6th	1d8
7th	1d8
8th	1d8
9th	1d10
10th	1d10
11th	1d10
12th	2d6
13th	2d6
14th	2d6
15th	2d8
16th	2d8
17th	2d8
18th	3d6
19th	3d6
20th	3d6

Scry on Community (Sp): If the elder is 13th level or higher, they may scry on any member of a community (as if casting the *scrying* spell) once per day.

In addition, rather than use Intelligence for its class features and spellcasting, an elder uses Wisdom in its place.

This modifies the spellcasting and witches familiar.

Elder Guidance (Ex)

An elder gains an enhancement bonus on all Knowledge checks equal to 1/4th their elder level (minimum +1).

This replaces the witch's 1st level hex.

Punishment (Su)

At 4th level, as a standard action the elder can punish a creature's soul to rot for offending their community, causes them to take 1d8 negative energy damage for rounds equal to their elder level. It lasts for rounds equal to the elder's level, though the creature can make a Will save (DC 10 + 1/2 elder level + Wisdom modifier) to reduce the duration to 1 round. The damage is suffered when first applied and at the start of each of the elder's turns. This can only be cast on creatures who have transgressed some social taboo or taken a hostile action against the elder's community.

The damage per round increases, as described on the chart below, as the elder increases in level. This cannot target undead, constructs, or creatures without a soul. A given creature cannot have more than 1 punishment curse on them at a time. This is not an inherently evil action, cannot be placed on a member of the elder's own community, and is commonly used to punish those who offend the elder's community. This replaces the witch's 4th, 10th, and 16th level hexes.



GREY WIZARD



An Archetype for Wizards in the Pathfinder Roleplaying Game



Sent by the ancient gods to lead, teach, and inspire mankind the grey wizards are reincarnated each generation to pass on what they know and guide those who need it most. While most grey wizards are unaware of their true nature, they have a sneaking suspicion. You are such a person, gifted with ancient wisdom and an old soul.

Old Soul

The grey wizard uses their Wisdom, rather than their Intelligence, to determine all class features and effects relating to their wizard class, such as bonus spells per day, the maximum spell level they can cast, the save DCs of their spells, and the effectiveness and number of daily uses of their wizard class features. In addition, the grey wizard can add their Wisdom modifier to all Knowledge checks.

This replaces the wizard's arcane bond class feature.

Defender of Mankind

The grey wizard has the base attack bonus of a cleric, rather than that of a wizard. In addition, they become proficient in all simple weapons.

This replaces the wizard's arcane school class feature. The grey wizard does not gain bonus spells per day from their arcane school either.

HOLISTIC SORCERER[®]

An Archetype for Sorcerers in the Pathfinder Roleplaying Game

Your magic is only as strong as how weak you are. Effectively, the more you try to control it the worse you are at it so you just let it *flow* from you in a very holistic fashion. Because no one told you how not to cast magic, your magic just kind of... works. Your understanding of the universe is so entirely out of touch with the way the rest of magic users perceive it that their magic functions in a very bizarre fashion.

Replacement: The holistic sorcerer does not gain a bloodline. This includes bloodline class skills, bonus spells, bloodline feats, bloodline arcana, and bloodline powers.

Holistic Approach (Ex)

Unlike a sorcerer who uses Charisma to determine many things in their class, a holistic sorcerer uses their lowest mental ability score (Int, Wis, or Cha) to determine the effectiveness of their sorcerer spells (effects, DCs, etc) and class features. This modifier is also used to determine bonus sorcerer spells per day (using the values normally associated with that modifier) and is referred to as their "holistic modifier". A holistic sorcerer must keep at least 3 in their lowest stat or they cannot cast spells.

Option: A holistic sorcerer may either chose a mental ability score to be associated with their holistic modifier at 1st level or let it simply be defined by their lowest mental ability score. If the first option is chosen it cannot be changed once the choice has been made. If the second option is chosen the player should be aware that if another mental ability score drops below the one they want to use, they will have to do a great deal of recalculation on the fly.



TABLE 6-1: HOLISTIC APPROACH

Lowest Mental Ability Score Value	Holistic Modifier	Modifier for Everything Else
10	+0	+0
9	+0	-1
8	+1	-1
7	+2	-2
6	+3	-2
5	+4	-3
4	+5	-3
3	+6	-4

Sidebar: Holistic Non-Sorcerers

While we have tied the holistic modifier system to the sorcerer, it can in theory work with other spellcasting classes. A “holistic” version of a class just gains the holistic approach class feature. If you’d like to also gain the other class features, or maybe just the go with the flow class feature, of this archetype, talk with your GM about which class you want to use and what abilities will be replaced. A holistic cleric, for example, could give up a domain for the holistic approach and go with the flow class features. That set up could work well for a cleric of a god of fools or ignorance if the cleric decided to have their Intelligence as their lowest mental ability score.

Go With The Flow (Ex)

At 1st level, the holistic sorcerer bypasses any feat prerequisites associated with their lowest mental ability score. In addition, they gain the following benefit depending on their lowest mental ability score:

- **Wisdom:** +4 bonus on Will saves.
- **Intelligence:** +4 skill points per level.
- **Charisma:** +4 on Charisma based skill checks.

Furthermore, when the holistic sorcerer wears a magic item that would normally grant them a bonus to their lowest mental ability score (such as a *+2 headband of inspired wisdom*) it instead provides half its bonus (round down) as an increase to their holistic

modifier. *Headbands of vast intelligence*, when used in this fashion, do not have any skills associated with them (and thus grants no skill bonuses).

Finally, when a holistic sorcerer gains a bonus ability score due to advancement, they may choose to instead lower one of their ability scores.

Inexplicable Modifications (Ex)

When a holistic sorcerer casts a spell they may modify it in an inexplicable fashion; the means by which the holistic sorcerer achieves this is unknown even to them (and that’s part of why it works). At 3rd, 9th, and 15th level, the holistic sorcerer gains one of the following ways to screw around with the fundamental laws of their magic. These are treated like the holistic sorcerer is modifying the spell with a metamagic feat with a +0 level adjustment. Remember: a spontaneous caster applying a metamagic feat to a spell turns the casting of that spell into a full-round action (except the Quicken Spell metamagic feat).

Atypical Spell

With their crazy casting, it is hard to recognize a holistic sorcerer’s spell as actual magic. The DC to identify an atypical spell and or dispel it increases by the 1/2 holistic sorcerer’s holistic modifier (rounded up). In addition, a holistic sorcerer with this benefit gains a +2 bonus on attempts to counterspell.

Inverted Elements

They may have cast a spell 100 times or more, but a holistic sorcerer will still find a way to get it backwards. Using the following chart, the holistic sorcerer can change the kind of damage a spell that deals acid, cold, electricity, or fire deals.

Inverted Saves

The holistic sorcerer sets out with an effect in mind and kind of bungles their way though making magic achieve that effects. This creates some totally bizarre means of achieving an end magically; a *charm person* spell might actually appear like cupid’s arrow or

ARCHETYPES

giant love bomb that their target would have to try to dodge. Using the following chart, the holistic sorcerer can change the kind of save required by a spell that requires.

Shift School

What does a necrotic *fireball* spell look like? Most sorcerers wouldn't have any idea but a holistic sorcerer? Casting one is just an uneventful Tuesday for them. Using the following chart, the holistic sorcerer can change the kind of school their spell is to that of a different school. This does not change the descriptors of the spell.

Example: A holistic sorcerer could cast a *fireball* spell as a necromancy spell, allowing their Spell Focus (necromancy) feat to apply.

Willful Ignorance (Ex)

At 20th level the holistic sorcerer can chose to be immune to mind-affecting effects on a case-by-case basis, and are immune to any effect that would lower the ability score they use for their holistic modifier below 3.

TABLE 6-2: INVERTED ELEMENTS

Original Damage Type	Inverted Damage Type
Acid	Electricity
Cold	Fire
Electricity	Acid
Fire	Cold

TABLE 6-3: INVERTED SAVES

Original Save Type	Inverted Save Type
Fortitude	Will
Will	Reflex
Reflex	Fortitude

TABLE 6-4: SHIFT SCHOOL

Original School	Shifted School
Abjuration	Transmutation
Conjuration	Enchantment
Divination	Illusion
Enchantment	Conjuration
Evocation	Necromancy
Illusion	Divination
Necromancy	Evocation
Transmutation	Abjuration
Universal	Any



ARCHETYPES

WILD MAGE

An Archetype for Sorcerers in the Pathfinder Roleplaying Game

Wild mages are those sorcerers who manifest their magical talents via their raw emotions and instincts rather than their bloodlines. The unbridled force of their magic is manifested via emotional outbursts and this unpredictability results in them being feared and distrusted. They are the unpredictable mavericks of the magical world; a raw and unfiltered magic being both a blessing and a curse to them.

The way they grow in power is best described like a runaway cart down a gentle hill. At first it moves slowly but it quickly gathers speed, becoming more lethal the longer it runs on for.

A wild mage is never trained and live on the fringes of society; never invited to join mage towers, druid circles, or witch covens. They are often the target of programs to control, suppress, or outright kill them. They find a sort of kinship in sorcerers (particularly holistic sorcerers) and oracles who share their burden of power thrust upon them. Paladins and monks, particularly those who aid mage's guilds, take particular exception to wild mages.

Replacement: The holistic sorcerer does not gain a bloodline. This includes bloodline class skills, bonus spells, bloodline feats, bloodline arcana, and bloodline powers.

Lash Out (Su)

At 1st level, a wild mage can let out an uncontrolled burst of raw, chaotic, magical energy. This can take 2 forms:

Bolt: This is a ray attack that can be done as a standard action with a maximum range of 30 feet. If it hits it deals 1d10 points of damage. At 9th, 15th, and 20th level a wild mage who uses the "bolt" option gains 1 additional ray at their full BAB if they use a full-round action.

Cone: The wild mage can make a 15 foot cone of damage. This causes 1d10 points of damage (roll once for all creatures). Creatures can attempt a Reflex save (DC 10 + 1/2 wild mage level + Charisma modifier) for half damage. At 9th level a wild mage's cone is 30 feet in size if they make a full-round attack with it, at 15th it is a 60 ft cone if they make a full-round attack with it, and at 20th it is a 120 ft cone if they make a full-round attack with it.

The damage dealt by lashing out increases as the wild mages progresses in level, as indicated on Table 7-1: Lash Out.

TABLE 7-1: LASH OUT

Wild Mage Level	Lash Out Damage
1st-5th	1d10
6th-11th	1d20
12th-17th	1d100
18th-20th	2d100

The damage dealt is of a random element; rolling once for all creatures affected. To determine the element of this cone, roll 1d6 and consult Table 7-2: Lash Out Elemental Damage.

TABLE 7-2: LASH OUT ELEMENTAL DAMAGE

Number	Element
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Force



TABLE 7-3: WILD MAGIC DICE

Wild Mage Level	Caster Level
1st-4th	2d2
5th-8th	2d4
9th-12th	3d4
13th-16th	4d4
17th-19th	5d4
20th	6d4

Reprieve

At 3rd level, a wild mage can re-roll a wild dice or lash out result once per day. They may pick this new roll or their original roll. Alternatively, a wild mage can spend one reprieve to cause a miscast spell to simply fizzle out or to remove 1 element from the possible damage type that can be rolled with lash out for the duration of their turn. A wild mage may only use this ability once per turn. They may do this one additional time per day at 5th level and every odd levels thereafter.

Bridled Force

At 20th level, a wild mage cannot miscast while using wild magic.



Wild Magic (Su)

Whenever a wild mage casts a spell they can chose to roll a “wild dice”. This dice result +1 is their caster level for this spell (example: if they roll 2d6 and get an 8, they have a caster level of 8). A wild mage may chose to use their normal caster level in place of that which was rolled, except when the spell would be miscast (though they may use their reprieve class feature to roll again). At 1st level, a wild mage’s wild dice is 2d2. Its maximum dice size grows, as described on Table 7-3: Wild Magic Dice. A wild mage may always chose to use a smaller dice size (or not to use wild magic at all). If, when rolling wild dice, 2 or more dice come up as a 1, it is a miscast.

Miscasting: A miscast spell automatically fails and either causes 1 damage per wild mage level they have or the spell is cast on the wild mage instead (treating them like a willing target) if it is a single target spell that causes a negative effect or damage. The GM decides which is worse, though the wild mage should be given a choice if both are equally as bad.

CHAPTER 4: CLASS SUPPORT

WIZARD SCHOOLS

The following schools can be selected by a wizard in place of the normal choice for their arcane school class feature. As these schools are outside the normal paradigm of the 8 schools of magic, wizards who select these schools cannot select opposition schools normally. To wit, each of the following wizard schools will provide specifics on their choices for opposition schools.

Affirmation Wizard School

Using the ancient secrets of Vessian Word Magic a wizard of this school can write down their intent, often several times in a row, before casting their spell. This works on the principle of affirmation; by writing something down (a gesture that takes time and results in a permanent effect) the writer's mind will be more focused on accomplishing that task. The more someone works something into their daily life, making it a routine, the more impact on their lives it has. Wizards of this school use the mind-focusing powers of affirmation routines to more sharply focus their mind.

SCHOOL SPELLS

The affirmation school is treated like the universalist school.

AFFIRMATIONS (EX)

As a swift action, an affirmation wizard can write down a quick affirmation (this generally requires ink, a quill, and parchment). This does not provoke an attack of opportunity. When they write an affirmation, they select a spell or upcoming situation that requires a skill check (not simply a type of skill check). For every affirmation they write they gain a +1 to the relevant ability score modifier when they next attempt the action described, to a maximum of +3; for skills it is the ability score associated with the skill and for spells it is Intelligence. After writing down an affirmation, its effect only last for 1 minute. The wizard can only write down 3 + Intelligence modifier

affirmations per day. A wizard can write down two affirmations in a round as a standard action, although it provokes an attack of opportunity. If done outside of combat or other stressful situations an affirmation can be written down in about 10 seconds.

AFFIRMED SPELL (EX)

Starting at 8th level, any spell the wizard prepares 3 or more times per day has its save DC increased by +1 and is cast with a +1 caster level bonus.

Broker Wizard School

Particularly favored by gaoth wizards, brokers are wizards who trade in spell power like merchants do with goods. They exchange promises with the universe, accepting restrictions and pennances for greater magical power.

ALIGNMENT: Non-chaotic.

SCHOOL SPELLS

Select one existing school. You treats spells from that school as your school spells (Example: if you select abjuration, all of your bonus spells are abjuration spells). You do not gain any of the arcane school powers associated with that school. You may not select universalist or any school without an opposition spell list.

TRADE-OFFS (EX)

At 1st, 8th, 11th, and 20th level the broker bargains with the universe for some greater arcane power. They must follow a certain restriction, but when they do they gain an increased caster level when casting school spells under those specific conditions. The exact nature of the trade-off must be discussed with and approved by your GM. Increases to caster level from these trade-offs do not stack with themselves or with other increases to caster level.

TABLE 8-1: BROKER TRADE-OFFS

Restriction Name	Description	Caster Level Increase
Creature Type	You can only cast school spells against a certain creature type.	+1
Group	You can only cast school spells against a certain group or category of creatures. They should be no more common than a creature type, though they can be more specific. For example: spell-casters, a specific gender, members of a certain nation, nobles, your party, etc.	+1
Alignment, Minor	You can only cast school spells against a creatures with a specific alignment component ("evil").	+1
Alignment, Major	You can only cast school spells against a creatures of a specific alignment ("lawful evil").	+2
Penance, Minor	Whenever you cast a school spell, you must take a move action on your next turn to vocally recite an ancient speech, give thanks to a god of magic, or state a mathematical formula.	+1
Penance, Major	Whenever you cast a school spell, you must take a full-round action on your next turn to vocally recite an ancient speech, give thanks to a god of magic, or state a mathematical formula.	+2
Blood Debt, Minor	Whenever you cast a school spell you take twice the level of the spell slot used to cast the spell. You may avoid this price if the spell kills the creature it targets (or at least 1 creature if it is an area of effect). The damage must be taken willingly and it bypasses damage reduction or other mitigating factors (such as a <i>shield other</i> spell cast on you). If it is not dealt directly to you- it does not work.	+1
Blood Debt, Major	Whenever you cast a school spell you take five time the level of the spell slot used to cast the spell. You may avoid this price if the spell kills the creature it targets (or at least 1 creature if it is an area of effect). The damage must be taken willingly and it bypasses damage reduction or other mitigating factors (such as a <i>shield other</i> spell cast on you). If it is not dealt directly to you- it does not work.	+2
Habit	You must dedicate at least swift action each round during combat to some arcane quirk, tick, or habit. This might be mumbling mantras, hopping on one leg, snapping your fingers, rolling balls around in your hand, etc as a way to show difference to some greater power or fulfil some formula. Out of combat this must be done at least once per minute. If you cannot do this, you lose the ability to cast school spells until you take at least 2 swift actions to satisfy your habit.	+1

Please feel free to use the restrictions on Table 8-1: Broker Trade-Offs as guidelines for the creation of your own restrictions.

DEEPER RULES

- Once a trade-off has been made, it is part of the broker's very soul; it is not a compulsion but something the broker simply cannot do willingly. If they should be forced to break their trade-off unwillingly, they take 1 negative level for 24 hours per instance of infraction.
- A broker who unknowingly does not meet the requirements for something does not gain the benefits. Example: if the wizard selects the "minor alignment" restriction and vow to only use their evocation spells against evil creatures but the creature is actually good, the wizard doesn't get their +1 to their caster level.
- If a target lacks any relevant definition in a category that is restricted, the wizard may cast the spell without restriction. For example, if a broker who selected transmutation spells tries to cast the *knock* spell on a door but has vowed to only cast their transmutation spells against humanoids, they can still cast knock on the door because the door lacks a creature type.
- A GM may rule that certain things may fulfil requirements that they would not technically meet the requirements for. For example, if a broker who vowed to only cast their evocation spells against the Bronze Empire came across a locked door in a stronghold belonging to the Bronze Empire, their *fireball* spell might receive the +1 caster level that the wizard would normally only get against creatures from the Bronze Empire.

OPPOSITION

Select 2 appropriate opposition schools that would serve as appropriate opposition schools for your selected school.

Reactionary Wizard School

The reactionist uses spells cast in a split second to handle any unforeseen circumstances.

SCHOOL SPELLS

The reactionary school treats all reactionary spells on the wizard's spell list as school spells. You treat all spells with a casting time greater than a standard action as being spells from your opposition school.

REACTIONARY INITIATIVE (Ex)

You gain Improved Initiative as a bonus feat. The bonus this feat provides increases by +2 at 11th level and 20th level.

CAST FROM THE HIP (Ex)

Once per day you gain a bonus immediate action that you can use to cast a reactionary spell on a turn where you've already cast one. At 8th level you can do this twice per day, though never more than once per round.

SPELL EVASION (Ex)

Starting at 8th level you gain a +4 on Reflex saves and the evasion class feature of the rogue (see chapter 3 of the Pathfinder Core Rulebook), but you only gain these benefits against spells and spell-like abilities.

ARCANES DISCOVERIES



Ars Arbitrium

You have studied the forbidden art of choice magic which mucks with the very fabric of one's ability to choose. A wizard who studied this, referred to as a "fulcrumite", is ostracized by many for their breaking of fundamental magical laws.

Prerequisites: Wizard 10, Chaotic Alignment

Benefit: When an enemy casts a spell that offers them a choice, you can expend a prepared spell slot of equal or higher level and make an opposed caster level check as an immediate action. If successful, you may change one choice that the caster of the spell made. This is most commonly a decision who they target with the spell. You must abide by all restrictions the caster was under (for example: if a spell only works on an enemy, you can only cast it on something the caster considered an enemy) and you must recognize the spell being cast and know that it has a choice. If you fail the opposed caster level check the spell slot you sacrificed is still consumed. A creature who has been the subject of this arcane discovery gains a stacking +4 bonus on opposed caster level checks against subsequent applications for 24 hours. Note: Remember, using Spellcraft to identify a spell can be done as a free action as the spell is being cast.

Brother of Monsters

Monstrous humanoids produce wizards who learn through ritual, oral traditions, and superstition. They work primitive magics, but ones no less potent than other wizards.

Prerequisites: Wizard 5, monstrous humanoid

Prerequisites (Alt): Wizard 5, humanoid (orc)

Prerequisites (Alt): Wizard 5, humanoid (goblinoid)

Benefit: Spells you cast that designate a humanoid creature as their target may now affect magical beasts and monstrous humanoids. (Example: a *charm person* spell would work on a griffon, despite it not being a humanoid creature).

Metamagic

Through careful study of magic theory, you have learned how to influence the spells of others with metamagic.

Prerequisites: Wizard 10

Benefit: You can apply a single metamagic feat you know to a spell being cast as an immediate action by spontaneously expending a spell slot of a level equal to the level increase of the metamagic feat. This does not affect the spell's effective level. If the caster of the targeted spell is unwilling to take the effect, you must make a caster level check (DC 11 + the spell's caster level) or have the metamagic effect fail, though the spell slot used is still expended.

Example: Applying the Elemental Spell metamagic to an ally's *fireball* would require you to expend a 1st level spell slot to change its damage type to cold (if your Elemental Spell was taken with cold).

Special: You cannot grant a spell the Heighten Spell, Quicken Spell, or Thought Beacon Spell metamagic benefit. The GM may rule that other specific metamagic feats cannot be granted using this arcane discovery.

Ritual of Recharge

Through a forgotten arcane ritual you can recharge a wand.

Prerequisites: Wizard 10

Benefit: You can perform a 10 minute ritual over a wand to restore a bit of its expended power. During this ritual you can expend a spell slot to recharge a use of a wand. They must expend a spell of 2 levels higher than the spell in the wand. This has no effect on other spell completion items, just wands, or on wand that has no remaining uses. During this 10 minute ritual they may expend as many spells as they wish to recharge the appropriate number of charges. This ritual cannot be used to recharge uses of a wand that have a casting time longer than 10 minutes.

ROGUE TALENTS

Mouser

You gain a caster level equal to your rogue level. This does not grant you the ability to cast any spells. If you have or gain a caster level from another source, you count your rogue levels as levels in that class for the purpose of determining your caster level. In addition, the rogue may cast any spell-like abilities granted by the major magic and minor magic abilities one additional time per day each. The rogue must have selected major magic before selecting this rogue talent.

Spell-Spike

A rogue with this ability can interfere with arcane defenses by hitting them with a sneak attack. The creature's Spell Resistance, if they have any, is lowered by half your rogue level (minimum SR 0) until the end of your next turn. This rogue talent adds effects to a rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack roll is made. A rogue must have the minor magic rogue talent before selecting this rogue talent.

WITCH HEXES

Imiut (Su) (Major Hex)

Those witches who follow the path of the Imiut are masters of ceremony that evoke old spirits, ancient wisdom, and even beings like the fey with fetishistic icons known as "imiuts". These gory little displays are the ritually prepared innards of animals on poles, covered in their hides. When lit ablaze with magic they give off haunting powers that empower their allies with ritual magics.

As a move or swift action a witch can activate an "imiut" (jmy-wt) that they have prepared and place it in the square they occupy or in an adjacent square. An imiut is a spiritual marker of ritual significance made out of the stuffed skin of an animal on a small pole. Once activated it glows with an ominous blue flame for rounds equal to the witch's level before it's consumed by the flames entirely and destroyed. An imiut sheds light like a torch though its light is magical and not dampened by water (an imiut can burn under water) nor does it generate heat. Once activate it cannot be moved, for doing so disrupts it and destroys it (a DC 15 Strength check is required to remove it and it has 10 HP and 0 hardness). A witch may not activate more than 1 imiut per round.

Crafting an imiut takes 1 minute and the body of a recently killed animal. It is often adorned with fetishes, a dried organ, a ritualistic wreath, or other small totemic device. A imiut, once created, can be stored for use, remaining for up to 1 week before it decays too much to be useful.

An imiut empowers magic in the area near it. Any allies in a square adjacent to the imiut gains one of the following bonuses, chosen by the caster at the start of each round as a free action:

- +1 caster level until the start of the creature's next turn.
- Combat Casting as a bonus feat until the start of the creature's next turn.
- Spell Penetration as a bonus feat until the start of the creature's next turn.

A witch does not gain any benefit from their own imiut.

Exalted Imiut (Su) (Grand Hex)

The witch's imiut can impart greater powers to their allies. The imiut now effects allies within 10 feet of it. Additionally, if the witch has the Greater Spell Penetration feat, allied spellcasters affected by the imiut gain Spell Penetration and Greater Spell Penetration as bonus feats until the start of the caster's next turn. Finally, the allies affected by the imiut gain a +2 bonus on all saves when within the range of the exalted imiut.

Old Law, Minor (Hex)

The witch can discover, and subsequently enforce, an ancient law of the universe lost to time. When a witch learns this hex, they roll 3 times on Table 9-1: Targets (1-50 only), Table 9-2: Action (1-10 only), and Table 9-3: Condition, taking the preferred result on each table. Once all three aspects have been rolled, the witch can change 1 result on a table of their choice. The witch is encouraged to follow this law to the best of their ability.

As a standard action, the witch can enforce the old law against a creature within 30 feet, forcing the creature to follow the rules set down by the law for 1 minute. A Will save reduces this effect to 1 round. Whether or not the save is successful, a creature cannot be the target of that witch's old law hexes again for 1 day.

Example

Yonatan is a 1st level, CN, human witch with this hex. He rolls for his old law.

In step 1 he rolls 1d100 3 times and gets the following results: 68, 10, and 13. 68 has a level requirement of 8 so he has to re-roll that and gets a 44. This leaves him with the options of: 10 ("Outsiders"), 13 ("Vermin"), and 44 ("Humans").

In step 2 he rolls 1d20 3 times and gets the following results: 6, 8, 19. He needs to re-roll 19 because it's too high and gets a 3 instead. This leaves him with the options of: 6 ("Rule"), 8 ("Disrespect"), and 3 ("Trade / trade with").

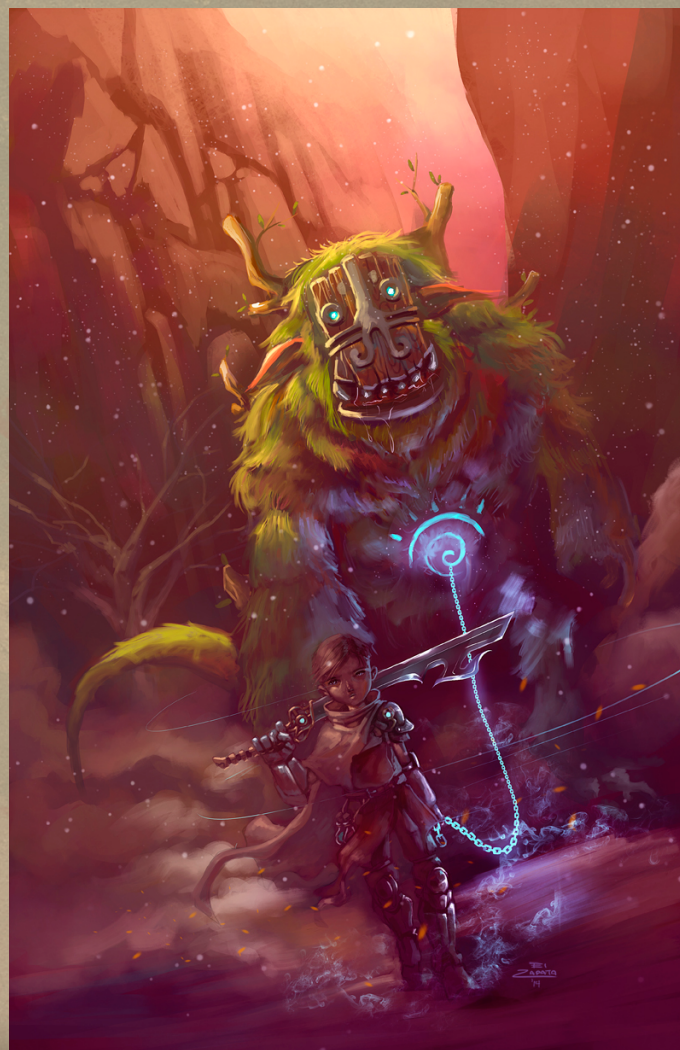
Repeating the steps for step 1 he rolls 1d100 3 times and gets the following results: 5 ("Fey"), 18 ("Chaotic

creatures"), and 33 ("Demons").

Yonatan now has to fill in the schema and can select can/can't (which is step 5 technically). He considered the following:

- "Outsiders can't disrespect chaotic creatures" (He's of chaotic alignment so he'll get a lot of use out of it)
- "Humans can trade with demons" (He's a human and might want to barter with some demons in the future and this could get him off the hook)
- "Humans can disrespect fey" (He always wanted to mock fey to their face without reprisal)

He ends up taking "Outsiders can't disrespect chaotic creatures" and moves on.



Old Law, Major (Major Hex)

The witch learns another lost ancient law. When a witch learns this hex, they roll 3 times on Table 9-1: Target (1-75 only), Table 9-2: Action (1-15 only), and Table 9-3: Condition, taking the preferred result on each table. Once all three aspects have been rolled, the witch can change 1 result on any 2 tables of their choice, or 1 result any table of their major old law and minor old law. The witch is encouraged to follow this law to the best of their ability.

As a standard action, the witch can enforce any old law the know against a creature within 30 feet, forcing the creature to follow the rules set down by the law for 1 hour. A Will save reduces this effect to 1 round. Whether or not the save is successful, a creature cannot be the target of that witches old law hexes again for 1 day.

A witch must know the minor old law hex to take this major hex.

Old Law, Grand (Grand Hex)

The witch learns the ancient art of manipulating the ancient laws of the universe. When a witch learns this hex, they roll 3 times on Table 9-1: Target (full table), Table 9-2: Action (full table), and Table 9-3: Condition, taking the preferred result on each table. Once all three aspects have been rolled, the witch can change up to 3 results on any table across any old law they know (minor, major, and grand). The witch is encouraged to follow this law to the best of their ability.

As a standard action, the witch can enforce any old law they know against a creature within 30 feet, forcing the creature to follow the rules set down by the law until the effect is removed (*break enchantment*, *wish*, etc). A Will save reduces this effect to 1 round. Whether or not the save is successful, a creature cannot be the target of that witches old law hexes again for 1 day.

A witch must know the major old law hex to take this grand hex.

Rainbow Eyes (Hex)

When taking this hex, the witch selects a specific shade of a color ("Crimson", "Emerald", "Turquoise", etc). As a swift action the witch can grant themselves the ability to see through any object of that color they are aware of within 100 feet of themselves as if it were their eyes (as if by *clairaudience-clairvoyance* spell). Ending this is a free action. This does not allow the witch to originate things, such as spells or gaze attacks, from these locations; they can only see through the object.

TABLE 9-1: TARGETS

# Rolled	Term	Level
1	Aberrations	1st
2	Aberrations	1st
3	Constructs	1st
4	Dragons	1st
5	Fey	1st
6	Humanoids	1st
7	Magical Beasts	1st
8	Monstrous Humanoids	1st
9	Oozes	1st
10	Outsiders	1st
11	Plants	1st
12	Undeads	1st
13	Vermin	1st
14	Evil creatures	1st
15	Good creatures	1st
16	Neutral creatures	1st
17	Lawful creatures	1st
18	Chaotic creatures	1st
19	Barbarians	1st
20	Bards	1st
21	Clerics	1st
22	Druids	1st
23	Soldiers	1st
24	Magic users	1st
25	Witches	1st
26	Aeons	1st

CLASS SUPPORT

27	Angels	1st
28	Air-affiliated creatures	1st
29	Aquatic creatures	1st
30	Archons	1st
31	Asura	1st
32	Cold-affiliated creatures	1st
33	Demons	1st
34	Devils	1st
35	Dwarves	1st
36	Earth-affiliated creatures	1st
37	Elementals	1st
38	Elves	1st
39	Fire-affiliated creatures	1st
40	Giants	1st
41	Gnomes	1st
42	Goblinoids	1st
43	Halflings	1st
44	Humans	1st
45	Orcs	1st
46	Protean	1st
47	Reptilian creatures	1st
48	Swarms	1st
49	Megafauna	1st
50	Flying creatures	1st
51	Mammals	8th
52	Fish	8th
53	Bird	8th
54	Insects	8th
55	Dinosaurs	8th
56	Magically created creatures	8th
57	Armies	8th
58	Nobles	8th
59	The common person	8th
60	Royalty	8th
61	Thieves	8th
62	Merchants	8th
63	Performers	8th

64	Commoner/farmers	8th
65	Slaves	8th
66	Traps	8th
67	Creatures at night	8th
68	Creatures during the day	8th
69	Religious organizations	8th
70	Governmental organizations	8th
71	Military organizations	8th
72	Men (or male identifying)	8th
73	Women (or female identifying)	8th
74	Children	8th
75	Adults	8th
76	Aging effects	16th
77	The ocean	16th
78	The sun	16th
79	The moon	16th
80	Me / I	16th
81	Disease	16th
82	Poison	16th
83	Mind affecting effects	16th
84	Weapons	16th
85	Living creatures	16th
86	Mortal laws	16th
87	Love	16th
88	Music	16th
89	Hope	16th
90	Fear	16th
91	Destiny	16th
92	"The great evil"	16th
93	"The hero"	16th
94	"The savior"	16th
95	Your best friend	16th
96	The weather	16th
97	Natural disasters	16th
98	Magic	16th
99	A god of the player's choosing	16th
100	Death/death effects	16th

CLASS SUPPORT

TABLE 9-2: ACTION

# Rolled	Action	Level
1	Approach	1st
2	Speak / speak to	1st
3	Trade / trade with	1st
4	Flee / flee from	1st
5	Be subservient / be subservient to	1st
6	Rule	1st
7	Marry	1st
8	Disrespect	1st
9	Look upon / look	1st
10	Worship / pray to	1st
11	Kill	8th
12	Heal	8th
13	Attack	8th
14	Hear	8th
15	See	8th
16	Perceive	16th
17	Cast spells / use magic	16th
18	Harm / take hostile actions against	16th
19	Help	16th
20	Exist within the presence of	16th

TABLE 9-3: CONDITION

# Rolled	Condition	Level
1	On holidays	1st
2	At night	1st
3	During the day	1st
4	In a place of extreme weather	1st
5	In holy / sacred places	1st
6	On the mortal plane	1st
7	On an outer plane	1st
8	In a city/town	1st
9	In nature / the wilderness	1st
10	In your presence	1st
11	After the name of a god has been (recently) called	1st
12	If it is against mortal laws to do so	1st
13	While at war	1st
14	At a crossroads	1st
15	If they have lied (recently)	1st
16	Unless their god wishes it	1st
17	Without the approval of a (religious/governmental) organization	1st
18	Unless they offer a sacrifice to the gods	1st
19	Without a doctor's approval	1st
20	Unless they are a (child/elderly)	1st



CHAPTER 5: FEATS

Class Support Feats

Cusp Focus [Kai]

Prerequisites: 5th Level Kai, Spell Focus, Quicken Spell

Benefit: Select 1 spell you know from a school you selected with the Spell Focus feat that has a casting time of a Standard action or less. You may cast this spell as an immediate action once per day for every 4 levels of kai you have. This spell may not be cast as a mantra.

Special: This feat may be selected multiple times. Each new time applies to a new spell that meets the prerequisites.

Extra Augmentation Points

Prerequisites: Mavenhood class feature

Benefit: Your augmentation pool increases by 2.

Special: You can take this feat multiple times; its effects stack.

Extra Glyph [Runesmith]

Prerequisites: Glyph class feature

Benefit: You can use your glyphs an additional 3 times per day.

Special: You can take this feat multiple times; its effects stack.

Glyph of Distance [Runesmith]

Prerequisites: Glyph class feature

Benefit: You can place your glyph in an unoccupied space up 5 feet x your Wisdom modifier away from yourself.

Improved Affinity [Channeler]

Prerequisites: Channeler

Benefit: This function as per the Elemental Focus feat, though it applies to whatever damage type the element you are currently bound to deals.

Special: This counts as the Elemental Focus feat for all intents and purposes.

General Feats

Arcane Mysteries

While preparing your spells you can soft through the whirling arcane mysteries to pluck some knowledge from them that may benefit you

Prerequisites: 3rd-level wizard OR 3rd-level witch

Benefit: While preparing your spell you can sacrifice a spell slot of 1st level or higher to gain 1 feat for which you qualify and gain it. If the feat has a minimum level requirement* in its prerequisites it consumes a spell slot whose level is equal to at least 1/3rd the level required for the spell. You may select one new feat in place of the old one whenever you prepare spells.

*This includes "soft restrictions" such as "6 Ranks in Acrobatics", as you cannot place more than your level in a skill)

Example: You are a 12th level wizard and want to gain Craft Rod as a bonus feat. The prerequisites of the feat say you need to have a caster level of 9 (which you do). You need to sacrifice a 3rd level spell slot because a 3rd level slots cover it (1/3rd of 9 is 3). You can select a different feat or free up that spell at some point in the future by giving up that feat when you prepare your spells.

Special: You may select this multiple times. Each time it allows you to select 1 more feat at the cost of another spell slot at a time.

Dwarven Kegging

You have mastered the fine art of crafting entire barrels of potion at a time.

Prerequisites: Brew Potion, Craft (brewing) 7 ranks

Prerequisites (Alt): Brew Potion, Dwarf

Benefit: You can craft potion kegs as described in the "Potion Kegs" section of this book.

Improved Eschew Materials

Through mystic research you find mundane substitutes for the rare and exotic materials normally required to cast a spell.

Prerequisites: Eschew Materials, caster level 12th

Benefit: You improve the maximum value of material components you can ignore when casting spells. This

amount is equal to 100x your caster level. In order to bypass this requirement they must substitute some sort of damp moss, lumpy misshapen stone, animal entrails, or other miscellanea with some sort of value to their place of origin.

Maven Metamagic [Metamagic]

You've learned to modify magic like a maven to a small degree.

Prerequisites: Caster level 11th

Benefit: You may select a maven augmentation formula and use it as if it were a metamagic feat. The number of augmentation points required serves as the level increase. Augmentation formula with variable augmentation point costs are not valid choices for this feat.

Special: This may be taken multiple time but each time applies to a different maven augmentation formula.



Patient Old Hands

In your old age you've learned to take the time to take your time on things.

Prerequisites: Rune Carving, Craft 5 ranks, old age category

Benefit: You may use your Wisdom in place of your Intelligence when crafting runes.



Rice Etchings

By honing your skill on grains of rice, you are able to inscribe smaller runes.

Prerequisites: Rune Carving, Dex 15, Craft 5 ranks

Benefit: You may carve runes into ammunition. The spell carved into the ammunition cannot be higher than 3rd level. In addition, you treat tiny or smaller weapons as having one rune spot.

Rune Carving

Prerequisites: Caster level 3rd

Benefit: You can carve spells as runes.



Runic Scarification

Slicing into the flesh of your subject you do worse than artistic tattooing or even supervised branding; you are burning the very essence of your runs into someone's flesh.

Prerequisites: Heal 10 ranks, ability to carve 3rd level runes

Benefit: Once per day you may carve a single rune into the body of a creature who is no more than 1 size category smaller than you. The creature must be willing or helpless during the time it takes to carve the rune into their flesh. This process is extremely painful is has been described as branding. You may only apply runes that could be put on a suit of armor. You cannot use this feat to carve runes on yourself.



Sacred Light

Prerequisites: Knowledge (religion), ability to cast divine spells, caster level 5th

Benefit: Non-instantaneous divine spells of 1st level or above you cast with the [fire] and/or [light] descriptors create light that is treated as natural sunlight. This has no effect on the strength of the light created, but it does affect how the spell interacts with certain light-sensitive creatures, such as vampires.

Schooled Defense

"I know that spell! ... You're casting it wrong."

Prerequisites: Spell Focus (any)

Benefit: Choose a school of magic that you have chosen with Spell Focus. You gain a +1 competence bonus on saves against spells from that school of magic.

Special: This feat may be taken more than once. Each time it applies to a different school of magic.

Seasoned Runecaster

Prerequisites: Rune Carving, caster level 3rd

Benefit: Reduce the DC of carving runes by 3.

Thought Beacon Spell [Metamagic]

Thinking about someone gives them a degree of control over you. That's not just a cheap bit of psychology; it is a magical principle that allows those who you are thinking about to influence you.

Prerequisites: Caster level 11th

Benefit: When you cast a spell with this metamagic, you may target a creature you know or believe to be thinking about you. If they are not, at that moment, thinking about you the spell automatically fails. If they are thinking about you in some way, you may cast the spell on them regardless of their physical proximity to you. If a spell's point of origin is required, the spell originates 5 feet away from them in a convenient and optimal spot decided by the GM unless you have line of sight to the creature. This metamagic feat is limited by planar boundaries and cannot target creatures you are not familiar with. You must have interacted with the specific creature for

at least 1 minute, observed them for at least 1 hour, or studied them for at least 1 week. Even a passing thought about a creature or if they are part of a thought counts as thinking about a creature.

Level Increase: +5

Example: If you cast scrying on an individual you are intimately familiar with and they know it was you because you have been harassing them with scrying spells for weeks. Even if you fail (or intentionally fail) they may be thinking about you, in part, for the next few minutes. You elect to cast a thought beacon *fireball* on them and whoever is nearby to make their life a living hell.

Warsmith

Prerequisites: Rune Carving, caster level 5th

Benefit: You gain the "warsmith" class feature of the runesmith.

Casting Styles

Casting styles are not unlike combat styles; they are disciplines that educate mages on special ways of casting magic. Many have long traditions, established schools, and grades/ranks within them. A casting system requires concentration, cannot be in conjunction with a combat style (or anything else that cannot be used while benefiting from a combat style), and requires a character to be able to cast spells.

Hypercognition [Style]

You work magical energy through the synapses of your mind, giving you an enhanced mental state when it comes to magic, but to the exclusion of other aspects of your thoughts.

Prerequisites: Any metamagic feat, spontaneous caster, caster level 5th

Benefit: While in this style you reduce the spell level increases for metamagic feats. A +4 level increase is now a +3, a +3 is now a +2, a +2 is now a +1, and +1 modifiers remain unchanged. This does not affect spells altered through Heighten Spell. However, while using this casting style you are flat-footed and take a -4 penalty on any Perception checks.

Exclusionary Supercharge [Style]

You supercharge your brain with magical energy and drive it into overdrive; allowing you a brief moment of perfect magical clarity while casting a spell. This is to your detriment as you feel drained afterwards.

Prerequisites: Hypercognition, any 2 metamagic feats

Benefit: As a swift action you can grant yourself a +4 to a mental ability score that you use to cast spells if you pass a concentration check (DC 10 + 1/2 your caster level + that ability's modifier) until the start of your next turn. After benefiting from this, you are fatigued during your next turn and you may not supercharge your mind while fatigued. If you fail the concentration check you are simply shaken until the start of your next turn. Doing this causes your head to leak luminescent steam, shedding magical light like a torch until the start of your next turn.

Omniscognition [Style]

Your mind is addicted to the magical energy you feed it and when you hit it with a powerful dose of energy it takes to casting spells like a fish takes to water.

Prerequisites: Hypercognition, any 3 metamagic feats, Exclusionary Supercharge

Benefit: While in this style you reduce the spell level increases for metamagic feats. A +4 level increase is now a +2, a +3 is now a +1, a +2 is still a +1, and +1 modifiers remain unchanged. This does not affect spells altered through Heighten Spell. However, while using this casting style you are flat-footed and take a -4 penalty on any Perception checks.

Tempestuous Mind [Style]

Using mnemonic triggers, you send your brain into a frantic, but directed, whirlwind.

Prerequisites: Quickened Spell, Chaotic alignment, caster level 5th

Benefit: The first spell you cast each round is cast with the Quickened Spell metamagic feat applied, but you do not adjust the level of the spell's slot. However, your effective caster level for this first spell is lowered by -1d4 for that spell. If you are in this style, you must take advantage of it, it is not optional.

Blazing Mind

Your mind blazes with speed but you can reign it in; turning it into a direct.

Prerequisites: Tempestuous Mind, caster level 9th

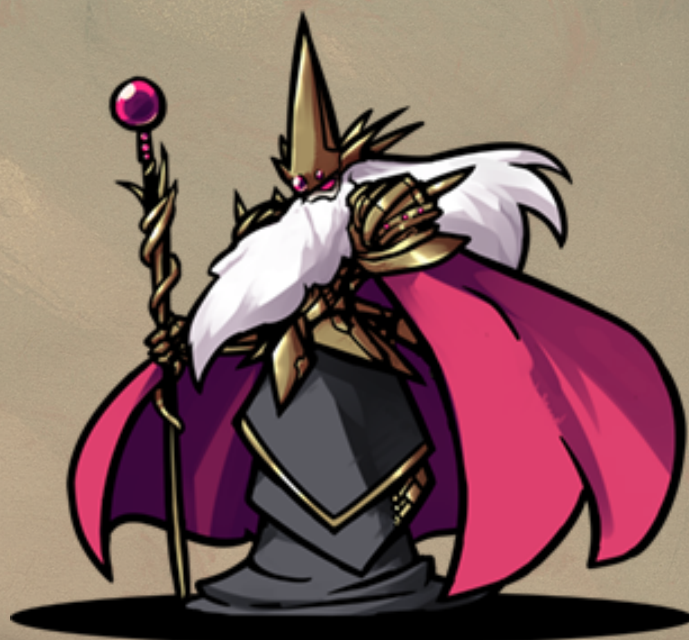
Benefit: When using Tempestuous Mind style, your caster level is instead lowered by -1d2 rather than -1d4 for the first spell.

Organized Chaos

There is no chaos, just the blurred lines of predictable chaos.

Prerequisites: Blazing Mind, Tempestuous Mind, caster level 17th

Benefit: When using Tempestuous Mind style you do not reduce your caster level for the first spell.



CHAPTER 6: ITEMS

Boots of Magnetism

Aura strong transmutation; **CL** 13th; **Slot** feet; **Price** 91,000 gp; **Weight** 3 lbs.

DESCRIPTION

These hefty, steel-toed, leather boots with metal soles stick to various surfaces by a powerful magnetic force. They enable movement on vertical surfaces or even upside down along ceilings so long as the surfaces are metal, leaving the wearer's hands free. The wearer's climb speed when moving in such a fashion is equal to their land speed -5 (minimum 5 feet). In addition, while active, these boots provide a +8 bonus to the user's CMD and on all saves to resist forced movement (magical or otherwise). They may be activated or repressed as a swift action by clicking the heels together.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, reverse gravity; **Cost** 45,500 gp

DEEPER RULES

- Unarmed strikes delivered with your feet against metal weapons while these are active gain a +2 bonus on attempts made to disarm.

Essence Ring of Race

Aura strong transmutation; **CL** 9th; **Slot** ring; **Price** 1,125 gp; **Weight** -

DESCRIPTION

This commercially available magic item is a ring forged from the crystallized blood of a member of a specific race that, when worn, fuses with your body. While worn it hybridizes your genetics, granting you another subtype. If worn for 1 week the change is permanent and the ring melds into the flesh of the wearer, consuming the magic item. If removed before that time the ring is destroyed. A creature may only ever benefit from one *essence ring of race*.

The change in race does not grant any mechanical changes such as the acquisition of racial traits or even abilities inherent to the new subtype. It simply grants a creature a permanent acquisition of a new subtype. This comes with some superficial changes that mark you as a half breed.

Creatures who already have 2 or more subtypes (such as half elves) can use it to remove a subtype so long as the ring they wear is matched to the subtype they wish to lose (example: a half elf could wear an essence ring of humanity to lose their human subtype).

The kind of subtype this ring provides is determined by the creature that forged it (if an elf forged it, it would be an *essence ring of elf*). A creature can only wear an essence of race if they share a creature type with its crafter.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, polymorph; **Cost** 562 gp

Key to Something

Aura strong transmutation; **CL** 8th; **Slot** none; **Price** 250 gp; **Weight** -

DESCRIPTION

This unassuming but fancy looking skeleton key has arcane runes burned into its length. When inserted into a lock it automatically takes the shape of the key that's supposed to go there. This only works on mundane locks with a DC to pick that is 30 or less. Once it has transformed, it becomes a normal, mundane, key permanently.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, knock; **Cost** 125 gp

Key to Everything

Aura strong transmutation; **CL** 16th; **Slot** none; **Price** 70,000 gp; **Weight** -

DESCRIPTION

This functions as per a *key to something*, but it functions on all locks up to a DC of 50 and is reusable, able to assume a new form each time it is shoved into a lock.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, break enchantment, knock; **Cost** 35,000 gp

Never Ending Bucket

Aura moderate transmutation; **CL** 9th; **Slot** none;

Price Varies; **Weight** 5 lbs.

DESCRIPTION

This unassuming wooden bucket can continuously pour a stream of a mundane liquid (or semi-liquid). It contains 1 gallon of this liquid and fills up at the start of each round. The liquid chosen must be mundane, non-alchemical, cost less than 10 cp per gallon, and be able to be stored safely in a wooden bucket. The cost to craft this item is the price of 1 gallon of the liquid in copper pieces x 1,000, in gold pieces. The price to buy it is twice that amount. Typical liquids for a never ending bucket are ale, soup, vinegar, porridge, etc.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, heroes' feast; **Cost** Varies

Oil of Love

Aura faint enchantment; **CL** 4th; **Slot** -; **Price** 200 gp;

Weight -

DESCRIPTION

This scented oil applies a *charm person* effect to the first creature that successfully grapples you. While the name of this oil has the word "love" in it, it does not cause the creature to fall in love with you, though it does view your words and actions favorably. It takes 10 minute to apply the oil to your body/armor or 1 minute if you have a friend help. The oil remains potent for 6 hours or the first time it is used (even if the creature resists the Will save), whichever occurs first.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, charm person; **Cost** 100 gp

Potion Kegs (Multi-Use Potions)

The ancient dwarven art of potion keggings has been around for hundreds of years but, until recently, was a jealously guarded secret. A character who has taken the "Dwarven Kegging" feat can make a kegs of magical potions. Only a single dose of a keg can be consumed by a given character per round.

A keg is a multi-use potion that is crafted in the same way as a normal single-use potion, though it costs: 25 gp x (the level of the spell x the number of doses) x the level of the caster. A caster must expend all the resources required to make multiple iterations of the spell (including multiple instances of a spell's material components).

Example: A 10th level caster making a *keg of nondetection* (a 3rd level spell) with 5 uses would cost 3,750. That's 25 gp x (3x5) x 10. A *nondetection* spell has 50 gp of diamond dust as a material component, so it would take 500 gp worth of diamond dust as well.

Note: While called a "keg", they are not inherently alcoholic. Sometimes they are styled as a "pitcher" or "bottle" of a potion (a "*pitcher of cure light wounds*" or a "*bottle of spider climb*" would be appropriate).

Smokegaze Pipe

Aura faint transmutation; **CL** 5rd; **Slot** -; **Price** 8,000

gp; **Weight** -.

DESCRIPTION

This intricately carved smoking pipe always has a few wisps of smoke coming out of it, even when it isn't lit. So long as the pipe is held in your hand or mouth, you can see through smoke, smog, and similar vision-impairing effects without penalty.

Additionally, when the command word is spoken, a great plume of smoke erupts from the pipe, quickly covering covering a 30-foot spread in a single round. This smoke negates all sight, even darkvision. The same command word disperses the smoke; otherwise a moderate wind disperses the smoke in 4 rounds, and a strong wind disperses the smoke in 1 round.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, pyrotechnics; **Cost** 4,000 gp



Wizard's Hat

Aura moderate universal; **CL** 10th; **Slot** head; **Price**

20,000 gp; **Weight** -.

DESCRIPTION

This old shabby conical hat is tall and has a wide brim that only benefits characters with level in the wizard



class. The wearer can reach into this hat as a swift action and produce regents for a spell worth 100 GP or less. These regents look worn, old, and oddly shaped/colored. These regents can only be used by the wearer and must be used to cast spell within 1 minute or they will vanish, turning into worthless lint and other sundry normally found in one's pocket.

Additionally, a wizard who wears this hat for 1 week gains 1 additional bonus spell from their arcane school per day of their highest level. If they should remove it they lose this benefit until it is put on again. If they do not place it back on their head within 24 hours or if someone else puts it on, they must re-attune themselves to it for a week again before they get the benefit.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, permanency; **Cost** 10,000 gp

Cursed Items

Bandana of the Accursed Persona

(CURSED ITEM)

Aura faint illusion; **CL** 5rd; **Slot** face; **Price** 8,000 gp; **Weight** -.

DESCRIPTION

This bandana normally appears as a *hat of disguise* and functions as such and can be freely discarded or remove so long as the curse has not triggered. However, on one day of the month (determined by the GM when the item first appears) the item will surreptitiously turn itself into a bandana and mask the face of whoever is wearing it (typically while the wearer sleeps). When in this form it takes

on the qualities of a cursed item but otherwise continues to function as a *hat of disguise*. While active it temporarily changes your alignment to its polar opposite (LE become CG, for example) and the wearer will exemplify their new alignment in its most extreme form while also providing them a +10 enhancement bonus on Stealth and Disguise checks checks. The wearer get a new persona, as per the dual identity vigilante class feature for the duration of this effect. The person wearing this will attempt to stealthily slip away from any friends or comrades and then perform deeds typical of their new alignment for the next 12 hours. After galavanting about in this fashion for 12 hours the character awakens with no memory of their actions and feeling as if they had just received 8 full hours of sleep. After this time the bandana returns to its form as a *hat of disguise* and can be freely removed (as it does not count as a cursed item until the next month). As they were not under the control of their actions while this happened, the wearer does not count as having performed those actions for the purpose of alignment changes and codes of conduct.

Bauble of Compulsion

(CURSED ITEM)

Aura faint enchantment; **CL** 5rd; **Slot** -; **Price** 1,000 gp; **Weight** -.

DESCRIPTION

This small, egg-sized, sphere has intricate carvings and detailing that make an enticing picture. Any creature who touches it must make a Will save (DC 15) or be unable to give it away or part with it. It must stay close to them, in a place where it could be quickly drawn or in hand. The owner of this item may find themselves occasionally gripping it, squeezing it, or running their fingers over it. However, what starts as idle curiosity soon becomes an obsession and may eventually swell to jealous rage. If they are separated from it they become frantic; they are sickened for 1 day for every day they were under its effect.

Artifacts

Archmage's Scepter

(MINOR ARTIFACT)

Aura strong universal; **CL** 20th; **Slot** -; **Weight** -

This powerful scepter is given to the leader of mage's towers, powerful covens, and imperial magic academies of large nations. It is as much a symbol of authority as it is a useful tool.

When a character prepares their arcane or psychic spells for the day or regains their use of spells, they may channel arcane energy into this scepter and select a metamagic feat they know with a level adjustment of +3 or lower. The scepter then functions as a metamagic rod that allows the caster to apply that metamagic feat to their spells a number of times per day equal to 1/2 their caster level (round down) without adjusting the level of the spell. The wielder may sacrifice one of their highest level spell slots and take 10 minutes to change the metamagic feat to a different one they know.

This item does not function with metamagic feats that have a variable level adjustment such a Heighten Spell. This rod only functions for characters who are casting arcane or psychic spells and only for characters who use a vancian style of casting (spells per day with spell slots).

Pyramid of Forever

(MAJOR ARTIFACT)

Aura strong conjuration; **CL** 20th; **Slot** neck; **Weight** -

This pyramid-shaped broach can be commanded to scan then teleport any unattended item up to the size of a house with no limit on weight. It brings it to a place, a real location, and can be retrieved with a command word (assigned when it is teleported). If the area is totally full the artifact will refuse to teleport more items into the area. Scanning and teleporting an item takes 1 round per square foot of the item or per 10 lbs; whichever is longer. Reconjuring it simply takes 1 minute and the item must be placed safely in an unoccupied square or squares. Scanning a target

and reconjuring can be done at a 15 foot range.

The location is surrounded by a dome of force with the same characteristics of a *wall of force* spell cast by a 20th level caster that covers a 1 square mile radius. Creatures can pass freely out of the area but not into it; the barrier acts as a one-way valve to limit access. They cannot take items within the area past the boundary. If damaged it recovers its *wall of force* 1 minute after being destroyed.

The area is overseen by 3 pyramids that can zap something back to the wielders when commanded or unleash a *disintegrate* spell cast by a 20th level caster at anything within the area once per round. They can be set to target anything in the area (typically destroying what is in the area in short order), any creatures in the area (typically used for defense), or to target a specific target or category of targets (while they are not intelligent, assume they have 10 Intelligence for the purpose of determining targets). The pyramids can never harm the owner of the broach.

Creatures within 15 feet can be targeted to be teleported into the area. The user must make a DC 30 Use Magic Device check and then make a ranged touch attack (range of 15 feet) as a full round action against their desired target. If done successfully, the creature is teleported into the area, and cannot escape except by the means detailed above. Allies, enemies, or even the owner of the broach can be transported safely in this fashion in this fashion. An object or creature who made the save against being teleported cannot be targeted again for 24 hours.

The *pyramid of forever* has a specific location, often one in the middle of the desert, the top of a remote mountain, on the moon, or other uninhabitable and inhospitable location. Ownership of the broach implies some sort of ownership over the land within the dome it transports material to.

When a new owner first puts on the *pyramid of forever* their mind and soul are probed by the three guardian pyramids; sensing the depth of their potential master's being. The creature must make a DC 20 Will save or go mad from the power of the cosmos they hold. If the creature fails they are permanently confused (as per an insanity spell) and cannot attempt to bind to the broach for 6 months. Once bound the broach can only be removed upon the death of its owner.

Destroying the *pyramid of forever* requires that one gem, each worth at least 10,000 gp, be placed atop each of the three pyramids. After that, the master must be present in the dome and killed in sight of the pyramids. If this is done, the dome will implode, taking all unattended objects but leaving all living creatures stranded in whatever location it was located in. The broach itself is reduced to dust that will blow itself away...

Mirror Museum

(MINOR ARTIFACT)

Aura strong divination; **CL** 20th; **Slot** -; **Weight** -

This blank white wall is as wide as a man and twice as tall. The surface of the wall, when view straight on, reflects whatever the person looking at it most needs to see. To a hero questing for an artifact it might be its resting place, for a wizard striving to the best abjurer in the world it might be an incantation for a new spell carved into its surface, for a lovestruck fool it may be the face of their lover, or, for the man who has everything, it is simply a white wall. No matter how one perceives it, it only ever shows what the one perceiving it most needs to see and its effect only function when viewed in person (no spell or ability can grant you remote viewing of it), and the wall will always show correct visions without duplicity. However, viewing it is an awe-inspiring sight; both terrible and wonderful to behold. Only those of a powerful will can survive the encounter and creatures must pass a Will save (DC 15) or be aged one age category. Even those who survive are shaken for 3 rounds.

A *mirror museum* is typically built into something; the inner wall of the king's throne room, the bark of a great prophetic tree of ancient power, of as part of a great coral reef, deep in the ocean. They cannot be moved without first destroying the area around it. Its destruction is thus hard to achieve; two *mirror museums* must face each other and be allowed to reflect the light of a full moon back at each other for 1 minute.

Mundane Items

Carving Tools

This set of chisels and hammers of varying sizes and shapes comes on a leather workman's belt. The chisel has a variety of heads for carving out runes with great dexterity. This tool set weighs 5 lbs, cost 10 gp, and provides a +2 bonus to all Craft checks involving the carving of runes. Masterwork carving tools provide a +4 bonus instead and cost 100gp.

Runestone

A 1 square foot slab of stone weighing 3 lbs encased in a leather and wood frame. It has a traced carving of a specific rune that allows the artisan carving the rune to take only 1 minute to carve that specific rune. Using it destroys the runestone, reducing it to a pile of chipped stone.

It costs 10 gp per level of the rune to buy a runestone (a runestone appropriate for a 5th level spell would cost 50 gp). The craftsman must be able to carve the rune in order to craft it. To craft a runestone you need to craft the rune as per normal with a 5 higher DC. If successful the spell is immediately expended, leaving just a frame that can help you or another craftsman in the future.

CHAPTER 7: SPELLS

Ad Nauseam

School enchantment (compulsion); **Level** psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, M (a mobius strip)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You trap the target in a repeating mental rut, where they are compelled to perform the same actions over and over and over again. Each turn, the creature must perform the same actions they did last turn; actions they can't repeat are wasted. If they attacked last turn, they must make the same number of attacks with the same weapon(s), but they can choose new targets. If they moved, they must move again, but they can choose a new route and destination. If they used an item, they must use the same item again, even if the item in question has no remaining uses (the potion bottle is empty, the wand ran out of charges, etc). For other actions, discuss with your GM for appropriate effects. At the start of each round after the first, the target gets a new Will save to end the effect.

Amazing Luck

School enchantment (reactionary); **Level** bard 2, cleric/oracle 3, kai 3

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has been targeted by an effect that requires a save. You ally gains amazing luck and gains a +1 luck bonus on that save for every 2 caster levels you have (maximum of +6).

Amazing Luck, Mass

School enchantment (reactionary); **Level** bard 4, cleric/oracle 5, kai 5

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when multiple allies have been targeted by an effect that requires a save. All allies you target with this spell gain amazing luck and gains a +1 luck bonus on that save for every 2 caster levels you have (maximum of +6).

Bashing Balloon

School transmutation; **Level** bloodrager 1, druid 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a rubber ball)

Range medium (100 ft. + 10 ft./level)

Effect 10-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates (see text); **Spell**

Resistance no

DESCRIPTION

You create a floating rubber ball, not unlike a thick and heavy balloon, that slowly drifts and bounces as one wishes it to. Any creature, enemy or ally, can take a swift action to move the ball up to 20 feet by concentrating on it. Any creature it touches must make a Reflex save or take 1d6+1 points of non-lethal damage as the large sphere impacts them.

It is not immediately apparent that anyone one can control the direction of this with their mind, though a Spellcraft check to identify the spell will tell anyone of its nature.

Counterspell

School abjuration (reactionary); **Level** antipaladin 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, kai 4, magus 4, medium 4, mesmerist 4, occultist 4, paladin 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4

Casting Time 1 Immediate action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one spellcaster

Duration immediate

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You may only cast this spell when an enemy has declared that they are casting a spell. This spell functions as per *dispel magic* but can only be used to counterspell.

Counterspell, Greater

School abjuration (reactionary); **Level** bard 6, cleric/oracle 7, druid 7, inquisitor 6, kai 7, magus 6, medium 6, mesmerist 6, occultist 6, psychic 7, sorcerer/wizard 7, spiritualist 6, summoner 6, witch 7

Casting Time 1 Immediate action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one spellcaster

Duration immediate

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You may only cast this spell when an enemy has declared that they are casting a spell. This spell functions as per *greater dispel magic* but can only be used to counterspell.

Curse Weapon, Greater

School necromancy (curse); **Level** cleric/oracle 6, occultist 5, sorcerer/wizard 6, spiritualist 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target 1 wielded magical weapon

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

With words of the darkest sort you twist the enhancement bonus of one weapon wielded by your target, inverting any enhancement bonus it has (a +3 *longsword* becomes a -3 *longsword*). If the target is wielding multiple weapons, you may select which this curse effect.

Additionally the creature is cursed to maintain their grip on the accursed weapon until the curse is lifted. If the creature is wielding a two-handed weapon, only one hand is fused to the weapon, though they cannot willingly wield a weapon in the other hand. With your GM's permission this may be placed on other items that grant the user an enhancement bonus on attacks rolls (such as an *amulet of mighty fist*). This spell has no effect on artifacts. This is an effect of the weapon, not one placed on the creature by the spell.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Curse Weapon, Lesser

School necromancy (curse); **Level** cleric/oracle 4, occultist 3, sorcerer/wizard 4, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target 1 wielded magical weapon

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

With profane words you curse your foe and cause a magical weapon to reduce any enhancement bonus by an amount equal to 1/3rd your caster level (maximum -4). If this reduces it to 0 it becomes a mundane item. If it reduces it to a negative number it becomes a cursed item. This cannot cause a weapon to impose a penalty in excess of the enhancement bonus it once provided (example: a +1 *greatsword* could only become a -1 *greatsword*).

S P E L L S

Additionally, the creature is cursed to maintain their grip on the accursed weapon until the curse is lifted. If the creature is wielding a two-handed weapon, only one hand is fused to the weapon, though they cannot willingly wield a weapon in the other hand. With your GM's permission this may be placed on other items that grant the user an enhancement bonus on attacks rolls (such as an amulet of mighty fist). This spell has no effect on artifacts and weapons with an enhancement bonus of +4 or higher. This is an effect of the weapon, not one placed on the creature by the spell.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Dragon Guard

School conjuration (creation, reactionary); **Level** cleric/oracle 6, druid 6, kai 6, psychic 6, sorcerer/wizard 6

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one enemy

Duration immediate

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell was developed to combat the terrifying barrage of attacks that a dragon can make against an unsuspecting adventurer. It throws up a very powerful binding chain (or chains) of force energy that temporary secure one or more of the limbs of the creature, preventing them from doing their worst.



You may only cast this spell when an enemy with 3 or more attacks make a full attack against an ally within range. If they fail the Will save they make 1 less attack (their choice) this turn. If you are at least a 16th level caster creatures who fail the Will save make 2 less attacks of their choice this turn. Creatures who have been targeted by this spell (or similar spells like *hekatonkheires guard*) in the last 24 hours gain a +4 bonus on their Will saves. Amorphous creatures (such as oozes) and creatures with 35 Strength or higher are immune to this spell.

Distraction

School illusion (figment, reactionary); **Level** bard 2, kai 2, psychic 2, sorcerer/wizard 2

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

This spell can only be cast in response to a creature casting a spell. The caster must make a concentration check (DC 10 + 1/2 caster level [maximum of +10] + relevant casting modifier) or lose the spell.

Distraction, Greater

School illusion (figment, reactionary); **Level** bard 4, kai 4, psychic 4, sorcerer/wizard 4

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

As *distraction*, but the concentration DC is 10 + caster level (maximum +20) + relevant casting modifier.

Emergency Teleportation

School conjuration (reactionary, teleportation); **Level** kai 6, magus 6, occultist 6, psychic 6, sorcerer/wizard 6, spiritualist 6, summoner 5, witch 6

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally is within the radius of a hostile attack or effect that is targeting multiple creatures. Your ally is teleported just outside the radius of the effect just before it happens, so long as you can find a safe, unoccupied, square of your choosing, within 30 feet of their location. You may not use this spell on yourself.

Emergency Teleportation, Mass

School conjuration (reactionary, transportation);

Level kai 8, psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when multiple allies are within the radius of a hostile attack or effect that is targeting multiple creatures. Your allies are teleported just outside the radius of the effect just before it happens, so long as you can find a safe, unoccupied, square of your choosing, within 30 feet of each their location. You may not use this spell on yourself.

Envenom Attack

School transmutation (reactionary); **Level** antipaladin 2, druid 4, kai 4, ranger 2

Casting Time 1 Immediate action

Components V, M (1 dose of injury poison)

Range close (25 ft. + 5 ft./2 levels)

Target your weapon or one allied creature's weapon

Duration immediate

Saving Throw none; **Spell Resistance** no

S P E L L S

DESCRIPTION

You may only cast this spell when an ally has successfully hit an enemy creature with an attack from a manufactured weapon. This spell consumes 1 dose of an injury poison you have on your person (not necessarily in your hand) and applies it to the attack. This poison must have a save DC equal to 10 + this spell's level + casting modifier or less.

Erasure

School transmutation/enchantment; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a lodestone, a pinch of dust, and a history book worth at least 50 gp)

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw Fortitude partial (object); **Spell**

Resistance yes

DESCRIPTION

This spell functions as per a *disintegrate* spell that deals 3d6 points of damage per caster level (maximum 60d6) and any creature reduced to 0 or fewer hit points by this spell is additionally removed from all memory.

Their deeds are attributed to someone else, memories of their actions clouded and often misremembered, and even their own parents have a problem remembering who they were. A creature may attempt to recall that the disintegrated creature existed with a DC 30 Intelligence or Wisdom check. A given creature may only attempt such a check once per day and even if successful only recall them for about an hour before the memory fades. Creatures receive a +8 bonus on this check if they have some compelling evidence that they once existed (a detailed journal, divine information that they existed, someone who was unaffected by it, the resurrected target, etc).

This does not physically remove the creature from the timestream or make it so they never existed, just removes their memory from the minds of all creatures. Mindless creatures are not immune to this historical revision effect, though objects and creatures with 22 HD or above are. The caster of this spell is also immune to this historical revision effect. The effect can be removed with a *wish* or *miracle* spell cast by a caster of equal level or higher than the one who cast the erasure spell. If the target is resurrected, their actions that occur after the *erasure* spell's casting can be recalled as per normal.



Explosive Growth

School transmutation; **Level** alchemist 5, bloodrager 5, magus 5, psychic 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M (powdered iron)

Range close (25 ft. + 5 ft./2 levels)

Target one non-colossal humanoid creature

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

You cause a creature to swell uncontrollably, increasing in size every round until they explode. This functions like an *enlarge person* spell that causes the creature to grow one size category per round. If the creature becomes too big for its surroundings (its size is unable to grow due to being hemmed in on at least 3 sides or 2 non-adjacent sides) or it grows beyond colossal size it “pops”. This causes a small magical burst from within and a rapid reduction in size (generally accompanied by an unflattering sound as they deflate) to the creature’s normal size category. Depending on the size it was before it popped, the creature takes differing amounts of damage, as described below, though the amount of damage dealt can never exceed 120 damage.

TABLE 10-1: EXPLOSIVE GROWTH

Size Category Prior to Popping	Damage
Colossal	1d8 per caster level
Gargantuan	1d6 per caster level
Huge	1d6 per caster level
Large	1d6 per caster level
Medium	1d4 per caster level
Small	1d4 per caster level
Tiny	1d4 per caster level
Diminutive	1d2 per caster level
Fine	1d2 per caster level

Foot Guard

School abjuration (reactionary); **Level** bard 2, cleric/oracle 2, druid 2, kai 2, ranger 1

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration until the end of move action

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has decided to move. This spell places small, faintly glowing, barriers under their feet as they move. This causes that ally to ignore mundane difficult terrain while moving and renders them immune to caltrops.

Good Luck

School enchantment (reactionary); **Level** bard 1, cleric/oracle 1, kai 1

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration instant

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has been targeted by an effect that requires a save. Your ally gains a moment of good luck and gains a +2 luck bonus on that save.

Good Luck, Mass

School enchantment (reactionary); **Level** bard 2, cleric/oracle 3, kai 3

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration immediate

Saving Throw Will negates (harmless); **Spell Resistance** no

DESCRIPTION

You may only cast this spell when multiple allies have been targeted by an effect that requires a save. All allies you target with this spell gain a moment of good luck and gains a +2 luck bonus on that save.

Guide Attack

School divination (reactionary); **Level** cleric/oracle 4, kai 4, medium 4, mesmerist 4, psychic 4, occultist 4, sorcerer/wizard 4, spiritualist 4

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has declared an attack against an enemy creature but before the dice have been rolled for the attack roll. Your spell gives your ally a momentary flash of insight into how to best execute the attack. This grants an insight bonus on that attack roll and on any resulting confirmation rolls equal to 1/2 your caster level (maximum +6).

Hall of Mirrors

School illusion (figment); **Level** bard 6, magus 6, medium 6, mesmerist 6, occultist 6, psychic 6, sorcerer/wizard 6; **Subdomain** deception 6

Casting Time 1 standard action

Components V, S

Range Touch

Target one 30-ft. cube

Duration 1 round/level (D)

Saving Throw None; **Spell Resistance** No

DESCRIPTION

You change the area, warping space in that radius with magic and turning it into a shifting hall of mirrors. All creatures within that area are treated as if they were

under a collective version of a *mirror image* spell. The images created are shared among all creatures. This spell creates 3d4 images plus one image per three caster levels (maximum of 15 images total). The caster of this spell, while within the area, can take a standard action to add 2d4 additional images up to the normal maximum. If the number of images run out before the duration does, the spell ends prematurely.

Ray attacks that enter the area take a penalty on their attack rolls equal to the number of remaining images, to a maximum of -8. Visual based Perception checks take a -8 penalty if targeting something in the area of this spell.

Hekatonkheires Guard

School conjuration (creation, reactionary); **Level** cleric/oracle 9, druid 9, kai 9, psychic 9, sorcerer/wizard 9

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one enemy

Duration immediate

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell was developed to combat the ungodly might of powerful, god-like, creatures; offering a moment of reprieve from their relentless onslaught. It throws up a intense network of binding chains crafted of force energy to bind the limbs of a creature for a second to preventing them from doing their worst.

You may only cast this spell when an enemy with 4 or more attacks make a full attack against an ally within range. If they fail the Will save they can only make 1 attack (at BAB of their choice) this turn. Creatures who have been targeted by this spell (or similar spells like *dragon guard*) in the last 24 hours gain a +4 bonus on their Will saves and amorphous creatures (such as oozes) are immune to this spell.

Highlight Opening

School divination (reactionary); **Level** cleric/oracle 1, kai 1, medium 1, mesmerist 1, psychic 1, occultist 1, sorcerer/wizard 1, spiritualist 1

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration instant

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has declared an attack against an enemy creature but before the dice have been rolled for the attack roll. Your spell visually highlights an opening or at least a weaker point on an enemy. This grants a +2 insight bonus on that attack roll and on any resulting confirmation rolls.

Illusion Of Charm

School illusion (glamer); **Level** automancer 2 ^{AP:P}, bard 2, showman 2 ^{AP:S}, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a piece of costume jewelry)

Range personal

Target you

Duration 1 minute/level (see description)

DESCRIPTION

You drape yourself in phantom finery, projecting an air of greater charm; your teeth glisten, your clothes are stunning, and your hair is perfect. When attempting to influence a creature's attitude, you may use your caster level in place of your total bonus to Diplomacy checks. If you fail a Diplomacy check by 5 or more, you may dismiss the spell as an immediate action to prevent the target's attitude from becoming worse.

Illusion Of Menace

School illusion (fear, mind-affecting, phantasm); **Level** automancer 4 ^{AP:P}, bard 4, magus 4, showman 4 ^{AP:S}, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (see description)

Saving Throw Will negates; **Spell Resistance** no

DESCRIPTION

You weave a shadowy cowl around your face that momentarily transforms into a frightful visage when you attack; a sudden scowling demon that takes one's breath away. The first time each round you attack a given creature, they must make a Will save or take a -2 penalty to their AC against that attack. The target rolls the Will save before your attack.



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Additionally, as an immediate action when you are targeted by an attack or targeted spell, you may dismiss the spell to force the attacker to make a Will save. If they fail, the fearsome visage scares them off, forcing them to abort the attempt and waste the action. You must be aware of the attack or spell to use this effect. This is a mind-affecting fear effect.

Impede

School conjuration (creation, reactionary); **Level** kai 5, sorcerer/wizard 5

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Reflex negates; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when a creature takes a move action. If the creature fails their Reflex save they find their path suddenly blocked by an ever-shifting array of complex magical barriers that are conjured into existence for a few moments.

This causes them to end their movement immediately after this spell is cast if they fail the save. You may cast this spell at any point during their movement. Creatures who have been targeted by this spell (or *stumble*) in the last 24 hours gain a +4 bonus on their Reflex saves and creatures who can see invisible objects are unaffected by this.

Mitigate Attack

School abjuration (reactionary); **Level** cleric/oracle 3, druid 3, kai 3, paladin 3

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has been hit with an attack or effect that causes damage. This spell creates a small barrier between the target and harm, reducing the damage dealt by 3d8 points +1 point per caster level (maximum +15).

Mitigate Attack, Mass

School abjuration (reactionary); **Level** cleric/oracle 7, druid 7, kai 7

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when multiple allies have been hit by a single attack or effect that causes damage (such as a *fireball* spell). This spell creates a small barrier between the targets and harm, reducing the damage dealt by 3d8 points +1 point per caster level (maximum +15).

Negate Attack

School abjuration (reactionary); **Level** cleric/oracle 4, druid 4, kai 4, paladin 4

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has been hit with an attack or effect that causes damage. This spell creates a small barrier between the target and harm, reducing the damage dealt by 4d8 points +1 point per caster level (maximum +20).

Sidebar: Negate Attack and Concentration Checks

Spells like *negate attack* and *soften blow* trigger when a creature has been hit, preventing some of the damage. This means a kai who is maintaining *negate attack* or a similar spell as a mantra that is hit does not have to make a concentration check to cast it (as it's cast before the damage is resolved).

Negate Attack, Mass

School abjuration (reactionary); **Level** cleric/oracle 8, kai 8

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when multiple allies have been hit by a single attack or effect that causes damage (such as a *fireball* spell). This spell creates a small barrier between the targets and harm, reducing the damage dealt by 4d8 points +1 point per caster level (maximum +20).

Painted Escape

School transmutation; **Level** bard 4, showman 4 ^{AP:S}, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a paintbrush and a drop of paint)

Range touch

Target one uninterrupted 10' x 10' section of wall

Duration 1 minute/level

Saving Throw none; **Spell Resistance** none

DESCRIPTION

With a touch, you create a painted extradimensional space within a wall. This takes the form of a *trompe l'oeil* ("fool the eye") painting of a hallway, tunnel, or similar architecture that would be found in the surrounding area. You can step physically into the image, appearing and moving around within the image. While casting the spell, you can designate allies that can also enter the image; the space can hold up to eight medium-sized creatures. Any creature not designated by you attempting to enter the image finds it to be a solid wall. While within the extradimensional space, you cannot attack or cast spells targeting creatures outside the space. While within the image, you retain a rough awareness

of the outside world. You can see and hear things within 10 feet of the image as though the outside world was a painting on the wall. If the wall is destroyed or damaged significantly, or someone dispels the effect, all creatures within the space are ejected into spaces adjacent to the wall.

Perfect Execution

School divination (reactionary); **Level** cleric/oracle 9,

kai 9, psychic 9, sorcerer/wizard 9

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has declared an attack against an enemy creature but before the dice have been rolled for the attack roll. Your spell gives your ally a pristine moment of perfect clarity that allows them to execute a flawless attack against their opponent. The attack gains an insight bonus equal to 1/2 your caster level (maximum +10) and the attack automatically threatens a critical hit if it hits.

Pillow Fight

School enchantment/transmutation; **Level** cleric/

oracle 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a pillow)

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature per caster level

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You adjust the composition of creatures weapons to pillowy softness and cloud their minds with gleeful childlike playfulness. Until the end of this spell's duration, the weapons affected creatures wield become harmless pillows when employed in any way. No creature can take hostile actions unless it's hitting another creature with a pillow, which isn't treated as

a hostile action. Affected weapons deal 1d8 non-lethal (1d4 for small creatures) and a creature can't apply its Strength to them or critically hit. Additionally, creatures who are hit with a pillow must make a Will save or giggle. If a creature suffering from this spell is targeted by a hostile action, they may make hostile actions against that creature.

Poison Attack

School transmutation (reactionary); **Level** antipaladin

1, druid 2, kai 2, ranger 1

Casting Time 1 Immediate action

Components V, M (1 dose of injury poison)

Range close (25 ft. + 5 ft./2 levels)

Target your weapon or one allied creature's weapon

Duration immediate

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You may only cast this spell when an ally has targeted a creature with an attack with a manufactured weapon but before the attack roll has been made. This spell consumes 1 dose of an injury poison you are holding in your hand and applies it to the attack. This poison must have a save equal to 10 + this spell's level + casting modifier or less.

Reprieve

School abjuration (reactionary); **Level** cleric/oracle 4,

kai 4

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

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DESCRIPTION

You may only cast this spell when an ally has been hit with an attack that causes damage. The damage is displaced in time, being delayed until the end of your allies next turn. This does not delay other effects imposed by the attack such as conditions, penalties, and cannot delay ability score damage.

Reprisal

School evocation (reactionary); **Level** antipaladin 3, kai 3, sorcerer/wizard 3

Casting Time 1 Immediate action

Components V, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Will; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when an ally has taken damage from an enemy creature. That creature takes 2d8 points of force damage + 1 point per caster level (maximum +10). The creature suffers a -1 penalty to their Will save against this spell for every 5 damage they dealt your ally.

Reprisal, Deathly

School necromancy (reactionary); **Level** kai 9, sorcerer/wizard 9

Casting Time 1 Immediate action

Components V, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Will; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when an ally has died as a result of a death effect. The creature who caused the death effect who fails this spell's Will save is killed (reduced to -1 HP).

Reprisal, Greater

School evocation (reactionary); **Level** antipaladin 4, kai 4, sorcerer/wizard 4

Casting Time 1 Immediate action

Components V, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Will; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when an ally has taken damage from an enemy creature. That creature takes 3d8 points of force damage + 1 point per caster level (maximum +15). The creature suffers a -1 penalty to their Will save against this spell for every 5 damage they dealt your ally.



Reprisal, Lesser

School evocation (reactionary); **Level** antipaladin 2, kai 2, sorcerer/wizard 2

Casting Time 1 Immediate action

Components V, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Will; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when an ally has taken damage from an enemy creature. That creature takes 1d8 points of force damage + 1 point per caster level (maximum +5). The creature suffers a -1 penalty to their Will save against this spell for every 5 damage they dealt your ally.

Reprisal, Maximum

School evocation (reactionary); **Level** kai 5, sorcerer/wizard 5

Casting Time 1 Immediate action

Components V, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Will; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when an ally has taken damage from an enemy creature. That creature takes 4d8 points of force damage + 1 point per caster level (maximum +20). The creature suffers a -1 penalty to their Will save against this spell for every 5 damage they dealt your ally.

Reroute

School conjuration (creation, reactionary); **Level** kai 6, sorcerer/wizard 6

Casting Time 1 Immediate action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration immediate

Saving Throw Reflex negates; **Spell Resistance** yes

DESCRIPTION

This functions as per an *impede* spell except as noted above and that you may shift the creature 5 feet after it has had its movement halted. You cannot use this spell to move a foe into a space that is intrinsically dangerous, such as off a cliff or into a *wall of fire*.

Reverse Arrow

School conjuration (reactionary, teleportation); **Level** kai 3, magus 3, sorcerer/wizard 4

Casting Time immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target 1 arrow, bolt, or bullet

Duration instant

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

DESCRIPTION

You can only cast this spell in response to a ranged weapon attack that you are aware of. Right before it strikes the target, you teleport the arrow and reverse its course. The arrow flies back to strike whichever creature fired it, using the same attack roll. If the attacker has concealment or cover, it applies to the attack. This spell cannot affect siege weapons or similar oversized ammunition.

Screaming Cacophony

School illusion (mind-affecting, phantasm, sonic);

Level bard 3, showman 3 ^{AP:S}, sorcerer/wizard 4

Casting Time 1 standard action

Components V, M (a broken whistle)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** no

DESCRIPTION

You surround the target in a whirling vortex of shadowy babbling, bursts of noise, and haunting music. The target suffers a -5 penalty to all sound-based Perception checks, and must make a concentration check to cast spells (DC 15 + double spell level). Additionally if the creature relies purely

on auditory senses, such as auditory-based blindsense or echolocation, it treats adjacent creatures as having partial concealment (20% miss chance), and creatures farther away as having total concealment (50% miss chance).

Shoes of Hermes

School abjuration (reactionary); **Level** bard 4, cleric/oracle 4, druid 4, kai 4, ranger 3

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration until the end of move action

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has decided to move. This spell places wreaths their feet in boots not unlike those worn by messenger gods. This functions as per a *foot guard* spell but also grants them *air walk* until the end of their movement.

Soften Blow

School abjuration (reactionary); **Level** cleric/oracle 1, druid 1, kai 1, paladin 1

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration instant

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has been hit with an attack or effect that causes damage. This spell creates a small barrier between the target and harm, reducing the damage dealt by 1d8 points +1 point per caster level (maximum +5).

Soften Blow, Mass

School abjuration (reactionary); **Level** cleric/oracle 5, druid 5, kai 5

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when multiple allies have been hit by a single attack or effect that causes damage (such as a *fireball* spell). This spell creates a small barrier between the targets and harm, reducing the damage dealt by 1d8 points +1 point per caster level (maximum +5).

Spell Check

School Universal; **Level** wizard 0

Casting Time swift

Components V

Range personal

Target self

Duration 1 hour

Saving Throw none; **Spell Resistance** no

DESCRIPTION

After speaking a word of command you are aware of any grammatical or spelling errors on text you read are highlighted for you. You must know the language of the text you are reading.

Spell of the Viper

School transmutation (reactionary); **Level** antipaladin 4, druid 6, kai 6, ranger 4

Casting Time 1 Immediate action

Components V, M (1 dose of injury poison)

Range close (25 ft. + 5 ft./2 levels)

Target your weapon or one allied creature's weapon

Duration immediate

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You may only cast this spell when an ally has successfully hit an enemy creature with an attack from a manufactured weapon. This spell consumes 1 dose of an injury poison you have on your person (not necessarily in your hand) and applies it to the attack. This poison can have any save DC and you raise the DC of the poison's save to 10 + this spell's level + casting modifier if it is lower than that.

Steal Limbs

School transmutation/necromancy; **Level** alchemist 4, magus 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

In a rather gruesome display, you magically swap up to 4 of your limbs for the equivalent limbs of the creature you have targeted with this spell, including what they are holding (if you take 2 arms of a 4 limbed humanoid, you'd swap 2 of your arms for 2 of theirs). The limb in question must be within 1 size category as you and may not be from an aberration. This imparts the natural attacks the limb in question had one. Any attacks made with it are done so at a -4 penalty, unless you naturally have a similar kind of natural attack, Feral Combat Training, or Improved Unarmed Strike (or equivalent).

Stumble

School conjuration (creation, reactionary); **Level** druid 2, kai 2, psychic 2, sorcerer/wizard 2

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration immediate

Saving Throw Reflex negates; **Spell Resistance** yes

DESCRIPTION

You may only cast this spell when a creature takes a move action. If the creature fails their Reflex save they trip on a small unseen magical impediment, ending their movement 5 feet shy of their intended movement. You may cast this spell at any point during their movement. Creatures who have been targeted by this spell (or *impede*) in the last 24 hours gain a +4 bonus on their Reflex saves and creatures who can see invisible objects are unaffected by this.

Sudden Shock

School evocation (reaction); **Level** druid 5, kai 5, sorcerer/wizard 5

Casting Time 1 Immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

DESCRIPTION

The target takes 1d6 electricity damage per 3 caster levels (maximum of 6d6).

Surprise Bear

School conjuration (summoning); **Level** cleric 3, druid 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Make a touch attack. If you hit, a brown bear appears in an open space adjacent to the target and immediately full attacks the target before vanishing at the end of your turn. A brown bear's attacks are: 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5).

Surprise Whale

School conjuration (summoning); **Level** cleric 8, druid 7, sorcerer/wizard 8, summoner 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target creature touched

Area 15 foot radius spread (generally in the shape of a whale)

Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** no

DESCRIPTION

You conjure a colossal cetacean in the air above the area, which quickly falls and smothers those below. Creatures in the affected area take 1d8 bludgeoning damage per caster level (maximum of 10d8) and are pinned beneath the mass of the whale. Pinned creatures take 1d6 bludgeoning damage per 2 caster levels each round, and can attempt an Escape Artist check (DC 10 + caster level + casting modifier) or a Grapple check (CMD 10 + caster level + casting modifier) to escape. A Reflex save halves the damage and prevents the creature from becoming pinned.

Swap Limb

School transmutation/necromancy; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

In a rather gruesome display, you magically swap one of your limbs for the equivalent limb of another creature, including what they are holding. The limb in question must be of the same size category as you and share a creature type. This does not impart natural attacks if the limb in question had one, although the target loses access to the limb's natural attacks.

Thoughtsmith's Forge

School illusion (shadow); **Level** bard 4, medium 4, mesmerist 4, occultist 4, psychic 5, sorcerer/wizard 5, spiritualist 4, summoner 4, witch 5; Domain Artifice 5

Casting Time 1 round

Components V, M (see text)

Range close (25 ft. + 5 ft./2 levels)

Duration 3 rounds per level

DESCRIPTION

You suddenly fall asleep, freeing your mind as you inhabit a dreamspace forge for a moment. In the seconds you reside there you can forge many mighty weapons and armor. Your skill is limited only by your imagination and magic, but actual knowhow helps. The material component of this spell is metal currency (gold coins, platinum pieces, bars of silver, etc) or raw metals (bars of pig iron, a core of adamantite, etc).

When you awaken at the start of your next turn, you will have forged a number of weapons, magical or otherwise, equal to half your caster level. A caster can only ever forge a weapon whose total enhancement bonus is equal to or less than 1/4th their caster level (minimum +1). Special abilities (*flaming*, *bane*, etc), rather than just flat enhancement bonuses, can be added (or a mix of the two). The normal rules for applying special abilities applies.

TABLE 10-2: THOUGHTSMITH'S FORGE

Weapon	Craft DC
Light Armor	12
Medium Armor	14
Heavy Armor	16
Shield (Non-Tower)	12
Tower Shield	16
Simple Weapon	12
Martial or Exotic Weapon	16
Masterwork*	+2
Enhancement Bonus	+3 per bonus

*Masterwork is still required to make a piece of equipment magical.

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For each piece of gear you may attempt to make a relevant Craft check (see Table 10-2: Thoughtsmith's Forge for the DCs). If successful, the object is created for 1 gp. When created a piece of equipment forged in this fashion can be either placed adjacent to the caster or in a worn or wielded position on a creature within the range of this spell (armor is worn, weapons are wielded). Created gear vanishes at the end of the duration of this spell (3 rounds per level). The items have a clear otherworldly and semitransparent look to them and cannot be sold.

Tongue Rip

School necromancy/abjuration; **Level** antipaladin 4, mage hunter 4 ^{AMH}, sorcerer/wizard 5

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft.-radius burst

Duration 1 hour/level

Saving Throw Will (see text); **Spell Resistance** yes (see text)

DESCRIPTION

You curse a 30 foot area with a magical compulsion by stating in ancient words of power a phrase that approximately translates to "whomsoever casts a spell next shall have their tongue plucked from their mouth". The first creature who casts a spell within this radius has their tongue painfully detach itself and leap out of their mouth permanently; the caster becoming unable to speak and taking 2d6 bleed damage until healed (though this does not return their tongue). This counts as a severed limb for the purpose of re-attaching it. Creatures who cast a spell receive a Will save to resist this effect and spell resistance against it as well. After this spell's effect happens successfully it ends.

Weaken Attack

School abjuration (reactionary); **Level** cleric/oracle 2, druid 2, kai 2, paladin 1

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target personal or one allied creature

Duration instant

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when an ally has been hit with an attack or effect that causes damage. This spell creates a small barrier between the target and harm, reducing the damage dealt by 2d8 points +1 point per caster level (maximum +10).

Weaken Attack, Mass

School abjuration (reactionary); **Level** cleric/oracle 6, druid 6, kai 6

Casting Time 1 Immediate action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

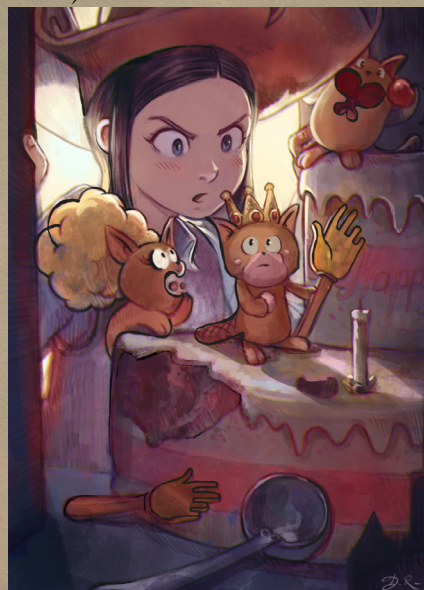
Duration immediate

Saving Throw Will negates (harmless); **Spell**

Resistance no

DESCRIPTION

You may only cast this spell when multiple allies have been hit by a single attack or effect that causes damage (such as a *fireball* spell). This spell creates a small barrier between the targets and harm, reducing the damage dealt by 2d8 points +1 point per caster level (maximum +10).



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