

# BOOK OF BEYOND: WIELDER MYTHIC PATH



BY CHRISTEN N. SOWARDS

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Lost Spheres





# W BOOK OF BEYOND: IELDER MYTHIC PATH

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Enter the Wielder.

## INTRODUCTION

Welcome to the first supplement in the Book of Beyond series, Book of Beyond: Wielder Mythic Path. The Book of Beyond is a collection of new and expanded rules elements to support the Pathfinder Role Playing Game,

The Occult rule-set as presented in the *Pathfinder Roleplaying Game Occult Adventures* rulebook, adds aspects to the game that allow for characters with deeper connections between their world and their own internal energies. Among the classes introduced were those with greater connections to unique items and the powers within or connected to them. The powers of the item-focused occultist may find some support among the rules of the *Pathfinder Roleplaying Game Mythic Adventures* book, but no one specific path is dedicated to item-use or bonding with items of power. Similarly, many other classes (even core classes) form special bonds with items, weapons or armor. Some third party classes from soulknives to hellions also make use of bonded or special weapons (see Bonded Items sidebar)

The Wielder mythic path is for characters who focus on the bond with their special items to a degree that they unlock the deepest powers of their chosen item. Not only using it faster, more efficiently or more powerfully but also using it as a window into power itself--unlocking deeper psychic resonances, mnemonic sorceries, and creative applications of its original abilities.

Additionally, the Wielder path also supports multiclass characters allowing for truly unique integrations of class features, powers and items to elevate your Wielder's item to the a thing of legend!

## THE LOST SPHERES

This product also uses the “meta-setting” of the Lost Spheres. A capstone system of locations, elements, and story backing meant to ease integration of new material and serve as an interstitial link between multiple campaign settings and worlds. A brief summary of the Lost Spheres is presented in the appendix of the *Mythic Paths of the Lost Spheres* book.

It is not necessary to use the Lost Spheres meta-setting to utilize the rules presented in this product however. All of the paths included within this work may be used as presented without any necessary modifications to insert into any Pathfinder Roleplaying Game campaign.

Visit our website for more information about the Lost Spheres and other related products: [www.lostspherespublishing.com](http://www.lostspherespublishing.com)

## SOURCES OF POWER

Some Lost Spheres Publishing products make references to magic systems that draw on specific Sources of power. GMs have the final say on what power Source an effect comes from in their campaign. For purposes of this product, six major Sources of power are referenced:

**Arcane** - The power of the universe drawn through the innate gifts of Sorcerers and studied in the tomes of Wizards. Bards, bloodragers, magi, and other mystics.

**Divine** - The power of the Gods, drawn through creation and returned to their mortal vessels. Clerics, Oracles and Druids use this power source.

**Entropic** - The power of system failures in the universe, loopholes in Creation’s laws and channeling broken entities of great power. Binders, chaos mages, and other users of broken or flawed energies likely derive their

powers from this Source.

**Material** - The raw power of the cosmos and the natural energies of the world. Some GMs may wish to re-assign Druids this power source. Other examples of the Material Source would include characters that rely on extremes of skill such as fighters, rogues, and martial initiators.

**Psionic** - The power of the mind unlocked through self-awareness or rigorous study. Psions, Wilders and similar classes fit this power source. Some campaigns may wish to assign *ki* using classes like monk or stalker to this Source.

**Temporal** - The power of the flow of time. Exploited by time thieves, time reavers and time wardens alike to alter the course of reality. For more information on temporal magic and mechanics refer to the *Genius Guide to the Time Warden* or *Genius Guide to the Time Thief*, and the motes of time mechanic by Owen K. C. Stephens and Rogue Genius Games



## WIELDER

Arthur. The wielders of the Vajra. Lords of ancient Rings of Power. Green Knights. Dragoons and materia powered heroes.

Magic items are a core concept of mythology and fantasy, but there are relationships that defy the common trickery of illusory cloaks or the ever-sharp edge of a spellforged blade. There are those who bear the objects of legend spending lifetimes to master them. There are those who elevate the simplest sword to slay the greatest of beasts: Wielders.

Some among the chroniclers of legends hold that the wielders path is the most personal among the paths of ascension. Many times the legend of item and bearer blossoming into a singular expression of oneness. Regardless of their commonality on the worlds of their origins the Wielder's mastery of their item's abilities is not a thing to be taken lightly.

**Role:** As a Wielder you are likely a striker using your item's empowered bond and augmented usage to increase the force of your attacks but many Wielders vary with the nature of their bonded items. Some wielders end up bearing the ancient staves of druids to become healers or those shrouded in cloaks of shadow rise as spies. The capacities of even the most simple wands, staves or rings become suites of complex and robust abilities along those item's original themes.

**Classes:** The Wielder often rises from the ranks of occultists, wizards and rogues with a talent of using magical devices. However, almost any character claiming a specific linked ownership of a magical, psychic or even significant mundane item could unlock the powers of the Wielder path in time with enough devotion.

**Worlds and Cabals:** The Dreamwardens of Allialla and the Jeweled Lords' servants, the Shardkeepers, both count a number of

Wielders among their ranks. Singular wielders often rise from the masses to rule nations and even worlds. The Five of Roesha-Thune have all been Wielders in some incarnations.

**Bonus Hit Points:** Whenever you gain an Wielder tier, you gain 5 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-1: WIELDER

Tier	Path Features
1st	Path Ability, Technique
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Bondmaster



**Wielder Technique:** Select one of the following abilities. Once chosen, it cannot be changed:

*Dual Trigger (Ex): By expending a use of mythic power, you may use two standard action item abilities from the same item with a single standard action. You may activate the same ability twice in a single round. These activations require uses, mythic power or charges as normal if such limits exist.*

*Lightning Finisher (Ex): As a part of a full-round attack action, you may expend a use of mythic power to trigger a standard action use power of your bonded item as a swift action. The DC of any ability triggered with Lightning Finisher is increased by half your tier +1 for every successful attack from your bonded item (if it is a weapon) that same round. These activations require uses, mythic power or charges as normal if such limits exist.*

*Penetrating Strike (Ex): You may expend a use of mythic power to add your tier to all attacks made with your bonded item this round. These attacks ignore all damage reduction and reduce the effectiveness of energy resistances of the target by 5 points per tier for energy damage created by your bonded item that turn.*

**Path Abilities:** At 1st tier and every tier thereafter, select one new path ability from the Wielder path abilities lists or from the universal path abilities lists (see *Pathfinder Roleplaying Game: Mythic Adventures* for additional information). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

**Bondmaster:** At 10th tier, whenever you defeat a mythic foe who has only taken damage from your bonded item during the course of an encounter you may regain a single use of mythic power.

## 1ST-TIER WIELDER PATH ABILITIES:

You can select these path abilities at any tier.

**Activated Lore (Su):** Select one occultist implement school appropriate to your bonded item. Your bonded item now gives you the resonant power and base focus powers of that implement. If you are a spell caster, spells from that implement's available a spell lists may be added to your own casting list. Your bonded item begins each day with mental focus points invested in it equal to 2 + your tier. If you are already an occultist and your implement is your bonded item, you may increase your effective occultist level by half your tier for that item. You may select Extra Focus feats for the bonded item's implement school.

**Additional Technique (Ex):** You learn an additional Wielder Technique ability.

**Animus Item (Su):** Select a monster from either the *summon monster* or *summon nature's ally* spell lists equal to or lower than your tier. You may expend a use of mythic power to transform your bonded item into that creature for up to 1 minute per tier. If the creature is destroyed your item reverts to its true form and goes inert (as though suppressed by *dispel magic*) for the same time the creature was active. You may select a new form if your tier increases.

**Arcane Efficiency (Su):** Whenever you activate your arcane pool to impact your bonded item (granting a weapon bonuses or enchantments), you may resolve effects as though you had expended an additional pool point for every two tiers you have (minimum 1). You are still limited by the same upper ends to enhancement bonuses and other similar effects.

**Awaken Item (Su):** Your bonded item awakens and gains the mental abilities of either a psycrystal or standard intelligent magic item (see *Pathfinder Roleplaying Game Core Rulebook*). You may select psycrystal abilities as normal, if you choose the standard intelligent



item rules your GM should determine special purpose powers as normal.

**Extra Slot (Ex):** Select a body slot your bonded item occupies. Wearing your bonded item in this slot no longer counts against your magic item slots.

**Death Charger (Su):** Whenever you deliver the felling blow to a foe who's CR is within at least 1 lower than your level you may regain a charge of a limited use power with a daily or weekly charge limit. You may only do this within that period of use a number of times equal to your mythic tier. The power recharged must be equal to or lower to either half your HD or your tier, whichever is higher.

**Deeper Bond (Su):** Your bonded item, if intelligent, can use your abilities if you are unable to. If you are dominated, paralyzed or otherwise unable to act you may spend a use of mythic power to allow your item to take actions with your body on your behalf.

**Destined Talisman (Su):** You gain the benefits of the Leadership feat. You may expend a use of mythic power to communicate emotions with your followers, regardless of distance. If you desire they also receive a general sense of the direction to you. Additionally, they may gain insight as if they had cast an *augury* spell to divine your location or your intentions.

**Diversify Power (Su):** You may select an additional power Source (Arcane, Divine, Entropic, Material, Psionic, or Temporal). Your item may count as any one or all of the powers available. You may select this path ability more than once gaining an additional Source each time.

**Draw Power (Su):** You may use your bonded item to power your own energies. You may regain spells or power points from your item's own daily uses or charges. When converting power points to spell levels, each spell-level costs 2 power points per level. If your own caster-level, manifester level or statistics are lower than the items own, you

may resolve your spells and powers as if they were equal to the item's caster or manifester level if higher than your own.

**Energy Conversion (Su):** You may use your own energies to power your bonded item. You may expend spells or power points instead of your item's own daily uses or charges to power the item. When converting power points to spell levels, each spell level costs 2 power points per level. You may substitute your own caster level, manifester level or statistics if better than the item's own. If your item has a caster level equal to or higher than your own, it gains a bonus of ½ your tier to its effective level.

**Evolved Power (Su):** You may select a power or spell that shares a school or discipline with your bonded item's current powers or spells or those listed in its creation requirements. Your bonded item gains the ability to use this power once per day as a spell-like or psi-like power with a caster or manifester level or twice your tier up to the that of your bonded item. This power must be equal to your tier and cannot be more than one level higher than a current item power.

You may expend a use of mythic power to use it again. You may select this ability a maximum of the three times.

## RULES ELEMENT:

**Bonded Item** - The Wielder path uses the term "bonded item" to refer to any item granted by a class, feat or trait that is significant to your character. From an ancestral sword to a psychic knight's mind blade or even an ancient ring of invisibility, a bonded item can be anything that the character carries and favors in usage. Keep in mind the initial powers of an item for its eventual possible growth. Your GM may provide additional options for bonded items.



**Focus of Power (Ex):** You may use your bonded item to replace material components of spells you cast. Your bonded item counts as a spell focus for any spellcasting class you have. You may cast somatic components while holding your bonded item in hand. You may substitute components up to 100 gp per tier level. Spells and powers used with this ability cannot be of a greater level than your tier.

**Improved Penetrating Strike (Ex):** You may expend a second use of mythic power with penetrating strike to breach all energy immunity to energy attacks from your bonded item. You also penetrate damage reduction with your bonded item attacks for one round per tier after triggering this ability.

**Living Steel (Su):** Your bonded item now heals damage as though it was a living creature. Each day it regains hit points as though it rested a full night with hit dice equal to its caster level. Healing magic now works to repair damage from sunder attempts against the item.

**Mythic Adaptability (Ex):** You gain the martial adaptability of a brawler equal to twice your tier. You may only select feats that increase your ability to fight with a weapon that is also a bonded item.

**Overcharge Focus (Su):** When triggering an implements focus power, you may expend a use of mythic power to prevent the use of invested mental focus. Your focus power is resolved at an effective occultist level with a bonus of 1/2 your tier.

**Passionate Strikes (Ex):** As long as you have successfully made any attacks with your bonded item in a single round you may prevent a round from counting against a rage or bloodrage. You can extend these rounds by a maximum of rounds equal to your tier. Additionally, emotion component spells may be cast in place of your lowest BAB attack as long as they may be completed in a standard action. You are considered to have the ardent condition if you are a paramour if you succeed any attack in that round with a bonded item.

**Phantom Charges (Su):** Select a bonded item that requires charges to use (such as a wand or stave). As long as you rest with your bonded item in your possessions it gains up to your tier in special bonus charges that may be used to activate its base item powers without consuming actual charges from the item. You may not use these charges to activate other Wielder path abilities.

**Psionic Capacity (Su):** As long as you possess your bonded item, you gain a psionic power point pool equal to your tier and gain a single 1st level psionic power of your choice. You may manifest this ability with a manifester level equal to twice your tier if you don't already have a manifester level. If you already have psionic power points, you instead may store 2 additional power points per tier in your bonded item and gain a new power as per the Expanded Power feat. You may select this ability more than once, each time you gain another increase to power points or power point storage and a new power of up to one level higher than the last selected with this ability.

**Quickening Strikes (Ex):** If your item is a weapon you may select one of the following abilities: Fervor, Mental Focus, Psionic Focus, Phrenic Amplification, or Arcane pool. On a successful critical hit you may regain a point or use of the expended ability. You may regain points or uses to a maximum of your tier per day from this path ability.

**Resonant Reserve (Su):** Your bonded item adds your tier to its invested mental focus for purposes of resonant powers. This reserve of mental focus cannot be consumed to activate focus powers. You must have an occultist's implement class feature or the Activated Lore path ability to select this path ability.

**Rites of Replication (Ex):** You may create copies of the base item of your bonded item as if you had all the feats and requisite abilities to do so. This does not give you any other crafting abilities beyond the ability to replicate your bonded item's base item.

**Sacred Weapon (Su):** If your bonded item is a weapon you may increase its damage dice as though you were a warpriest of a level of twice your tier. If you already possess this class feature you may add half your tier to your effective warpriest level to determine your weapon damage.

**Secret Arts (Su):** Select [three martial maneuvers](#) of 1st, 2nd and 3rd level respectively. None of these maneuvers may be from the same school. Your initiator level for these maneuvers equals the highest initiator level you have plus half your tier or twice your tier, whichever is greater. DCs for these maneuvers are determined by the statistic of your choice. Each of these maneuvers may be readied once. You may only execute these maneuvers with your bonded item (which must be a weapon). You gain the [Weapon Group Adaptation](#) feat but only may use it for your bonded item.

**Twin Steel (Ex):** Select a weapon in your possession that is not your bonded item, this weapon now also counts as a bonded item. Path abilities must still be assigned to each bonded item separately. These items are not eligible for the Unifying Bond path ability.

**Unifying Bond (Su):** Select two class features that create or bond a specific item. These items merge on a physical and mystical level. Class levels for classes granting these two features and other class abilities that scale regarding the bonded items now use the combined total levels of your classes. Only abilities that impact the item alone can benefit (like a mind blade's enhancement bonus), not class abilities that enhance items as one option of many (such as a magus' arcane pool).

**Wizard's Weapon (Su):** If your bonded item is a weapon, you can add its inherent enhancement bonus to your caster level and half its inherent enhancement bonus to your DCs as long as you cast a spell with it in hand. You may substitute your Intelligence modifier for Strength or Dexterity for hit and damage purposes.

### 3RD-TIER WIELDER PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

**Arisen Enchantment (Su):** Select a bonded item you control, its effective enhancement bonus increases by 1 as long as it is your in possession. You may select this ability more than once, but only once every three tiers.

**Essence of Creation (Ex):** Choose one magic or psionic item you have crafted with a crafting feat. Those items now count as though a duplicate created with the Rites of Replication path ability.

**Expanded Power (Su):** Select a new school magic or psionic power your bonded item does not currently possess. You may add a spell or power of that school to the item and use it once per day as a spell-like or psi-like ability with a caster or manifester level of twice your tier up to the that of your bonded item.. You may expend a use of mythic power to use this power again. The chosen ability cannot exceed your tier or the highest level ability currently possessed by your bonded item.

**Improved Evolved Power (Su):** Each power you have selected with Evolved Power gains another free usage per day. You may select another power within the same limitations of Evolved Power but may also base new power selections off of Expanded Power if you have that path ability.

**Power Battery (Su):** You may expend a use of mythic power to imprint your bonded item on a non-magical item of the same kind. For 1 minute per tier, that item becomes magical and has the base item powers of your bonded item. If you have the Unseen Hand path ability you may use it on temporary magic items created by your item. The temporary magic items have a caster level or manifester level limit of twice your tier or your bonded item's, whichever is lower. If you select this path ability a second time it lasts 1 hour per tier.



**Rising Enchantment (Ex):** You may add your tier to the upper limit of a bonded item's weapon or armor enhancements for the purposes of possible temporary enhancements. The item still may not have an enhancement bonus greater than +5.

**Rage of Mages (Ex):** You may expend a use of mythic power when casting a spell. For one round per level of the spell cast your BAB becomes equal to your caster level, but only with your bonded weapon.

**Regalia of Power (Ex):** Select one worn item and a corresponding body slot, this item now counts as a bonded item and you may add your tier to its caster level. If your statistics are better than the those governing the DCs of the bonded item you may substitute them.

**Reign of Forge-lord (Su):** You may treat copies made by your Rites of Replication as your bonded item. You may select one enchantment spell or telepathy power per tier that you may exert through your copies by expending a use of mythic power. You must have both the Rites of Replication and Unseen Hand abilities to choose this power.

**Secret Arts II (Su):** Select [three martial maneuvers](#) of 4th, 5th and 6th level respectively. None of these maneuvers may be from the same school. Your initiator level for these maneuvers equals the highest initiator level you have plus half your tier or twice your tier, whichever is greater. DCs for these maneuvers are determined by the statistic of your choice. Each of these maneuvers may be readied once. You may only execute these maneuvers with your bonded item (which must be a weapon). You may select one martial stance equal to your tier of lower but may only assume it when wielding your bonded item.

**Shelter of Steel (Su):** If you are slain while your bonded item is in your possession, you may expend a use of mythic power as a free action. If you do, your spirit migrates into the item in a manner similar to a *magic jar* spell. You are aware of events near the item

to a radius of 5' per tier. If another creature touches your bonded item you may expend a use of mythic power to attempt to possess them as per a [mind swap](#) spell, see *Pathfinder Roleplaying Game Occult Adventures* handbook for additional information.

**Unseen Hand (Su):** Your item is always considered in your possession. By expending a use of mythic power you may strengthen the link for 1 minute per tier. You may perceive the area around your item as though you were using a clairvoyance/clairaudience spell. During this time you may trigger it with your actions even when you are not near it. Personal spells and powers may be activated on creatures carrying or wielding your item as though they were you.

## 6TH-TIER WIELDER PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

**Axis of Light and Dark (Su):** Select two bonded items. When you expend a daily use of one of these items, the other regains a daily use of power of the same or lower equivalent level. You must possess Twin Steel or Regalia of Power mythic path ability to select this path ability. Each power of each of the selected bonded items can be charged a maximum number of times equal to your tier in this way. If you have a bonded item with less available powers than the other, you may only charge to the limit of its available usage but may distribute the new uses to powers between the paired items remaining abilities as you see fit.

**Cloud of Power (Su):** Select an effect your bonded item can create. You may expend a use of power as a free action to cause that effect to target an additional creature within 5' per tier of you or your bonded item. No creature can be affected more than once by a single effect. The aura of energy from this effect is impossible to hide and draws attention to your bonded item.

**Master of the Many (Su):** You may use Shelter of Steel even when your bonded item is not in your possession. You may activate Reign of the Forge-lord powers and spells once per day without expending mythic power. You may use Shelter of Steel on a creature bearing a copy of your item made through Rites of Replication or an item under the impact of Essence of Creation.

**Secret Arts III (Su):** Select [three martial maneuvers](#) of 7th, 8th and 9th level respectively. None of these maneuvers may be from the same school. Your initiator level for these maneuvers equals the highest initiator level you have plus half your tier or twice your tier, whichever is greater. DCs for these maneuvers are determined by the statistic of your choice. Each of these maneuvers may be readied once. You may only execute these maneuvers with your bonded item (which must be a weapon). You may expend a use of mythic power to ready any Secret Arts maneuver as a swift action.

**Uniform of Legend (Ex):** Select one item per tier you possess and one body slot it can occupy. As long as you wear that item in the chosen slot it is considered a bonded item. You must possess the Regalia of Power path ability to select Uniform of Power.

**Optimum Power (Su):** Each power you have selected with Improved Evolved Power or Expanded Power gain another free usage per day. You may select another spell or power within the same limitations of Evolved Power but may also include powers from Improved Evolved Power or Expanded Power.



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