

# THE INVOKER



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# LITTLE RED GOBLIN GAMES: THE INVOKER

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## THE OLD BLACK MAGIC

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Here at Little Red Goblin Games, we've had our design goblins busily bargaining with fey and conversing with terrifying creatures from beyond the stars to try and bring you, the readers, a set of flavorful new rules to enjoy. The invoker is a bitter-sweet new class loosely based on other bargain-forging classes from the past some of you might be familiar with.

While the Invoker provides players with the sort of arcane firepower they might expect from certain older classes that make pacts with fell spirits, it's also packed with new flavorful abilities. The Invoker isn't the first class to grant a character dark and mysterious powers thanks to bargains with darker forces, and it probably won't be the last, but we think you'll find our take on these soul-bartering fiends and anti-heroes to be one of the most flavorful, evocative, and happily melancholy classes you've played in a long time.



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### THE INVOKER

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*Power is a tempting thing, and the prices to possess it can be steep indeed. Invokers are individuals who have gained power through a pact with a force of considerable power. Many invokers bartered for their own eldritch abilities, but this is not always the case. One invoker might find that they've inherited their arcane gifts from a parent. Another might discover that a loved one has bartered their freedom away to some fiend in order to grant the invoker some of the creature's power.*

*The dark and pricey pacts into which an invoker has somehow entered often demand some sinister service of the invoker if not her very soul. As a result, those who are aware of an invoker's powers are unlikely to associate with her any more than is strictly necessary. Even those who do willingly associate with invokers are rarely at ease while doing so. Certainly not all invokers are evil, but their shady reputations make it difficult for an invoker to forget that every ounce of eldritch power she calls on came at a steep price.*

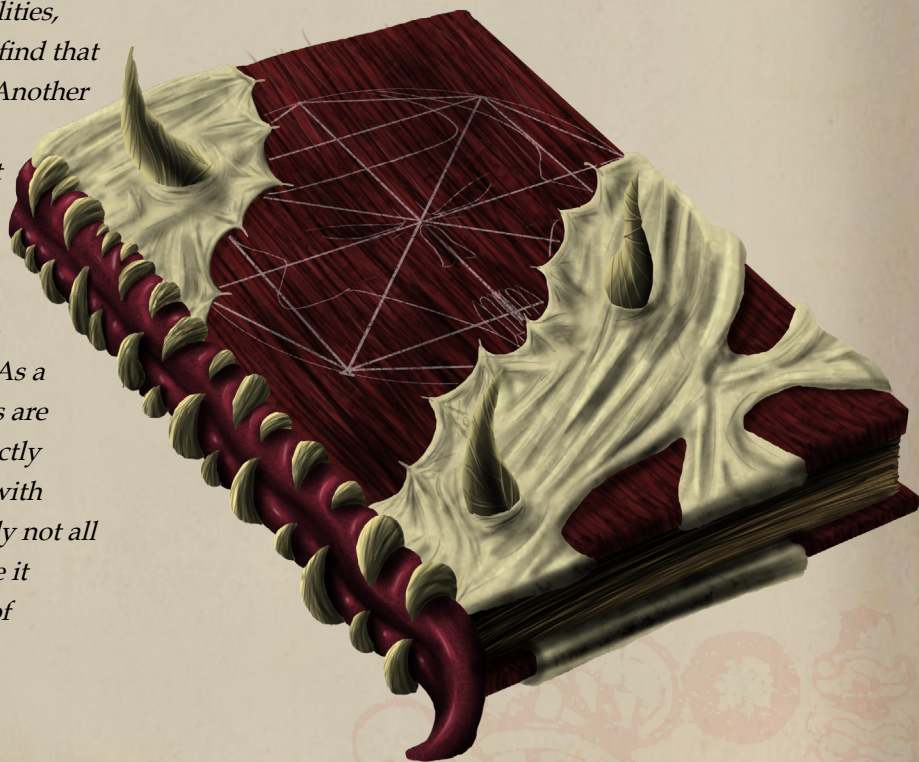
### ROLE:

The raw power an invoker can wield is often impressively destructive. As a result, even the most pacifistic of invokers (if such creatures exist) possesses the tools to become a powerful ranged combatant. Some invokers develop abilities that make them even more destructive, but others find more subtle or constructive ways of manipulating the eldritch power that flows through their veins. An invoker will never have the versatility of a wizard or even a sorcerer, but what she lacks in versatility she makes up for with endurance and brute strength. Their mystic blast class features mean that they can blast away at foes all day while their incantations will always be available for use regardless of how many times the invoker has used them already.

### ALIGNMENT:

Invokers are often either drawn or corrupted by the natures of their patrons. While invokers can technically be of any alignment, alignments that don't fit those of their pacts may cause complications with their class features (see the pact class feature below).

### HIT DICE: d8





## CHART 1-1: THE INVOKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Incantations Known	Maximum Incantation Level
1st	+0	+0	+0	+2	Mystic blast (1d6), pact	1	1 <sup>st</sup>
2nd	+1	+0	+0	+3	Blast trait	2	1 <sup>st</sup>
3rd	+2	+1	+1	+3	Mystic blast (2d6)	2	1 <sup>st</sup>
4th	+3	+1	+1	+4	Patron's reward	3	1 <sup>st</sup>
5th	+3	+1	+1	+4	Mystic blast (3d6)	3	1 <sup>st</sup>
6th	+4	+2	+2	+5	Blast trait, old ways (I)	4	2 <sup>nd</sup>
7th	+5	+2	+2	+5	Mystic blast (4d6)	4	2 <sup>nd</sup>
8th	+6/+1	+2	+2	+6	Patron's reward	5	2 <sup>nd</sup>
9th	+6/+1	+3	+3	+6	Mystic blast (5d6)	5	2 <sup>nd</sup>
10th	+7/+2	+3	+3	+7	Blast trait, uncanny pact	6	2 <sup>nd</sup>
11th	+8/+3	+3	+3	+7	Mystic blast (6d6)	6	2 <sup>nd</sup>
12th	+9/+4	+4	+4	+8	Old ways (II), patron's reward	7	3 <sup>rd</sup>
13th	+9/+4	+4	+4	+8	Mystic blast (7d6)	7	3 <sup>rd</sup>
14th	+10/+5	+4	+4	+9	Blast trait	8	3 <sup>rd</sup>
15th	+11/+6/+1	+5	+5	+9	Mystic blast (8d6)	8	3 <sup>rd</sup>
16th	+12/+7/+2	+5	+5	+10	Old ways (III), patron's reward	9	4 <sup>th</sup>
17th	+12/+7/+2	+5	+5	+10	Mystic blast (9d6)	9	4 <sup>th</sup>
18th	+13/+/+3	+6	+6	+11	Blast trait	10	4 <sup>th</sup>
19th	+14/+9/+4	+6	+6	+11	Mystic blast (10d6)	10	4 <sup>th</sup>
20th	+15/+10/+5	+6	+6	+12	Pact mastery	11	4 <sup>th</sup>

### CLASS SKILLS

The invoker's class skills are *Craft (Int)*, *Fly (Dex)*, *Heal (Wis)*, *Intimidate (Cha)*, *Knowledge (arcana) (Int)*, *Knowledge (history) (Int)*, *Knowledge (planes) (Int)*, *Profession (Wis)*, *Sense Motive (Wis)*, *Spellcraft (Int)*, and *Use Magic Device (Cha)*.

**SKILL POINTS PER LEVEL:** 2 + Int modifier

### CLASS FEATURES

All of the following are class features of the invoker.

#### WEAPON AND ARMOR PROFICIENCY:

Invokers are proficient with all simple weapons and with light armor but not with shields. The arcane gestures used by invokers are sufficiently simple to allow an invoker to cast spells in light armor with incurring the normal chance of arcane spell failure. Medium and heavy armor or wielding a shield will still incur arcane spell failure chance as normal for an arcane spellcaster.

### MYSTIC BLAST (SP:)

Even the greenest of invokers can easily learn to manipulate their eldritch power as though it were a newfound limb. At will the invoker may make an attack with her mystic blast as a standard action. Mystic blasts are ranged touch attacks that deal damage. Normally this damage is untyped, but she may choose to make this damage of a type based on of her pact (as described in the pact class feature below). Changing the damage type is a free action. The invoker's mystic blast does 1d6 damage at first level and an additional 1d6 damage every two levels thereafter. Mystic blasts have a range increment of 60 feet and a X2 critical modifier. An invoker's effective caster level for her mystic blast is equal to her invoker level.



## SIDEBAR: BLOOD LETTING

Readers may notice that many of the invoker's class features require that she or another creature spill blood. If a character wishes to spill her own blood or that of another willing creature, she may use these simple rules to do so without the awkward complication of making attack or damage rolls against herself. There's nothing more embarrassing than trying to prick one's finger only to stab one's kidney by mistake.

A character attempting to spill blood without causing any serious harm must be equipped with a slashing or piercing weapon of some sort. As a full round action, the character may inflict a superficial wound on itself that causes it to bleed but deals no damage. If the character is in a hurry, it may cause its blood to spill by spending a move action and dealing a single point of damage to the target creature. Note that, despite causing blood to be spilled, this ability does not cause the target creature to take bleed damage.

## INCANTATIONS (SP):

Invokers call upon their magical abilities differently from more conventional arcane casters. An invoker casts "incantations" rather than spells. The two share many similarities, but there are some key differences. An invoker may cast any incantation she knows at-will. Incantations are considered to be spell-like abilities rather than actual spells and can thus not be modified by feats that modify spells (with some exceptions such as the fey pact's memory for power ability) though they may be modified by feats that modify spell-like abilities. Incantations cannot be used to create potions, scrolls, or magical items. The invoker's caster level for incantations is equal to her invoker level.

Casting an incantation is a standard action that provokes an attack of opportunity unless noted otherwise in the incantation's entry. An invoker may make a Concentration check to finish casting an incantation just as a more conventional arcane caster can with a spell. Invokers may attempt to cast defensively with their incantations, and incantations are subject to spell resistance unless specifically noted otherwise. All incantations possess both somatic and verbal components as the invoker must use arcane gestures while reciting the terms of her pact in order to unlock her

powers. Incantations, even those that mimic spells, do not require material components or focuses unless specifically noted otherwise. An invoker's caster level when using incantations is equal to her invoker level. The DC for an incantation is 10 + the incantation's level + the invoker's Charisma modifier.

As the invoker gains levels, she gains access to more incantations of increasing power as indicated on Table 1-1. Prestige classes that grant additional caster level, spells per day, spells known and so on in spellcasting classes characters belonged to before taking levels in that prestige class allow the invoker to gain an increased caster level, new incantations, and higher levels of incantations as though she had gained a level of invoker.

For example, if an invoker takes levels in the mystic theurge prestige class, she gains an increased caster level, new incantations known, and access to higher level incantations each level as though she had gained a level of invoker, but does not gain any other benefits of the invoker class (such as new blast traits or increases in mystic blast damage).

## BLAST TRAITS

At second level and every four levels thereafter, the invoker selects one of the blast traits below. Each time an invoker makes an attack with a mystic blast, she may apply a single blast function trait and a single blast form trait to the mystic blast. If an invoker's mystic blast has a trait that requires that she be able to cast a certain level of incantation then invoker's mystic blast is treated as that level of incantation for all spell level dependent effects. Any blast traits that call for saving throws have DCs equal to 10 +  $\frac{1}{2}$  the invoker's class level + the invoker's Charisma modifier.

### *Blast Function Traits*

*Entangling:* Any creature struck by a mystic blast using this blast trait must make a Reflex save or become entangled for 1 minute. The affected creature may end this effect early by taking a move action to free itself with an Escape Artist check (DC equal to that of the Reflex save).

*Knockback:* Whenever an invoker strikes a creature of her size or smaller with a mystic blast using this blast trait, she may attempt to push the creature backward as though she



had targeted the creature with a hydraulic push spell.

*Putrid:* Any creature struck by a mystic blast using this blast trait must make a Fortitude save or be sickened for 1 minute.

*Terrifying:* Any creature struck by a mystic blast using this blast trait must succeed on a Will save or be shaken for 1 minute.

*Blazing:* A mystic blast using this blast trait deals fire damage. Any creature struck by a mystic blast using this blast trait must make a Reflex save or catch on fire, taking 2d6 points of fire damage per round until it takes a full-round action to extinguish the flames. An invoker must be able to cast 2nd level incantations to select this blast trait.

*Blinding:* Any creature struck by a mystic blast using this blast trait must make a Fortitude save or be blinded for 1 round. An invoker must be able to cast 2nd level incantations to select this blast trait.

*Frostbite:* A mystic blast using this blast trait deals cold damage. Any creature struck by a mystic blast using this blast trait must make a Fortitude save or take a 1d6 penalty to Dexterity for 1 minute. While multiple uses of this blast trait don't stack, they do refresh the effect (with the more potent penalties replacing less potent ones). An invoker must be able to cast 2nd level incantations to select this blast trait.

*Jolting:* A mystic blast using this blast trait deals electricity damage. Any creature wearing metal armor struck by a mystic blast using this blast trait must make a Fortitude save. Creatures who fail the save take damage at the start of their next turn equal to half the damage the mystic blast dealt in the initial attack. An invoker must be able to cast 2nd level incantations to select this blast trait.

*Venomous:* A mystic blast using this blast trait deals acid damage. Any creature struck by a mystic blast using this blast trait must make a Fortitude save or take a 1d6 penalty to Strength for 1 minute. While multiple uses of this blast trait don't stack, they do refresh the effect (with the more potent penalties replacing less potent ones). An invoker must be able to cast 2nd level incantations to select this

blast trait.

*Maddening:* Any creature struck by a mystic blast using this blast trait must make a Will save or be confused for 1 round. An invoker must possess the terrifying blast trait and be able to cast 3rd level incantations to select this blast trait.

*Noxious:* Any creature struck by a mystic blast using this blast trait must make a Fortitude save or be nauseated for 1 round. An invoker must possess the putrid blast trait and be able to cast 3rd level incantations to select this blast trait.

*Flesh-Crippling Blast:* Any creature struck by a mystic blast using this blast trait must make a Fortitude save or take 1d2 points of Constitution damage. The Constitution damage heals completely after 24 hours. Constitution damage from this ability stacks with itself. An invoker must be able to cast 4th level incantations to select this blast trait.





### *Blast Form Traits*

*Chained Blast:* A mystic blast using this blast trait can arc from its first target to additional targets. When an invoker hits with a mystic blast using this blast trait, deal damage to that target as normal. After it strikes, the blast can arc to an additional target for every two caster levels you possess (minimum 1). The secondary blasts each strike one target and deal half as much damage as the primary blast.

Each target can attempt a Reflex saving throw for 1/2 damage. You choose secondary targets as you like, but they must all be within 20 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum. An invoker must be able to cast 3rd level incantations to select this blast trait.

*Eldritch Wave:* When using this blast trait, the invoker makes a single attack roll and a single damage roll that targets all adjacent creatures. Mystic blasts using this blast trait do not provoke attacks of opportunity.

*Linear Eruption:* A mystic blast using this blast trait fires in a 30-foot line instead of a ray. Creatures within that line may make a Reflex save to avoid taking damage from or otherwise being affected by the mystic blast. Mystic blasts using this blast trait do not provoke attacks of opportunity.

*Mystic Arrow:* When using this blast trait, an invoker makes a ranged attack with a physical weapon (not a spell, mystic blast, or otherwise non-physical ranged attack). As a standard action or part of a full round attack. If the attack is successful, the invoker deals damage with her mystic blast (including damage from any modifiers or blast function traits) and also deals damage with the ranged weapon she made the attack with. The invoker may only add her mystic blast damage once per round.

*Mystic Blade:* When using this blast trait, an invoker makes a melee attack with a physical weapon (not a spell, mystic blast, or otherwise non-physical melee attack). As a standard action or part of a full round attack. If the attack is successful, the invoker deals damage with her mystic blast (including damage from any modifiers or blast function traits) and also deals damage with the ranged weapon she made the attack with. The invoker may only add her mystic

Tempestuous Roar: A mystic blast using this blast trait fires as a 30 foot cone instead of as a ray. Any creature in the area of the cone can attempt a Reflex save for half damage. An invoker must be able to cast 2nd level incantations to select this blast trait.

*Traveling Ruin:* A mystic blast using this blast trait has a range equal to the half the caster's level X 50 (minimum 50) feet but may not be fired any farther than that.

*Unearthly Explosion:* A mystic blast using this blast trait takes the form of a 20 foot burst centered on the invoker. Each target may attempt a Reflex save to take only half damage. An invoker must be able to cast 3rd level incantations to select this blast trait.

## PACTS

At first level, the invoker has forged, inherited, or otherwise been mixed up in a bargain with some source of eldritch power. While the specifics of the contract are up to the player and GM to flesh out or leave vague as they see fit, invoker pacts are rarely generous to the invoker. Many of the forces willing and able to create such a pact are dark, alien, terrifying things that most mortals would rather avoid than make deals with.

The mystical energies that flow through the invoker as a result of her pact will often corrupt her nature and slowly transform her personality to match those of her patron. As a result, some pacts require the invoker be of a certain alignment. Invokers whose alignments change retain all of their current invoker class features, but they may not continue to advance as an invoker until their alignment matches at least one of the alignment requirements of their pact. An invoker's pact has an impact on how her eldritch abilities function. The type of damage the invoker's mystic blast inflicts may be changed based on the invoker's pact (as indicated in each pact's entry). Invoker's select one of the available damage types listed in each pact entry as the alternate damage type their mystic blast inflicts. An invoker's mystic blast also gains additional powers based on her pact. An invoker's pact also grants her proficiency or a bonus with certain skills based on the pact. Additionally, each pact has a unique set of boons and taboos the invoker must choose from when she acquires her pact. An invoker must choose a single boon and a single taboo when she gains her pact, though certain feats



allow a character to gain or lose boons and taboos as they advance in power. Should an invoker violate the terms of one of her taboos, she loses access to a single boon (chosen at the time that the invoker gained the taboo). Unless otherwise specified, special actions accorded by boons are a standard action. The save DC for a boon is equal to 10 + ½ invoker's level + Charisma modifier. Boons are usually treated as supernatural abilities. The following are pacts that the invoker may choose from.

#### DEMONIC PACT

*Generally speaking, the fiends of the abyss are all too happy to wreak their own havoc on the material plane. This doesn't seem to prevent them from granting mortals with a piece of their demonic power from time to time, however, and many invokers find themselves serving as either soldiers or violent entertainment for their fiendish patrons. The powers of a demonic pact invoker are often destructive, and few invokers are able to match the sheer savage power of one who draws power from the abyss.*

**Alignment:** Chaotic or Evil

**Bonus Skills:** Demon pact invokers gain Knowledge (religion) as a class skill and gain a +2 bonus to Intimidate checks.

**Damage Type:** Fire

#### Blast Bonus:

A demon pact invoker may make an attack with her mystic blast as a full-round action to deal extra damage equal to her level to creatures struck by the blast.

**Boon:** The invoker gains one of the following abilities.

#### -Dark Infusion:

The invoker may charge the power of her mystic blast through her blade, striking foes with both steel and magic at once. The invoker may use the mystic blade blast trait a number of times per day equal to her Charisma modifier. If the invoker possesses the mystic blade blast trait, she may apply her mystic blast damage to a number of melee attacks per round equal to 1/2 her charisma modifier.

*-Feast of Souls:* When the invoker coup de graces a creature with her mystic blast, she may feast upon the creature's soul to enhance her own abilities. If she does so,

she treats her caster level as two higher than normal, deals an additional 1d6 points of damage with her mystic blasts, and the DCs to resist her boons or incantations increase by 2. These benefits last for one minute per HD of the creature killed. This ability may only be used to consume the soul of a creature whose HD is no lower than the invoker's HD minus 4. If the invoker consumes the soul of a creature with more HD than her own, she must make a Fortitude save with a DC equal to 10 plus the creature's HD or be sickened for 1 hour. Creatures whose souls are consumed by this ability may not be resurrected for twenty-four hours (after which time their soul has been "processed" by the invoker's metaphysical metabolism; this is an extremely unpleasant experience that deals no lasting harm to the soul in question).

#### -Fiendish Claws:

The invoker may transform her hands into horrifying claws as a free action. These claws are treated as natural weapons, allowing the invoker to make two claw attacks as a full attack action using her full base attack bonus. These claws each deal 1d4 damage plus her Strength modifier (1d3 if she is Small) plus an additional 1d6 fire damage. At 5th level, these claws are considered magic weapons for the purposes of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if the invoker is Small). At 10th level, the claws count as cold iron and evil for the purposes of overcoming DR and deal an additional 1d6 points of fire damage. The invoker takes 1 point of damage each round that her hands are in claw form.

#### -Hungry Flames:

The invoker's eldritch might swells as she feeds a portion of her strength to the dark spirits that fuel her power. For every two levels an invoker possesses, she may take 1d6 points of damage as part of a mystic blast attack and add half as much damage as she took (rounded up) to her damage rolls with mystic blast that round.

#### -Shadow Fiend:

When in areas of dim or darker illumination, the invoker gains a frightful presence with a range of 10 feet. Creatures frightened or shaken by the invoker's frightful presence remain so for 1d6 rounds per 4 invoker levels. The DC to resist this ability is equal to 10 + ½ the invoker's level + the



invoker's Charisma modifier.

**Taboo:** the invoker must select one of the following taboos.

*-Tool of Destruction:*

Once a week, the invoker must slay a living creature or destroy a structure or object worth at least 50 gp for no other reason than to satisfy this taboo. If she does not, the invoker loses access to her mystic blast class feature until such time as she satisfies this taboo.

*-Demon's Bane:*

The invoker takes damage from holy water as though she were an evil outsider.

*-Fiendish Nature:*

The invoker counts as an evil summoned creature for the purposes of the magic circle against evil spell.

*-Unassuming Barrier:*

Some mundane substance such as salt or flak seed can be as restrictive as a solid wall to the invoker. The invoker may not walk past or disturb a solid line of the substance of his choice without passing a Will save with a DC equal to 15 + the invoker's class level. If the invoker fails his Will save, he may not travel across the line through any means (including teleportation and other magical methods), may not attack across the line with mystic blasts, and may not disturb the line through any means.

If the line of the substance is used to close off an area (such as creating a circle with a line of salt), the invoker may not cast incantations that target the area within the line's shape. A creature with a supply of such a substance can create a 5 ft. line of the substance as a move action.

*-Befouler:*

Most say that power causes all that one tastes to turn to ash in one's mouth. The invoker wishes her dining were so pleasant. All food eaten at a meal that the invoker attends is putrefied as per the putrefy food and drink spell as soon as anyone takes their first bite or drinks their first sip. This food may be returned to its normal condition by the purify food and drink spell as normal.

**Demonic Pact Mastery:**

At 20th level all of the invoker's melee and mystic blast attacks count as chaotic and evil for the purposes of overcoming damage reduction. Additionally, the invoker deals an additional 1d6 damage with all such attacks and ignores hardness when attempting to sunder an object.

**DEVILISH PACT:**

Commoners often whisper that the pacts of many invokers are likened to make deals with devils. This is never truer than when they speak of a devilish pact invoker's own infernal bargain. Her powers come from the tempters and lock-step tyrants of the various hells. Her Faustian bargain may require her seduce her fellow mortals towards evil or merely call on her to shed the blood of the innocent. She's not certain if the parchment her ancestor signed in blood damned her to an eternity in the realm of her contract-loving patrons or if destroying enough of these vile creatures might redeem her soul. All she knows is that what they say about compacts is true: the devil is in the details.

**Alignment:** Lawful or Evil

**Bonus Skills:** Devil pact invokers gain Diplomacy and Knowledge (religion) as class skills.

**Damage Type:** Fire

**Blast Bonus:** A devil-pact invoker's mystic blast deals an additional +1d6 damage to creatures who are on fire. This additional damage may not be healed magically by a creature with fewer HD than the invoker.

**Boon:** The invoker gains one of the following abilities.

*-Faustian Familiar:*

As part of her pact, the invoker has received the services of minor evil spirit bound in a fleshy form. Such familiars rarely appreciate being forced into the servitude of so lowly a creature and are often all too happy to whisper dark thoughts into their masters' minds. The invoker obtains a familiar as per the wizard's arcane bond class feature. This familiar can deliver the invoker's incantations as though they were spells, and can be the subject of the invoker's incantations as though it was the invoker. At 7th level, the invoker may choose to gain Improved Familiar as a bonus feat but must immediately replace her familiar with an imp. An invoker with this ability takes a -2 penalty to Will saves.

*-Hellfire:*



The flames of devils burn with dark intensity. The invoker may make a single attack with her mystic blast as a full-round action. If she does so, the blast may be made of hellfire. The hellfire may deal half fire and half unholy damage at the invoker's option. Damage caused by this blast may not be healed magically by a creature with less HD than the invoker.

*-Lash of the Slaver:*

By reshaping the fell energies that normally form her mystical blasts, an invoker can form her dark powers into a tool of possession and enslavement known as a "slaver's lash" as a move action. A slaver's lash resembles a sinister-looking whip and may function as such. The invoker is proficient in this whip. Additionally, the invoker may make a touch attack with this whip against a creature within 15 feet. If the test is successful, the slaver's lash wraps around the target creature and latches on with unearthly strength. The lash remains attached to creatures as long as the invoker continues to concentrate on it each round. Each round as a free action, the invoker may give the creature a single command. On the creature's next turn, it must make a Will save to avoid carrying out the command in place of taking its own actions. While attached to a creature, the lash will grow or retract as much as needed to remain taut and attached to the creature regardless of how far the creature moves from the invoker.

An Escape Artist test with a DC equal to 10 + the invoker's class level + the invoker's Charisma modifier allows a creature to escape from the lash. The lash may be sundered like a normal whip, though the invoker may reshape it as a move action. While the invoker's mystic blast is in the shape of a whip, she may not use her mystic blast as she normally would (and attacks with the lash deal damage as a normal whip rather than as a mystic blast). Changing a mystic blast to and from lash form is a move action or as part of an attack made with the lash of the slaver made as a standard action. It can also be changed as part of any mystic blast.

The invoker has gained unnatural charisma in exchange for turning her fellow mortals towards evil. She may use *charm person* as a spell-like ability with a caster level equal to her class level a number of times each day equal to her Charisma modifier. At 6th level, she may use her daily uses of this ability to cast *suggestion* instead. At 12th level, she may expend two uses of this ability to cast *mass suggestion*. At 16th level, she may expend two uses of this ability to cast *dominate person* or *charm monster*. In order to continue benefitting from this ability, the invoker must attempt to persuade a living creature to commit an act they would consider immoral at least once each week. If the invoker fails to tempt a living creature in this way, she loses access to her mystic blast class feature until she has done so.

*-Power from Blood:*

Many fiends will gladly trade fell power for the innate magical properties of freshly-spilled blood. Whenever the invoker deals damage to a living, good-aligned creature with a slashing or piercing weapon, her mystic blasts deal 1 point of bonus fire damage +1 for every two levels of invoker she possesses. This effect persists for one minute per level. An invoker may spill her own blood regardless of alignment in order to benefit from this ability.

**Taboo:** The invoker must select one of the following taboos.

*-Unwelcome:*

The invoker may not willingly enter churches or areas under the effects of the *consecrate* spell.

*-Devil Kin:*

The invoker takes damage from holy water as though she were an evil outsider.

*-Holy Anathema:*

When the invoker is within 30 feet of a powerfully presented holy symbol, she must make a Fortitude save to avoid being sickened for the next hour. The DC of the Fortitude save is equal to 15 + the invoker's level.

*Tempter:*

*-Witch Mark:*



The invoker possesses some sort of mark be it a minor deformity, tattoo, or some other physical sign of the dark pact she's made. The invoker suffers a penalty to all Charisma-based skill checks equal to 1/4th her invoker level. As the invoker increases in level, her mark becomes more noticeable thus providing anyone looking for the mark with a bonus to their Perception check equal to the invoker's level.

#### **Devilish Pact Mastery:**

At 20th level, a devilish pact invoker gains telepathy out to 60 feet and the ability to use teleport at-will with a caster level equal to their level.

#### **FEY PACT:**

Whatever their reputation for fickleness might be among mortals, the fey are still frequently bound by ancient laws that force them to bargain truthfully and "fairly." As a result, many fey have become masters of making bargains and speaking half-truth. Both of these are skills that make them common, if dangerous, patrons for invokers. The pact into which the invoker entered to gain her subtle, tricky powers may be as generous or cruel as the whims of the fey patrons who made the contract, but even the most kindly of fey adhere to this rule: all things come at a price.

**Alignment:** Any

**Bonus Skills:** Fey pact invokers gain Diplomacy and Knowledge (nature) as class skills.

**Damage Type:** Fire or cold

**Blast Bonus:** Creatures struck by a fey-pact invoker's mystic blast take a -2 penalty to Will saves against illusion and enchantment effects for 1 minute.

**Boon:** The invoker gains one of the following abilities.

#### *-Faerie Godmother:*

The invoker's contract requires that the fey forces she bargained with, one of their servants, or some other fey who owes the invoker's patron a favor assist her when she calls for help. By calling out to her patron, the invoker may cause a single elemental, fey pact sorcerer, fey pact invoker, or fey creature of the GM's choice to appear 1 round later. This creature will generally be helpful, though the alien creatures of the fey world often have decidedly inhuman ideas about what exactly "helpful" means. Some fey have been known to decide that the best way to keep their charg-

es safe is to trap them in impenetrable crystal balls, freeze them in time, or simply feed them lotuses and make them dance for the rest of their (sometime unnaturally long) lives. Such disturbing ends seem to have a tendency to befall those invokers who make a habit of calling on their patrons for assistance too often. Additionally, patrons who agree to terms such as these often provide the invoker with a host of discrete domestic servants. Invokers with this boon may cast unseen servant at-will as a spell-like ability, though the duration of the effect ends immediately if anyone observes the actions of the unseen servants at work.

#### *-Fey Spit:*

Folklore is full of stories of unwary mortals being blinded as punishment for stumbling across gatherings of the fair folk. An invoker may spit in the eyes of an adjacent non-fey creature as a ranged touch attack that does not provoke attacks of opportunity. If the attack hits, the target treats all creatures of the fey type, all sorcerers with the fey bloodline, and all invokers with the fey pact as though they had total concealment against the target until the end of the invoker's next turn.

#### *-Loan Boon:*

Some canny invokers are sure to maintain one very important permission before they enter into their pact: the right to sell the powers they receive to others. An invoker with this boon may perform a ritual that takes an hour to perform (such as rapidly growing a magical flower and crushing its petals into a potion or writing a contract while in view of a raven). If she does so, she may offer some product of the ritual (such as the potion or the contract) to another creature. If the creature accepts the product in some fashion (such as by drinking the potion or signing the contract) unknowingly or otherwise, the invoker may transfer access to one of her incantations or boons (except this one) to the creature for twenty-four hours.

During this time, the creature may use the incantation or boon as though he were the invoker herself (using the invoker's caster level as his own) though the invoker may not access the granted boons or incantations herself during this time nor can she use this boon to grant another creature an ability she has already "rented" to another creature. Such power is never without price, however. At the end of the twenty-four hours, the creature begins to go



into withdrawals that last for one day per class level possessed by the invoker. Each day that a creature is suffering from withdrawals, it must make a Will save or take 1 point of ability damage to an ability score of the invoker's choice. This ability score damage does not heal naturally until the end of the duration of the withdrawals. Benefiting from this boon again will instantly cure any ability score damage caused by this boon and also ends the creature's current withdrawals (until the end of this boon's new duration).

*-Memory for Power:*

The life of an invoker is full of painful trades. Few pacts are as potentially traumatizing to the invoker as this one. A number of times per day equal to the invoker's Charisma modifier she may treat any incantation she casts as though it were affected by the Empower Spell, Enlarge Spell, or Extend Spell metamagic feats. Each time the invoker uses this ability, she must name a loved one or cherished memory to forget something crucial about. Cherished memories are forgotten completely the first time they are selected. The first time a loved one is selected, the invoker forgets the loved one's appearance. The second time, the invoker forgets the loved one's name. The third time that loved one is selected, the invoker forgets them entirely. Losing cherished memories and loved ones is a disorienting experience that inflicts a number of points of temporary Intelligence damage equal to the increase in level the metamagic feat would normally apply to a spell each time this ability is used. Note that the metamagic feat(s) applied still functions on incantations even though incantations are spell-like abilities.

*-Skilled Contractor:*

All invokers make bargains with terrifying forces, but few creatures are so skilled at forging contracts as the mysterious fey. An invoker with this ability may form a mystically binding agreement with another sapient creature once per day. Should either the invoker or the other creature break their end of the deal, they are cursed (as per the *bestow curse* spell, caster level equal to the invoker's class level) and suffer some detrimental curse agreed upon when the contract was created. The effects of a curse created by this ability last for three days instead of being permanent. Creatures who are cursed in this way receive no saving throw against this effect.

**Taboo:** The invoker must select one of the following

taboos.

*-Thrice Told:*

The invoker may not knowingly lie when asked a question thrice on the same day.

*-Fey Bane:*

Cold iron weapons deal an additional 2d6 damage to the invoker.

*-Gift Exchange:*

The invoker may not willingly accept a gift without returning a gift or performing a service of equivalent value.

*-Hefty Price:*

The invoker has traded some significant innate ability as a part of her pact. The invoker loses the benefit of one racial bonus or racial trait that meets with the GM's approval.

*-Taste of the Fey World:*

The invoker has spent time in the realm of the fey that leaves the "real" world feeling dull and uninteresting. The invoker takes a -2 penalty to all saves against sleep-related effects and to saves against fatigue and exhaustion. This penalty is not in effect when the invoker is actually in the realm of the fey.

## THE POWER OF MEMORY

Memory for Power is meant to be a flavorful ability that offers invokers a painful decision each time they choose to use it. Some players, however, may be tempted to create a whole cast of "loved ones" and treasured memories for their invokers to quickly forget about in order to easily fuel Memory for Power. GMs are encouraged to place limits on the number of characters and cherished memories an invoker can forget about if they are afraid that players will abuse this ability.

**Fey Pact Mastery:**



At 20th level spells such as true seeing and invisibility purge that cancel invisibility or allow the caster to see invisible creatures do not work on the invoker. She remains invisible regardless of any effects that would make her visible to another creature or cancel her invisibility. Effects such as glitterdust that allow invisible creatures to be “seen” without actually negating or ignoring their invisibility still function normally (so glitterdust would allow an invisible creature to be located but true seeing would not). Additionally, the invoker has mastered the art of faerie glamour. She may create a permanent image at-will. Each time she uses this ability to create a new image, however, the previous image vanishes.

### STAR PACT

Many invokers are considered insane to have entered into pacts with such sinister forces. It is saying something, then, that even invokers look upon those entered into star pacts as madmen and fools. The invoker has made her pact with a creature from the far planes. Such patrons are alien, unpredictable, and terrifying. The invokers powers reflect the bizarre, maddening nature of these creatures. The star-pact invoker must always be cautious when gaining power, however, lest she draw the full attention of her strange and ancient patrons and thereby fall utterly into madness.

**ment:** Chaotic

**Bonus Skills:** Star pact invokers gain Linguistics as a class skill and receive a +2 bonus to Knowledge (planes) checks.

**Damage Type:** Acid or electricity

**Blast Bonus:** Creature's struck by a star-pact invoker's mystic blast take a -2 penalty to Will saves against mind-affecting effects.

**Boon:** The invoker gains one of the following abilities.

#### *-Aberrant Descendent:*

The invoker's lineage stems from some sort of terrible creature formed by the old gods. This grants her supernatural resilience against effects that target humanoids. Treat the invoker as an aberration for effects relating to creature type. Once per day, after being critically hit or after failing a saving throw, reduce the damage taken by twice the invoker's level. The invoker's eldritch ancestry is a lurid but fascinating topic. Creatures gain a +4 bonus on attempts to gather information about her.

#### *-Gibbering Familiar:*

A reality-defying creature from the far planes akin to a miniature shoggoth has adapted a familiar's form to serve the invoker. The invoker obtains a familiar as per the wizard's arcane bond class feature. The familiar gains the aberrant type. Once per day, the familiar may make a touch attack as a standard action. If the attack is successful, the target must make a Will save or be confused (as the *confusion* spell) for a number of rounds equal to the invoker's level. The familiar looks superficially similar to whatever sort of creature the invoker chose as a familiar, but its appearance is clearly more alien. Extra eyes or discolored, exposed flesh covers the familiar and unnerves those who see it. The invoker must feed this voracious creature regularly or else it will become sluggish and inert. If the invoker does not feed the creature 2 lbs. of flesh each day, it will become inert and unable to use any of its abilities (including abilities it possesses by virtue of being a familiar) until it has been fed.

#### *-Scion of the Old Gods:*

The invoker has some form of rank among or authority over aberrations. The invoker may turn aberrations in the same way that a cleric may turn undead though she does



Align-



not need a holy symbol to do so. Her effective cleric level for the purposes of this ability is equal to her HD. Additionally, the invoker's authority allows her to provide servants of the forgotten gods with tasks. By spending one minute concentrating on a simple task she wants performed, her wishes somehow become known to a cultist, lesser abomination, or some other monstrosity who performs the task as quickly as reasonably possible. Only mundane tasks can be accomplished through the use of this ability such as, "guard this house," or, "kill this farmer's dog." More difficult or complex tasks such as, "rescue the princess," or, "steal the crown jewels," are beyond the scope of this ability.

Additionally, those who would act on the invoker's wishes are generally secretive or cowardly and will only rarely allow themselves to be seen by the invoker. An invoker might, for instance, walk into the house she told a creature to guard just in time to hear the thing escaping out a window. At the GM's discretion there may not be any appropriate servants near enough to a given area or the assigned task too difficult for this ability to take effect. This ability may be used a number of times per day equal to 3 + her Charisma modifier (so turning abominations and giving commands both consume uses of this ability).

*-Tendrils Kissed:*

The invoker gains certain traits commonly associated with aberrations as her alien patron's strange nature begins to mutate her flesh. She gains Darkvision out to 60 feet and a +4 bonus to resist mind-affecting effects. Additionally, she grows a pair of long, retractable tentacles each of which can be wielded as a whip. These tentacles are considered to be natural weapons with which she is proficient. The invoker also gains the Improved Grapple feat. When the invoker uses the damage action against a creature she is grappling, she may choose to inflict damage with her mystic blast instead of with an unarmed strike, natural attack, or other damage option listed under the damage action as eldritch energy surges through her tendrils directly into the creature's body.

The invoker's horrific form causes those she speaks with to be on edge and nervous. The invoker suffers a -4 penalty to all Diplomacy and Bluff checks made against humanoid creatures.

*-Traveling Dreamer:*

While sleeping, the invoker's mind travels to strange and distant realms. Each night when the invoker sleeps for a full 8 hours, she may choose to benefit from this ability. If she does so, she may use the alien insight she acquires to reroll one saving throw, skill check, caster level check, or attack roll made in the next 24 hours. When the invoker wakes after using this ability, she must make a DC 15 Fortitude save or be fatigued until she gets a full 8 hours of sleep.

**Taboo:** The invoker must select one of the following taboos.

*-Whispering Madness:*

Signs of insanity bleed through into the invoker's interactions with others making people naturally suspicious of her. The invoker takes a penalty to all Charisma-based skill checks equal to one fourth her level.

*-Abomination:*

Much of the invoker's nature has become an affront to nature. She takes damage from axiomatic weapons as though she were chaotic. If she actually is chaotic, she takes an additional 1d6 damage from such weapons.

*-Misformed:*

Debilitating mutations in the invoker's body restrict her movement. The invoker's base land speed is decreased by 5 feet.

*-Beyond Contemplation:*

The invoker has spent a considerable amount of time interacting with matters that would shatter her sanity if she didn't erase them from memory. Unfortunately, this has caused a certain amount of damage to her memory in general. The invoker takes a penalty to all Knowledge checks equal to 1/4th of her level.

*-Mutation Prone:*

The invoker's body is naturally acceptant of effects that change her form. She takes a -4 penalty to all saves against polymorph effects.



### Star Pact Mastery:

At 20th level the invoker no longer needs to eat, sleep, or breathe and may survive in the void of space without harm. The invoker is immune to mind-affecting effects. Additionally, the invoker may make a touch attack to cause any target dragon, humanoid, magical beast, or monstrous humanoid to make a Will save or begin to lose all memory of the past 24 hours. This loss of memory is not immediate and takes place over the course of one hour.

### PATRON'S REWARD:

At 4th level, the invoker's patron bestows more power upon them as a show of good faith and to further invest them into the bargain. The invoker gains bonus feat that has a prerequisite of the pact, mystic blast, or incantations class features other than the open relations feat she may select one additional such feat at 8th, 12th, and 16th level.

### OLD WAYS:

At 6th level, and each time she gains a new level of incantations, the invoker may pick a new invocation of any level other than the highest level she can cast. At 12th and 16th level, the invoker may instead learn multiple incantations with a level totaling 2 at 12th and 3 at 16th.

### UNCANNY PACT (SU):

At 10th level, when the invoker casts an incantation its effective spell level doubles for the purpose of calculating save DCs and spell level-dependent effects.

## NEW FEATS

#### ELABORATE CONTRACT

*"Some say it's madness to deal with devils at all. I say it's madness not to get as much out of the deal as possible while you're at the table."*

**Prerequisite:** Pact class feature

**Benefit:** You may gain a new boon from your chosen pact. You must also gain a new taboo from your chosen pact.

#### EXTRA BLAST TRAIT

*Through exploration of her mystic blast's abilities, the invoker has managed to expand the versatility of her arcane projectiles.*

**prerequisite:** Mystic blast class feature

**Benefit:** You may select and learn a new blast trait. You must be able to select the blast trait already in order to gain a new one. For instance, if you cannot cast greater incantations, you may not select a blast trait that requires you be able to cast greater incantations in order to select it.

**Special:** This feat may be selected multiple times. Each time you take this feat, you gain a new blast trait.

#### EXTRA INCANTATIONS

*The invoker has managed to wrest a new power from the mystical energies that flow through her veins.*

**Prerequisite:** Ability to cast incantations.

**Benefit:** You learn a new incantation. This incantation must be of a level you can currently cast.

**Special:** This feat may be selected multiple times. Each time you take this feat, you gain a new incantation.

#### OPEN RELATIONS

*"My you're looking terrifying today. Will that be seven sacrifices as per usual, or would you prefer something new this evening?"*

**Prerequisites:** Pact class feature

**Benefit:** Select one additional pact that you do not have access to. You gain access to that pact.

**Special:** A character only gains access to the boon and taboos from that new pact. She does not gain any other class features such as the new pact's pact mastery or mystic blast energy types, but may choose either in place of her own. Once such a decision is made it is permanent unless this feat is taken an additional time. It may be changed at that time.



## PACT BOUND

*"They say that all things in moderation makes a man weak.  
I say pacts in abundance makes a soul frail so I favor  
discretion in such matters."*

**Prerequisite:** Must have made a contract with a creature of sufficient power to create an invoker's pact.

**Benefit:** You gain access to the invoker's pact class feature. You gain a single boon and two taboos from that pact. Your effective invoker level for pact abilities is equal to ½ your HD. This feat does not grant access to pact mastery, mystic blast, or any other invoker class features.

**Special:** If an invoker would gain access to more than one pact by taking this feat, he only gains the boon and taboos from that new pact. She does not gain any other class features such as the new pact's pact mastery or mystic blast energy types.

## RENEGOTIATION

*By renegotiating her contract with her patron, fulfilling some term of her contract, or simply shaking off the contract's restrictive hold of her, the character has managed to free herself from one of her taboos.*

**Prerequisite:** Pact class feature

**Benefit:** You may select a single taboo you currently possess because of your pact. You no longer possess this taboo.

**Special:** This feat may be selected multiple times. Each time you take this feat, you lose an additional taboo.

## RENEWED ENDOWMENT

*After a few minutes' concentration, you alter your power with a slight change to the way you perceive your "arrangement."*

**Prerequisite:** Incantations class feature, at least one feat that applies a metamagic feat to an incantation

**Benefit:** At the start of each day, you may choose to meditate for 5 minutes. You may change which incantation

a single feat that grants the benefits of a metamagic feat applies to, provided it applies to another incantation.

**Special:** This feat may be selected multiple times. Each time you take this feat, you may change one additional feat at the start of each day. After doing so you may not change the feats again for 24 hours.



## INCANTATIONS

Presented below are the incantations an invoker has access to. Incantations and their rules are detailed under the class feature of the same name in the invoker's class entry. Generally speaking, incantations are formatted with the same guidelines for spells (found in Chapter 10 of the Pathfinder Core Rulebook). When a referenced spell is marked with an \* it means the spell is located in Pathfinder's Advanced Player's Guide. When a referenced spell is marked with an \*\*, it means the spell is located in Pathfinder's Ultimate Combat. An invoker's caster level for the purposes of incantations is equal to his invoker level.

### 1ST-LEVEL INCANTATIONS

**Arcane Adhesion:** Spider climb plus bonuses against combat maneuvers.

**Bartered Athleticism:** Provides bonuses on Acrobatics, Athletics, and Swim checks.

**Explosive Shield:** Damages creatures touching the caster and can be dissipated in an explosive blast.

**Face Swap:** Trade faces with a living creature

**Fear Feeder:** *Cause fear* plus gain temporary hp by eating the creature's fear.

**Gate Breacher:** *Summon monster* though summoned creatures may be dangerous.

**Intoxicating Venom:** Poisons target creature and deals minor ability damage.

**King of the Night:** Conjure and see in darkness.

**Life for Life:** Kill a living creature and gain fast healing 1.

**Minion Swarm:** *Summon swarm* and swarm can be used as the origin point for a mystic blast.

**Pact Tongue:** *Comprehend languages* plus a target creature cannot lie.

**Parasite Infection:** Infect a living creature with a mutating parasite.

**Repurpose Foe:** Temporarily animate a creature's corpse as a zombie.

**Sense Magic:** *Identifies magic*.

**Servant's Sending:** As *sending*, plus the caster may seek information from its master.

**Sin Eater:** Caster gains temporary hit points, and target evil creature registers as neutral for 24 hours.

**Sustained Slumber:** Sleeping target remains asleep regardless of stimulus.



## 2ND-LEVEL INCANTATIONS

**Alien Armor:** Grow armor that provides damage reduction.

**Agonizing Dream:** *Nightmare* plus deliver a message as per *dream*.

**Arcane Appendages:** Grow an extra set of specialized arms.

**Clutch Entrails:** Telekinetically grab target creature's organs.

**Dusk Step:** *Invisibility* plus *silent image*.

**Healer's Gamble:** 50% chance of healing or harming touched creature.

**Mind Pact:** As *telepathic bond* plus bonuses against mental intrusions.

**Otherworldly Wings:** Grow a pair of wings that can act defensively.

**Phantom Traveler:** Conjures a *phantom steed*, *phantom driver*\*\*, or both.

**Rechannel Spell:** *Dispels magic* and converts it into personal power.

**Soul Strengthened Blast:** Kill a sentient creature and gain bonus on mystic blast damage.

**Transfer Status:** Removes one status condition and transfers it to touched creature.

**Witch Step:** *Dimension door* plus makes adjacent foes flat-footed.

## 3RD-LEVEL INCANTATIONS

**Blood Bond:** Caster and target creature combine hit points and share buffs but also suffer each others' damage.

**Borrowed Eyes Stolen Hands:** As *scrying* plus the caster may use suggestion on target once/day.

**Fell Pit:** As *hungry pit*\*.

**Flailing Tentacles:** As black tentacles, plus the caster can control the actions of the tentacles.

**Forge Bargain:** Forge a mystically binding agreement between the caster and another creature.

**Overcharge Blast:** Apply an additional blast trait to the caster's next mystic blast.

**Pact Shape:** Transform into a powerful creature based on pact.

**Pumpkins to Carriages:** As *major creation*.

**Taint Reality:** Distorts the area around the caster causing the laws of existence to break down.

## 4TH-LEVEL INCANTATIONS

**Blood Beckoning Teleportation:** *Greater teleport* plus those teleported are staggered.

**Crippling Beauty:** *Dominare* target creature and prevent it from attacking the caster.

**Crypt Caller:** Transform nearby corpses into undead and make them explode plus other effects.

**Dark Resurrection:** Allows others to *resurrect* the caster by taking damage.

**Hypnotizing Voice:** Fascinates and mind-controls an audience.

**Master of Madness:** As *confusion* on a single target, and the caster determines the effect.

**Shape Shedder:** As *polymorph* a certain amount of time each day.

**Withering Grip:** Touch attack deals Strength, Dexterity, or Constitution damage.

**Wither Mind:** Target creature suffers Intelligence, Wisdom, or Charisma damage.

## INCANTATION DESCRIPTIONS

**Alien Armor**

**School** abjuration

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Effect** You conjure a suit of armor that provides a +2 armor bonus to your AC. This bonus stacks with any other armor you might be wearing. Additionally, you gain damage reduction 1/-. The damage reduction provided by this incantation increases by 1 for every 4 caster levels you possess beyond 1st.

**Duration** 1 minute/level

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



### Agonizing Dream

School illusion

Spell Level 2

Casting Time 10 minutes

Components S, V

Range unlimited

Target One creature whose name you know

**Effect** The caster sends a message to the target, though the meaning of the vision is garbled by the agonizing torments of nightmare creatures. This incantation functions exactly as the *nightmare* except as noted here. The target of this spell may also be delivered a message as per the *dream* spell.

Duration 1 hour/level

Material Component: one item that belonged to the target

Saving Throw none; Spell Resistance no

### Arcane Adhesion

School transmutation

Spell Level 1

Casting Time 1 standard action

Components S, V

Range Personal

Target You

**Effect** This incantation functions exactly as the *spider climb* spell except as noted here. Additionally, bull rush and trip attempts made against a caster using this incantation take a -4 penalty.

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

### Arcane Appendages

School transmutation

Spell Level 2

Casting Time 1 standard action

Components S, V

Range Personal

Target You

**Effect** The caster conjures a set of monstrous appendages that fuse to his body. Each time the caster uses this incantation, he must select one of the following types of appendages to summon. The caster may not have more than a single pair of additional appendages at once through the use of this

incantation.

- **Combat Claws-** The arms end in rending talons, crushing claws, or scythe-like talons. These appendages grant the caster two secondary claw attacks that deal 1d6 damage (regardless of size). These claws are two awkward to hold objects or perform actions requiring fine motor skills.
- **Helping Hands-** The arms are slender and end in a pair of dexterous fingers or tentacles. The appendages move quickly as they search through the caster's pockets and hastily offer or accept objects to and from the caster's normal hands. The caster is considered as having the Quick Draw and Rapid Reload feat.
- **Mage's Manipulators-** The arms appear to be alien in nature and are covered in eldritch runes. The hands assist in the caster's spellcasting and protect him from magical effects. The caster gains spell resistance equal to 10 + the caster's Charisma, Wisdom, or Intelligence modifier (whichever is highest). Additionally, the DCs of all incantations or spells cast by the caster are increased by 1.

Duration 1 minute/level (D)

Saving Throw none (harmless); Spell Resistance no (harmless)

### Bartered Athleticism

School transmutation

Spell Level 1

Casting Time 1 standard action

Components S, V

Range Personal

**Effect** The caster's body is filled with strength, grace, and endurance. This incantation grants the caster a +6 bonus on all Strength-based and Dexterity-based skill checks.

Duration 1 minute/level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)





### **Blood Beckoning Teleportation**

**School** conjuration (teleportation)

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal and touch

**Target** You and touched objects or other touched willing creatures.

**Effect** This incantation functions exactly as the greater teleport spell except as noted here. The caster may only teleport to a location where her blood has been spilled or which is within line of sight. Additionally, the caster is staggered for one round after teleporting as her body reels from the painful and disorienting mode of transportation. The caster and any creatures teleported with him may avoid being staggered by making a DC 20 Fortitude save.

**Duration** Instantaneous

**Saving Throw** none and Will negates (object) and Fortitude negates (see text); **Spell Resistance** no and yes (object)

### **Blood Bond**

**School** abjuration

**Spell Level** 3

**Casting Time** 1 full round action

**Components** S, V

**Range** Touch

**Target** One willing creature

**Effect** The caster binds her well being to that of an ally. The caster and the target add their current hitpoints together into a single pool. Should either character take damage, the damage is deducted from the hitpoint pool. Energy resistance, damage reduction, and similar effects that reduce damage are applied to the damage before it is removed from the hit point pool. Any spells that grant bonuses to ability scores, saving throws, attack rolls, or skills or that provide energy resistance or damage reduction or that restore hitpoints or provide temporary hitpoints cast on either creature under the effects of this incantation may benefit the other creature as well. When the incantation's duration expires or when it is dismissed, both characters divide any hitpoints remaining in their hitpoint pool evenly (including any temporary hitpoints). Should the hitpoint pool be reduced to 0 or less while this incantation is in effect, the incantation's duration immediately ends, and both creatures divide any damage below 0 between themselves (example: the hitpoint pool is

reduced to -10 thus causing the incantation's duration to immediately end and leaving both the caster and the target with -5 hitpoints each). The caster may only be bound to a single creature through the use of this incantation at a time.

**Duration** 1 hour (D)

**Saving Throw** none; **Spell Resistance** no

### **Borrowed Eyes, Stolen Hands**

**School** divination (scrying)

**Spell Level** 3

**Casting Time** 1 hour

**Components** S, M, V

**Range** unlimited

**Target** see text

**Effect** This incantation functions exactly as the *scrying* spell except as noted here. The caster must possess a possession or body part of the creature on which she wishes to scry (even something as small as a piece of hair) which is destroyed as part of casting the incantation. Once per day when scrying on someone using this incantation, the caster may give the subject of the scrying a command as per the *suggestion* spell. The target may make a Will save to negate the *suggestion* (in addition to the Will save to negate the scrying in the first place).

**Duration** 1 min./level (D)

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

### **Clutch Entrails**

**School** necromancy

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5 ft./per caster level)

**Target** one creature

**Effect** With a violent, twisting motion of your arm, you cause the target's organs to churn and compress as though they were being seized by your hand. Concentrating on this incantation is a standard action that provokes attacks of opportunity. This ability deals a number of points of damage to the target each round equal to half your caster level. Additionally, the target must make a Fortitude save each round or be sickened. A sickened creature must instead make a Fortitude save or be staggered.

**Duration** Concentration

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



### **Crippling Beauty**

**School** enchantment (charm)

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V

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

**Target** One creature

**Effect** The caster's mien is suddenly a thing of beauty. Her every action is art in motion, and her every word is a honey-sweet command to be obeyed. The target must make a Will save or be unable to attack the caster.

Additionally, the caster may use this incantation a second time on a creature already unable to attack him. If she does so and the target fails the Will save again, the target is under the caster's control as per the *dominate monster* spell.

**Duration** 1 round/level (D)

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

### **Crypt Caller**

**School** necromancy

**Spell Level** 4

**Casting Time** 1 minute

**Components** S, V

**Range** 20-ft.-radius centered on the caster

**Target** All corpses in area or on corpse

**Effect** This incantation functions exactly as the *animate dead* spell except as noted here. It affects all corpses within 20 feet of the caster simultaneously. If the number of HD of undead creatures that can be controlled by the caster would be exceeded by casting this spell, excess creatures are not animated. The caster chooses which corpses are not animated. Additionally, the caster may at any point cause a zombie or skeleton created through the use of this ability to explode dealing 1d6 slashing and piercing damage to all adjacent creatures per HD the zombie or skeleton possessed.

Alternatively, the caster may use this ability as the *create undead* or *create greater undead* spells, though the caster may only control a single undead created with using the incantation in this way at a time.

**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** no

### **Dark Resurrection**

**School** necromancy

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V, Focus (item or location)

**Range** Long (400 ft. + 40 ft./level)

**Target** One object or location

**Effect** The caster binds her mind and power to some item or location of personal significance to himself. Should the caster die during the incantation's duration, they may designate one object or location within line of sight that holds a personal significance to them as the focus for this incantation. Should a creature touch the object or location within the next 100 years and speak the caster's name, the caster will be returned to life as per the true resurrection spell. Additionally, the creature that triggered the caster's resurrection takes 1d6 damage per HD of the caster.

**Duration** 1 round/level

**Saving Throw** none (see text); **Spell Resistance** no

### **Dusk Step**

**School** illusion (figment)

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Effect** This incantation functions exactly as the *invisibility* spell except as noted here. Additionally, the caster may choose to leave a *silent image* of himself in the square she occupies when this incantation is cast by leaving behind an object of some sort. The *silent image* is immobile and disappears at the start of the caster's next turn.

**Duration** 1 minute/level

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



### **Explosive Shield**

**School** evocation

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Target** You

**Effect** Arcane energy crackles as it surrounds the caster's body. Any creature that makes a successful melee attack against, attempt to grapple, or otherwise touches the caster takes 1d6 points of damage per 4 caster levels. Attacks with reach weapons do not trigger the effects of this incantation.

Once per day when this

incantation is in effect, the caster may end the duration of the incantation in order to deal 1d6 damage per 4 caster levels (to a maximum of 5d6 at 20th level) to all creatures within 15 feet (Reflex halves). If the caster discharges the incantation in this way, they may not activate this incantation again for one hour.

**Duration** 1 round/level

**Saving Throw** none and Reflex halves (see text); **Spell Resistance** Yes

### **Face Swap**

**School** transmutation

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target** one living creature touched

**Effect** By making a successful touch attack against a living creature, you cause your face, armor, and clothing to resemble those of the touched creature granting you a +10 to Disguise checks made to impersonate it.

Additionally, the creature's features (but not its equipment) warp to resemble your own.

**Duration** 1 minute/level (D)

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

### **Fear Feeder**

**School** necromancy (fear)

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5ft. /level)

**Target** one living creature

**Effect** The caster inflicts horrifying terror on her victim and then uses the target's horror to nourish herself. This incantation functions exactly as the *cause fear* spell except as noted here. Additionally, should the target creature fail its Will save against this ability, the caster gains 1 temporary hitpoint per caster level to a maximum of 10 at 10th level. These temporary hit points vanish after 1 hour.

**Duration** 1d4 rounds or 1 round

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

### **Fell Pit**

**School** conjuration (creation)

**Spell Level** 3

**Casting Time** 1 standard action

**Components** S, V

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

**Effect** This incantation functions exactly as the *hungry pit* spell except as noted here. The invoker may not have more than one fell pit active at a time.

**Duration** 1 round + 1 round/level (D)

**Saving Throw** Reflex negates; Reflex half; see text; **Spell Resistance** no

### **Flailing Tentacles**

**School** conjuration (creation)

**Spell Level** 3

**Casting Time** 1 standard action

**Components** S, V

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

**Area** 30-ft. radius burst

**Effect** This incantation functions exactly as the *black tentacles* spell except as noted here. The caster may will the tentacles to move ensnared creatures 5 feet at the start of his turn, provided at least one of the creature's spaces remains in the area of the incantation. Once per round as a swift action, the caster may cause the tentacles to constrict an ensnared target, dealing 1d6 points of bludgeoning damage per 2 caster levels (max 10d6) plus his Charisma modifier.



**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

### Forge Bargain

**School** enchantment (compulsion) (curse, language dependent, mind-affecting)

**Spell Level** 3

**Casting Time** 10 minutes

**Components** S, V

**Range** 5ft.

**Target** One willing creature

**Effect** This incantation functions exactly as the *geas/quest* spell except as noted here. The caster and target must agree to the terms of the geas or else the spell fails. As part of casting the spell, the caster must write out the terms of the geas on a piece of parchment or some other conventional writing surface. The target must sign its name on the parchment in order for the spell to be cast successfully. Creatures compelled to sign the parchment through mind-affecting spells or abilities suffer no ill effects if they do not attempt to fulfill the geas.

**Duration** 1 day/level or until discharged

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

### Gate Breacher

**School** conjuration (summoning)

**Spell Level** 1

**Casting Time** 1 full-round action

**Components** S, V

**Range** Close (25 ft. + 5ft. /level)

**Effect** Terrible things exist behind invisible gates. The caster possesses the power to pry open such gates, however briefly. This incantation functions as *summon monster* I except as noted here. At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster* VII at 17th level). A caster may not have more than one *summon monster* effect active through the use of this ability at a time. Creatures summoned in this way are sometimes hostile to everyone, including the caster. Each time this ability is used, there is a 5% chance that the summoned creature will be free of the caster's control and attack the nearest creature each turn. Such creatures cannot be dismissed by the caster.

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

### Healer's Gamble

**School** necromancy

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**EFFECT**

**Range** Touch

**Target** one creature touched

**Effect** Fickle energies crawl across the target's wounds, healing or worsening the injuries as they see fit. Roll 1d6 per caster level. There is a 50% chance that this ability will restore a number of hit points equal to the amount rolled and a 50% chance that this ability will instead inflict that much negative energy damage. The target creature may choose to make a Fortitude save to halve the amount of damage inflicted or healed. A single creature may not be affected by this ability more than three times in the same day.

**Duration** Instantaneous

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

### Hypnotizing Voice

**School** enchantment

**Spell Level** 4

**Casting Time** 1 minute

**Components** S, V

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

**Target** All creatures in area.

**Effect** This incantation functions exactly as the bard's fascinate class feature except as noted here. The caster's effective bard level for this ability is equal to her caster level, and the caster may attempt to fascinate creatures multiple times in a day even if the creature has already successfully saved against the effect. Creatures must listen to the caster's voice for one minute in order for this ability to affect them. Additionally, creatures who listen to the invoker for at least 10 minutes may be given a suggestion as per the *mass suggestion* spell.

Alternatively, the caster may use this ability as the *greater shout* spell, though doing so renders the caster unable to use this incantation for one hour.

**Duration** Concentration + 1 round (D)

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



### **Intoxicating Venom**

**School** necromancy (poison)

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target** one living creature touched

**Effect** Your touch fills the target with debilitating toxins. Select an ability score other than Intelligence or Constitution when you cast this incantation. If the target fails its Fortitude save, it is afflicted with a poison that deals 1d2 damage to the selected ability score. The poison has a frequency of 1/round and lasts for 1 round/4 caster levels. Each round, the target may make a new Fortitude save to cease taking additional damage from the poison. A creature may only be affected by this ability once in a 24 hour period. Once a creature makes a single Fortitude save against this ability, it cannot be affected again within the same 24 hour period.

**Duration** Instantaneous

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

### **King of the Night**

**School** evocation (darkness)

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target Object** touched

**Effect** This incantation functions exactly as the *darkness* spell except as noted here. Additionally, the caster gains dark vision out to 60 feet for the duration of this incantation. This dark vision functions even in magical darkness.

**Duration** 1 minute/level (D)

**Saving Throw** No; **Spell Resistance** None

### **Life for Life**

**School** necromancy

**Spell Level** 1

**Casting Time** 1 swift action

**Components** S, V

**Range** Personal

**Effect** This incantation may be cast as a swift action immediately after you have killed a living creature. You gain fast healing 1 for the duration of the incantation.

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

### **Master of Madness**

**School** enchantment (compulsion) (mind-affecting)

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5 ft. / caster level)

**Target** All creatures in a 15-ft. radius burst

**Effect** The caster can turn a crowd into a mass of gibbering lunatics with but a word and a gesture. This incantation functions exactly as the *confusion* spell except as noted here. As a move action, the caster may select a behavior a character under the effects of this incantation performs on their following turn rather than rolling randomly for it. For example, a caster could decide that a creature that failed its save against this incantation will attack the nearest creature to it on its following turn rather than having that table roll on the table for confusion at the start of its turn.

**Duration** 1 round/level

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

### **Mind Pact**

**School** divination

**Spell Level** 2

**Casting Time** 1 full-round action

**Components** S, V

**Range** Close (25 ft. + 5ft./2 levels)

**Target** You plus one willing creature per 3 levels, no two of which can be more than 30 ft. apart.

**Effect** This incantation functions exactly as *telepathic bond* except as noted here. Additionally, each member of the link gains a bonus on Will saves against mind-affecting effects equal to the number of creatures in the link.

**Duration** 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no



### Minion Swarm

**School** conjuration (summoning)

**Spell Level** 1

**Casting Time** 1 round

**Components** S, V

**Range** Close (25 ft. + 5ft./2 caster levels)

**Effect** The caster conjures up unnatural vermin or similarly-capable minor spirits through which he may channel his arcane might. These miniscule creatures are often dangerous forcing even the caster to be wary of them. This incantation functions as the *summon swarm* spell except as noted here. The caster may target creatures with his mystic blast as though he were standing in one of the spaces occupied by the swarm. The caster may have no more than a single swarm in existence at a time.

**Duration** Concentration + 2 rounds (D)

**Saving Throw** none; **Spell Resistance** no

### Otherworldly Wings

**School** transmutation

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Effect** This incantation functions exactly as the *fly* spell except as noted here. Additionally, the caster grows a pair of large wings (the exact appearance of which is left to the caster's discretion). While not in flight, the caster may use these wings to shield him from attacks granting him a +1 natural armor bonus to her AC.

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

### Overcharge Blast

**School** evocation

**Spell Level** 3

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Effect** Through quick preparation and focus, the caster may channel even more of her power through her mystic blasts than normal. As long as this incantation is in effect, the caster may apply one more blast function trait to her mystic blasts than usual, if she applies two blast function traits that change the damage type of her mystic blast then it deals half of each damage type. As soon as the caster makes an attack using her mystic blast, this incantation's duration ends.

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

### Pact Shape

**School** transmutation (polymorph)

**Spell Level** 3

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Target** Self

**Effect** The caster manifests her supernatural nature physically, channeling her eldritch power into a terrifying form. This incantation functions exactly as the *greater polymorph* spell except as noted here. Additionally, the caster must select a creature type based on their pact class feature as shown on the table below. The caster must select what form she takes when she first casts this incantation and must spend a day meditating to change that form. Though the caster retains the ability to cast spells and incantations and to use her mystic blast class feature, doing so causes this incantation to be dismissed at the end of the caster's turn.

**Duration** 1 round/level (D)

**Saving Throw** none **Spell Resistance** no

PACT	SPELL VERSION
Demonic	Beast shape IV
Devilish	Form of the dragon I
Fey	Plant shape II
Star	Beast shape IV



### **Pact Tongue**

**School** enchantment (compulsion)

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5 ft./level) and personal

**Target** One creature that speaks a language

**Effect** The caster simultaneously learns the tongue of a nearby creature and binds that creature to speak truthfully. The caster learns a single language spoken by the target creature as per the *comprehend language* spell (and thus cannot speak the language himself). Additionally, the target creature is treated as though it were within the area of a *zone of truth*.

**Duration** 1 min /level

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

### **Parasite Infection**

**School** necromancy

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target** One living creature

**Effect** With a touch, the caster can infect a creature with a miniscule parasite. The parasite busily begins reconstructing its victim's innate magical defenses. Removing the parasite requires either a DC 25 Heal check that takes two hours to perform or an application of a dispel magic spell targeting the infected creature. Creatures who have been infected by a parasite for at least one hour are considered to not have spell resistance against the invoker and take a -2 penalty to all saving throws made against the caster's spells and incantations. A creature may only be infected by a single parasite at a time.

If the caster's caster level is at least 7, he may cause the parasite to mutate in a beneficial fashion granting the infected creature +1 natural armor, a +4 bonus to saving throws made to resist poison and disease, and a claw attack that deals 1d6 slashing damage (1d4 for small creatures). The beneficial mutation lasts for 1 hour at the end of which the infected creature is fatigued for 1 minute. Activating either of these mutations is a swift action on the part of the caster. If the caster's caster level is at least 15, he may cause the parasite to rapidly mutate once per minute. This deals 10d6 damage to the infected creature (no saving throw).

**Duration** Permanent

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

### **Phantom Traveler**

**School** conjuration (summoning)

**Spell Level** 2

**Casting Time** 1 full-round action

**Components** S, V

**Range** 10 feet.

**Target** Object touched

**Effect** This incantation functions exactly as the *phantasmal steed* spell except as noted here. Additionally, the caster may choose to summon a *phantasmal driver*\* (as per the spell of the same name) as part of this incantation. The invoker may only have one mount and one driver summoned at a given time in this way.

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

### **Pumpkins to Carriages**

**School** conjuration (creation)

**Spell Level** 3

**Casting Time** 10 minutes

**Components** S, V

**Range** touch

**Effect** This incantation functions exactly as *major creation* except where noted here. The caster may only create 1 cubic foot of matter per caster level each hour. Any conjured substances or items disappear after 1 hour/caster level unless they would vanish sooner (as per *major creation*).

**Duration** varies (see text)

**Saving Throw** none; **Spell Resistance** no

### **Rechannel Spell**

**School** abjuration

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

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

**Target or Area** one spellcaster, creature, or object

**Effect** This incantation functions exactly as *dispel magic* except as noted here. Additionally, if the caster manages to dispel a spell using this incantation, she treats her caster level as being 1 higher for every 2 levels of the dispelled spell (so a 4th level spell would increase the invoker's caster level by 2, for instance). This bonus ends after one



hour or after the caster casts an incantation (whichever comes first).

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

### Repurpose Foe

**School** necromancy

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5 ft./2 levels)

**Target** One corpse

**Effect** The caster infuses a nearby corpse with his own eldritch essence, controlling it like a magical puppet. The targeted corpse is reanimated as a zombie as per the *animate dead* spell except as noted here. The corpse's HD may not exceed the caster's caster level. The caster may give the zombie commands telepathically as a free action. At the end of the spell's duration, the zombie crumbles to dust as its bones and flesh are degraded by the caster's volatile magic. The corpse may not afterwards be animated as an undead creature.

If the caster's caster level is at least 10, the duration of this incantation changes to 1 minute per level.

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

### Sense Magic

**School** divination

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Target** You

**Effect** This incantation functions exactly as *identify* except as noted here.

**Duration** Concentration + 1 round (D)

**Saving Throw** None; **Spell Resistance** No

### Servant's Sending

**School** evocation

**Spell Level** 1

**Casting Time** 10 minutes

**Components** S, V, F(optional; see text)

**Range** Unlimited

**Target** see text

**Effect** This incantation functions exactly as *sending* except as noted here. Additionally, if the caster's caster level is 10 or higher and she uses a symbol of her patron or deity as a focus, she may use this incantation to ask questions of her patron or deity as per the *commune* spell.

**Duration** 1 round (D)

**Saving Throw** none; **Spell Resistance** no

### Shape Shedder

**School** transmutation (polymorph)

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Target** You

**Effect** The caster can change her shape with ease. This incantation functions exactly like the *greater polymorph* except as noted here. Alternatively, the caster may use this incantation to change her form as per the *alter self* spell plus the caster may disguise her self as an individual creature and receives a +10 bonus to Disguise checks when doing so. The caster may change which form she has assumed as a standard action that provokes attacks of opportunity. The caster may only remain in an alternate form through the use of this incantation for one hour/day. This time does not need to be consecutive, but each use of this incantation (not counting changes to new forms while the incantation is already in effect) uses up a minimum of 10 minutes.

**Duration** see text (D)

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



### **Sin Eater**

**School** necromancy

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target** One creature

**Effect** The caster siphons away the dark energy surrounding the target and uses it to nourish himself. On a successful touch attack, if the target creature is of the evil alignment, it registers as neutral rather than evil for the next 24 hours. Additionally, the caster gains a number of hit temporary hit points equal to the target's HD, these hit points do not stack with themselves. If used upon yourself you do not gain temporary hit points but still register as neutral.

**Duration** 24 hours

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

### **Soul Strengthened Blast**

**School** necromancy

**Spell Level** 2

**Casting Time** 1 swift action

**Components** S, V

**Range** Personal

**Effect** This incantation is cast as part of a coup de grace that targets a creature with an Intelligence score of 2 or more. With an effort of will and brutal manipulation of eldritch energy, you tear the emotional anguish of your newly-dead opponent from their being and channel it into mystic blast. Your next mystic blast attack deals extra damage equal to the number of HD the coup de graced creature possessed.

**Duration** 1 minute/level or until discharged.

**Saving Throw** none; **Spell Resistance** no

### **Sustained Slumber**

**School** enchantment (compulsion) (mind-affecting)

**Spell Level** 1

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5 ft. / caster level)

**Target** One sleeping creature

**Effect** The caster binds the creature more securely into its slumbering state. If the target creature fails its saving throw, it remains asleep regardless of what happens to it. No matter how much noise is being made around it or how roughly it is jostled creature will not be able to wake up. Each time the creature takes damage, it is entitled to another Will save (at the same DC) to end the effect. The caster may only have this ability be active on a single creature at a time. If the caster uses this ability on a new creature before the duration of the previous casting ends, the previous casting's duration expires immediately.

**Duration** 1 day/level

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

### **Taint Reality**

**School** conjuration (creation)

**Spell Level** 3

**Casting Time** 1 full-round action

**Components** S, V

**Range** Close (25 ft. + 5 ft. / caster level)

**Area** 50-ft. radius emanation

**Effect** The caster warps and weakens the area around himself, thinning the boundaries between planes and letting energy from her patron's realm leak in. The appearance of unattended objects and terrain shifts subtly to reflect the caster's aesthetic, and a sense of primal terror fills those in the area. Spells or incantations that summon creatures cast within the affected area have their duration extended by 50%. Additionally, the caster and any creature possessing an invoker pact with the same patron as the caster deals an additional 2d6 damage with her mystic blast if she attacks from within the area.

As a standard action, the caster may make a 20 ft. by 20 ft. space within the affected difficult terrain as tendrils, thorns, or demonic arms reach out to harry creatures. Creatures that end their turn in the modified area take 2d6 damage from the harrying forces. This damage is of the same type dealt by the caster's mystic blast. The modified area contin-



ues to deal damage and act as difficult terrain as long as the caster concentrates on it.

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

#### **Transfer Status**

**School** necromancy (curse)

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target Creature** touched

**Effect** After successfully touching the target creature, you may specify a single status condition from the list below which you are currently suffering. The target creature is now subject to that status condition, and you are free of it. This ability fails if the target creature is immune to the status condition being transferred. The conditions that may be transferred include: bleed damage, blinded, confused, dazed, dazzled, deafened, energy drained, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, stunned. Actually managing to use this incantation while afflicted by some of these conditions is up to the caster.

**Duration** instantaneous

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

#### **Witch Step**

**School** conjuration (teleportation)

**Spell Level** 2

**Casting Time** 1 standard action

**Components** S, V

**Range** Personal

**Effect** This incantation functions exactly as the *dimension doors* spell except as noted here. You cannot bring other creatures with you. Additionally, any creatures adjacent to the space in which you appear are considered to be flat-footed against you until the start of their next turn.

**Duration** 1 minute/level

**Saving Throw** none and Will negates (object);

**Spell Resistance** no and yes (object)





### **Withering Grip**

**School** necromancy

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V

**Range** Touch

**Target** one creature touched

**Effect** Your touch saps the strength from a creature's body causing them to become sickly, weak, and clumsy. The target suffers 1d4 points of Strength, Dexterity, or Constitution damage (caster's choice). This effects of multiple uses of this incantation stack.

**Duration** Instantaneous

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

### **Wither Mind**

**School** necromancy

**Spell Level** 4

**Casting Time** 1 standard action

**Components** S, V

**Range** Close (25 ft. + 5 ft./caster level)

**Target** one creature

**Effect** With a gesture, you erode the target's mental faculties making them dull-witted and ineloquent. The target suffers 1d4 points of Intelligence, Wisdom, or Charisma damage (caster's choice). The effects of multiple uses of this incantation stack.

**Duration** Instantaneous

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

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