

CITY OF 7 SERAPHS

AKASHIC TRINITY

MICHAEL SAYRE

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FROM THE MIND'S EYE

When we initially started planning the *City of 7 Seraphs* project, we knew we wanted some base classes with a distinct and planar feel. And to us that meant outsiders—because what is more planar than angels, demons, and fiends? But simulating them in a new and engaging way, and modeling a class that could be like them without violating game balance was a pretty daunting challenge.

The principle design philosophy was to the follow themes and the general idea of planar adventure. A character that could become one with the Planes and gain powers similar to those of outsiders was particularly challenging because often times the usage limitations of monsters don't restrict a player enough and the idea of endlessly triggerable spell-like abilities became concerning for balance and boredom in early design work.

We considered a lot of options. Sorcerer bloodlines, archetypes, and a lot more. But nothing was quite capturing the way we felt. Referencing the ancestral edition and subsequent work we looked again at the process outlined in *Akashic Mysteries*, and its predecessors. The concept gathering the raw essence of the Planes and shaping it into physical fused outsider-like veils. We got our heads around the idea of the nexus and reached out to the father of Pathfinder Akashic mechanics to see if he had thoughts. Michael had more than thoughts it turns out—he got excited enough to take the lead on the design efforts for the class.

As the nexus it grew, it was clear it was exactly what we wanted, but it was also clear that while it did hit all the marks the one major setting theme it didn't touch on was duality. We knew we didn't want to cripple the class by forcing balance planar attunements and the idea of approaching the concept with two more new classes—one exemplaring life and light of the Radia and the other channeling the darkness of the Occlusion and the Shadow Plane itself. Well the pieces were obvious all at once, and the Nexus gained its siblings—the Eclipse and Radiant.

The trinity of these classes has proved to be exciting and thematically just what our planar metropolis needs. And we are so excited we wanted to get the classes out to the Pathfinder RPG community as fast as we possibly could. So enjoy this early release content for the *City of 7 Seraphs*, whether you are a backer or this your first exposure to the content we are putting out, buckle up because this is just the beginning!

—Christen Sowards
Publisher, Lost Spheres

INTRODUCTION TO THE AKASHIC TRINITY

Akasha is an ancient form of magic whose use predates most forms of spellcasting known to the mortal world. Long before wizards began unraveling the secrets of the cosmos and codifying them into arcane formulae, and even before dragons, demons and other beings of magic began mingling their blood with lesser species, wise mystics and abstruse visionaries bound the raw magical essence known as akasha into crude physical forms and bent its might to their enigmatic purposes. Akasha is a somewhat simplistic form of magic, generated by mixing life energy, called essence, with the small amounts of arcane magic that suffuse all things and shaping them into rough physical forms. These crude magical constructs are sustained by attaching them to points in the body that naturally conduct energy, called chakra. While modern spellcasters scoff at wielders of akasha as crude and unrefined amateurs, many traditions hearkening back through the mists of time still practice the ancient arts of shaping akasha—known as veilweaving—and trust implicitly in its power and reliability.

ECLIPSE

The first eclipse was a servant of an ancient lord of darkness whose influence spread across the strands of the Lattice and stretched to many planes of existence. Whether this dark lord was a daeva whose powers were particularly attuned to darkness, a powerful vizier who transcended mortality, or perhaps even a true god is unknown, but what is known is that wherever his servant walked, death followed. Legend has it that the servant turned against their master in a battle that shattered strands of the Lattice and left the dark lord trapped in a plane beyond the reach of even the gods. Free at last from their master's influence, the eclipse used the paths of shadow to travel the planes as they willed. Over time, they gathered students and disciples who followed them on their journeys, learning the secrets of their dark power and eventually taking those secrets with them on their own journeys. While the powers and techniques of the eclipse are no longer unique, they are still exceedingly rare, as they can only be accessed by those whose hearts truly hear the call of darkness.

Starting Wealth: 4d6x10 gp (average 140 gp).

Role: The eclipse is a deadly opponent who can strike from almost anywhere on the battlefield using their occultations. Outside of combat the eclipse masters numerous skills for overcoming almost any obstacle.

Alignment: An eclipse can be of any alignment, but their power comes from infusing their life force with the power of pure darkness, and this power, devoid of light and warmth, often calls to evil and neutrally aligned creatures.

Hit Die: d8

Class Skills: The eclipse's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history), Knowledge (nobility), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

CLASS ABILITIES:

Proficiencies: Eclipses are proficient with simple weapons, plus the hand crossbow, longsword, rapier, sap, shortbow, short sword, shuriken and sword cane. The eclipse is proficient with bucklers, but not any other type of armor or shield.

Veilweaving: An eclipse learns to shape the magical power known as akasha into powerful veils, which are drawn from the eclipse veil list. They know and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the eclipse's Intelligence modifier. They can only shape a certain number of veils per day (see eclipse class table). Veils are constructs of pure magic and

are suppressed while in the area of an *antimagic field* or similar phenomena.

At 1st level the eclipse also gains access to their own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the eclipse's class table; the eclipse's character level, as noted in the Akasha and Magic Interactions section, determines the maximum quantity of essence they can invest in any single veil. As a swift action, they can reallocate their essence investments into their veils every round. An eclipse must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Darkvision: Starting at 1st level, the eclipse gains darkvision out to 60 feet; if they already have darkvision, it is increased by 30 feet. This increase stacks with other effects that increase the range of the eclipse's darkvision. The eclipse may invest essence into this ability to increase its effects; for every point of essence invested, the range of the eclipse's darkvision increases by an additional 20 feet. At 4th level, and again at 12th level, the eclipse increases the maximum essence capacity of this ability by 1. If the eclipse has at least 4 points of essence invested in this ability, they gain the supernatural ability to see in darkness and can see perfectly in darkness of any kind, including that created by *deeper darkness*. If the eclipse has at least 7 points of essence invested in this ability, they are immune to the blinded and dazzled conditions and gain a +5 competence bonus on all saving throws against gaze effects.

Occultation (Su): From 1st level on, as a standard action the eclipse can create a copy of their self made of pure darkness, known as an occultation. This umbral copy appears in a square adjacent to the eclipse and acts immediately on the eclipse's turn. The occultation shares all of the eclipse's statistics (including size and weight), movement speeds, and abilities, including equipped items and veils (but not consumable or limited use items such as potions, wands, and scrolls), but is instantly destroyed if it takes any damage or fails a saving throw against any spell or effect. The eclipse can switch their perceptions freely between their self and the occultation on their turn, determining their line of sight and other senses from the occultation's location, speaking through the occultation, and using the occultation as the point of origin for any attack, veil ability, skill check, or other effect the eclipse is capable of using or creating. The occultation has only a single move action each turn (though the eclipse can use their own standard action for channeling attacks and effects through the occultation) and can threaten enemies for flanking or even making attacks of opportunity, though any attacks of opportunity it makes count against the eclipse's total number of attacks of opportunity for the round. The occultation can be dismissed as a free action. If the occultation is ever more than 50 ft. + 50 ft. per class

"Darkness is the true state of existence. How can it be otherwise when a single body can extinguish the light?"

level away from the eclipse, it immediately dissipates and must be conjured again (a standard action).

As long as the eclipse does not have an active occultation the raw power of darkness shrouds them, granting them an armor bonus to AC, and a competence bonus to Stealth checks while in areas of dim or darker light, equal to half their class level (minimum 1).

Enigma (Su): Enigmas blend the power of darkness with martial techniques or enhance the power of veils, allowing the eclipse to strike an opponent unseen, cut through reality to strike creatures who hide between the worlds, and a wide variety of other abilities. Enigmas can be used whenever the eclipse makes an attack action or uses a targeted veil ability (any effect from a veil that requires you to select one or more targets for the effect, but not effects that affect an area) against an opponent who is flat-footed, flanked, denied their Dexterity bonus to AC, or who is unaware of the eclipse's presence. If the weapon or veil attack misses, or if the target succeeds on their save against the veil effect, the effects of the enigma are wasted. If the veil effect grants multiple attack rolls, only one attack roll needs to connect to deliver the enigma's effects. The eclipse can only apply the effects of a single enigma on a given attack action or veil ability activation; if a veil grants multiple attacks against a single target as part of its activation, only one attack benefits from the enigma's effects. At 2nd level and every 2 levels thereafter the eclipse learns one of the following enigmas:

Channeled Shadowstrike: The eclipse's attack or targeted veil effect deals an additional 1d6 points of negative energy damage, plus an additional 1d6 for every 3 class levels they possess beyond 2nd.

Chilling Blow: The eclipse's attack or targeted veil effect deals an additional 4 points of cold damage, plus an additional 3 points for every 3 class levels they possess beyond 2nd. This additional damage is multiplied on a critical hit.

Dimmed Mind: The eclipse's attack or targeted veil effect deals 1 point of Wisdom damage, plus 1 point of Wisdom



damage for every 3 class levels they possess beyond 6th. The eclipse must be at least 6th level to select this enigma.

Disrupting Attack: The eclipse's attack or targeted veil effect clouds the pathways of the target's mind, inflicting a -2 penalty to all concentration checks the target makes for one round. If the target has martial or psionic focus, or if they are currently in a stance from a maneuver or style feat, it is lost unless they succeed on a Fortitude saving throw

TABLE 1: ECLIPSE

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL	VEILS	ESSENCE
1	+0	+2	+2	+0	Darkvision, occultation	1	1
2	+1	+3	+3	+0	Enigma, trapfinding	1	2
3	+2	+3	+3	+1	Chakra bind (Hands)	2	3
4	+3	+4	+4	+1	Enigma	2	4
5	+3	+4	+4	+1	Advanced occultation (dark walk)	2	5
6	+4	+5	+5	+2	Chakra bind (Feet), enigma	3	6
7	+5	+5	+5	+2	Shadow armor (hide in plain sight)	3	7
8	+6/+1	+6	+6	+2	Enigma, imp. essence capacity +1	3	8
9	+6/+1	+6	+6	+3	Chakra bind (Head)	4	9
10	+7/+2	+7	+7	+3	Dark intensity, enigma	4	10
11	+8/+3	+7	+7	+3	Advanced occultation (binary darkness)	4	11
12	+9/+4	+8	+8	+4	Chakra bind (Wrists), enigma	5	12
13	+9/+4	+8	+8	+4	Shadow armor (shadow walk)	5	13
14	+10/+5	+9	+9	+4	Enigma, imp. essence capacity +2	5	14
15	+11/+6/+1	+9	+9	+5	Chakra bind (Shoulders)	6	15
16	+12/+7/+2	+10	+10	+5	Enigma	6	16
17	+12/+7/+2	+10	+10	+5	Advanced occultation (black hole)	6	17
18	+13/+8/+3	+11	+11	+6	Chakra bind (Belt), enigma	7	18
19	+14/+9/+4	+11	+11	+6	Shadow armor (second life)	7	19
20	+15/+10/+5	+12	+12	+6	Darklord, enigma	7	20

(DC 10 + 1/2 the eclipse's class level + her Intelligence modifier). If the target has more than one applicable focus or stance, they must make a separate saving throw for each effect. For every 3 class levels the eclipses possesses beyond 2nd, the penalty to concentration checks and the save DC to avoid losing their focus or stance increases by 1.

Draining Blow: The eclipse learns to feed on an opponent's power, making it her own. The eclipse's next attack or targeted veil effect drains one of the following from the target and converts it into energy that heals 1 point of essence burn or provides 1 point of temporary essence (maximum 5 points of temporary essence gained through this ability) if the eclipse is not currently suffering from essence burn: a single 1st level memorized spell or spell slot, an arcane pool point, a point of essence, a ki point, a grit pool point, or a power point (other points or pools may qualify at GM discretion). For every 3 class levels the eclipse possesses beyond 2nd, the number of points drained or the maximum spell level that can be drained increases by 1; for psionic power points, the amount drained is instead increased by 2. Temporary essence gained through this ability lasts for 1 minute.

Escalation: Creatures affected by an attack or targeted veil effect modified by this enigma gain a +2 enhancement bonus to either their Strength or Dexterity score (chosen by the eclipse when this effect is activated) and a -2 penalty to their Wisdom score (this cannot lower a creature's Wisdom below 1); this effect lasts for a number of rounds equal to 1 + the eclipse's Intelligence modifier. Additional activations of this ability reset the effect's duration but do not further increase the bonus or penalty. For every 3 class levels the eclipses possesses beyond 2nd, the bonuses and penalties from this effect increase by 2.

Growing Darkness: This enigma can only be activated in conjunction with a targeted veil effect. Activating this enigma allows you to activate the triggering targeted veil effect a second time against the affected target; this second activation cannot be modified by further enigmas. The eclipse must be at least 10th level to select this enigma.

Inescapable Doom: The eclipse gains a +1 profane bonus on the attack roll of her attack or targeted veil effect, plus an additional +1 for every 3 class levels they possess beyond 2nd.

Muffled Darkness: The eclipse's attack or targeted veil effect causes the target to be deafened for 1 round, or

increases the duration of targeted veil effects that cause the deafened condition by 1 round. The duration of this effect is increased by 1 round for every 3 class levels the eclipse possesses beyond 2nd.

Occular Umbrage: The eclipse's attack or targeted veil effect causes the target to be blinded for 1 round, or increases the duration of targeted veil effects that cause the blinded condition by 1 round. The duration of this effect is increased by 1 round for every 3 class levels the eclipse possesses beyond 6th. The eclipse must be at least 6th level to select this enigma.

Pass Into Shadow: The eclipse's attack or targeted veil effect causes the target to die if they fail a Fortitude saving throw (DC 18 + the eclipse's Intelligence modifier). This does not affect undead, constructs, or other nonliving targets. The eclipse must be at least 16th level to select this enigma.

Potent Shadows: This enigma can only be activated in conjunction with a targeted veil effect. The eclipse increases the DC to resist her targeted veil effect by 1, plus 1 for every 3 class levels they possess beyond 2nd.

Shadowed Reach: The eclipse increases the natural reach of her melee weapon attack by 5 feet. For every 3 class levels the eclipse possesses beyond 2nd, increase this reach by 5 feet.

Trapfinding: An eclipse adds 1/2 their class level (minimum 1) to Perception checks made to locate traps and to Disable Device checks. An eclipse can use Disable Device to disarm magical traps.

Chakra Binds: At 3rd level and every three levels thereafter, the eclipse gains the ability to bind veils directly to their chakra, unlocking potent new abilities. The eclipse gains the ability to bind slots in the following order: Hands, Feet, Head, Wrists, Shoulders, and Belt.

Advanced Occultation (Su): At 5th, 11th, and 17th level, the eclipse gains additional facility with their occultation. Advanced occultations can only be used while the eclipse has an active occultation on the field. The eclipse gains the following advanced occultations.

Dark Walk: From 5th level on, whenever the eclipse creates their occultation it can appear anywhere within 60 ft. of them. In addition, the eclipse's occultation gains a fly speed of 60 ft. with perfect maneuverability and can teleport to any area of dim or darker light within 100 ft. it has line of sight to as a move action.

Binary Darkness: At 11th level, whenever the eclipse creates an occultation, they may make two copies of themselves instead of one. Each of these copies still has all the abilities of the eclipse and can only take a single move action, but the eclipse may now use a swift action to activate an attack action or veil ability that would normally require a standard action through one of their occultations.

Black Hole: Starting at 17th level whenever one of the eclipse's occultations is destroyed, either due to taking damage or failing a saving throw, it collapses into a pit of crushing darkness. All creatures within 20 ft. of the

destroyed occultation must succeed on a Reflex saving throw (DC 10 + 1/2 the eclipses's class level + their Intelligence modifier) or be moved to the closest square to the occultation's last location they are capable of occupying and take 10d6 bludgeoning damage and 10d6 cold damage; on a successful saving throw creatures are unmoved and take only 5d6 cold damage.

Shadow Armor (Su): At 7th, 13th, and 19th level the eclipse gains special benefits as long they do not have an active occultation. Creating an occultation immediately ends any of these benefits, though they resume as soon as the eclipse no longer has an active occultation.

Hide in Plain Sight: Starting at 7th level, as long as the eclipse does not currently have an active occultation, they can use the Stealth skill even while being observed. As long as they are within 10 ft. of an area of dim or darker light, the eclipse can hide their self from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadow.

Shadow Walk: From 13th level on, the eclipse gains the ability to travel between areas of dim light or darkness as if by means of a *dimension door* spell, though the magical transport must begin and end in an area of dim light or darkness. In addition, the eclipse can use *shadow walk* 1/day as a spell-like ability with a caster level equal to their class level, plus 1 additional time per day for every three levels they possess beyond 13th.

Second Life: At 19th level, whenever the eclipse would be reduced to 0 or fewer hit points by an attack, spell, or other effect, they may choose to consume a portion of their darkness energy to instantly regain up to 60 hit points as an immediate action, even if the damage taken would normally be enough to kill them. If the attack would have killed the eclipse, as long as their new hit point total is at a positive amount or a negative amount less than their Constitution score, the eclipse stays alive and stabilizes at their new hit point total. If the eclipse's hit point total is at a negative amount equal to or greater than their Constitution score, they remain dead. Using this ability prevents the eclipse from creating an occultation until their next rest of at least 8 hours.

Improved Essence Capacity: The eclipse's connection to the powers of darkness have made them particularly talented at investing essence. At 8th and 14th level the maximum essence capacity of all their essence receptacles increases by 1.

Dark Intensity: From 10th level on the eclipse may shape and bind an additional veil in either their Hands or Feet slot, chosen when they shape their veils for the day. This veil still counts against their total veils shaped and must be invested with essence separately from any other veil shaped in that slot. In addition, the eclipse gains a special ability depending on which slot they choose to shape their additional veil in (if any). Eclipses who choose to shape an additional veil in their Hands slot may attack with up to two weapons as a single attack action, though

they take a -2 penalty on each attack roll when doing so. Eclipses who choose to shape an additional veil in their Feet slot increase their movement speed with any movement mode they possess by 20 feet. If the eclipse does not shape an additional veil in either their Hands or Feet slot they instead treat any other veils shaped in their Hands or Feet slot as though they are invested with 1 more point of essence than they actually are; this ability can allow the eclipse to exceed their normal maximum essence capacity with those veils.

Darklord: At 20th level the power that the eclipse has worked so hard to attain now flows freely through them and they are one with the darkness. The eclipse adds any veil with the darkness descriptor to their veil list and can shape and bind any such veil, even if they would not normally be able to shape or bind a veil to that slot (this includes veils that normally occupy unique slots, such as the vizier's Ring slot or the daevic's Blood slot). In addition, the eclipse becomes a creature of pure darkness; they no longer need to eat and breathe, do not die from old age, and do not accrue penalties to their physical ability scores for aging (though any penalties they have already accrued remain). In areas of dim light or darkness the eclipse gains a +2 circumstance bonus on all attack rolls, damage rolls, saving throws, skill checks, and to their AC and CMD. Finally, the eclipse gains the *darksense* ability of a nightshade, granting them *true seeing* in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nonetection* prevent the latter effect but not the *true seeing* effect.

ECLIPSE VEIL LIST

Eclipses gain access to the following veils.

Hands: Ebon Stars, El's Utterdark Shield, Gauntlet of the Void, Gloves of the Master Thief, Hands of the Bard, Lashing Spinnerets, Plaguebringer Gauntlets, Reaper's Scythe, Sable Shots, Snakehandler's Gauntlets, Voidblade

Feet: Darkness Dragon, Pestilence Cloak, Pooling Black, Stalker's Tabi, Voidwalkers.

Head: Darkwalker Hood, Empty Maw, Mask of the Nosoi, Sentinel's Helm, Stare of the Ghaele, Void Countenance.

Wrists: Bangles of the Jealous Seductress, Bracers of Oblivion, Darkholds, Ebon Blaze, El's Utterdark Shield, Embrace of the Old Ones, Gauntlet of the Void, Lashing Spinnerets, Reaper's Scythe, Shackles of Perdition, Tentacles of Abolethic Sovereignty.

Shoulders: Cloak of Darkness, Courtesan's Cloak, Embrace of the Old Ones, Ferryman's Cloak, Grasping Black, Mantle of Murderous Intent, Nothingness Shroud, Pit Fiend's Shroud, Vorpall Guards.

Belt: Cerebral Catastrophe Cinch, Darkness Dragon, Ebon Blaze, Stalker's Tabi, Voidwalkers, Waistband of the Wealthy

FAVORED CLASS BONUSES

The following favored class options are available to all characters of the listed race who have eclipse as their favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Dhampir: Receive +1/2 additional points of healing from negative energy effects in areas of dim or darker lighting.

Drow: Add +1/2 points of damage to all damage dealt by a veil effect, weapon-like veil, or companion creature from the Embodiment of Darkness veil set (this damage is of the same type as that dealt by the primary weapon or effect).

Dwarf: Add a +1/2 bonus on Disable Device checks made to disarm traps or open locks.

Fetchling: Add +1/2 point of damage to attacks made with weapon-like veils in areas of dim or darker lighting.

Gnome: Add a +1/2 bonus on Stealth checks made in areas of dim light or darkness.

Halfling: Gain a +1/4 luck bonus on saving throws made in areas of dim light or darkness.

Human: Gain +1/5 point of essence.

Orc: Add a +1/3 bonus to all CMB checks made to perform a grapple or trip combat maneuver.

Oread: Gain cold resistance 1 (or increase your existing cold resistance by 1) and deal +1/2 cold damage with gauntlets and unarmed strikes (this stacks with cold damage from other sources, like the frost weapon special ability).

Sylph: Add a +1/3 bonus to all Acrobatics and Fly checks.

Undine: Add +1/2 points of damage to all damage dealt by a veil effect or weapon-like veil from the Void's Embrace veil set (this damage is of the same type as that dealt by the primary weapon or effect).



A nexus is a type of veilweaver who mixes their essence with planar energy garnered from across the planes of existence, becoming something new, and powerful. A creature must be born with the capacity to become a nexus, though only a rare few ever discover this aspect of themselves. A nexus is formed when a creature is born with an attachment to more than one plane of existence. While this makes aasimar, tieflings, and other planetouched races the most likely to inherit this unusual power, any number of circumstances can contribute to an otherwise normal specimen of a given species developing the powers and abilities of a nexus, such as a parent or near ancestor wielding planar magics, being born in a location where the barriers between planes are particularly thin, or other, stranger, circumstances.

Starting Wealth: 3d6 x 10 gp (Average 105 gp).

Role: A nexus is a font of energy, capable of devastating destruction backed by akashic powers of creation. All nexus are capable of dealing damage to their opponents from range, while their other capabilities are determined by their convergence and chosen veils.

Alignment: A nexus can be of any alignment, though their alignment often matches that of their first convergence.

Hit die: d8.

Class Skills: The nexus class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

CLASS ABILITIES

Proficiencies: Nexus are proficient with with all simple and martial weapons, light and medium armor, and shields (except tower shields).

Veilweaving: A nexus learns to shape the magical power known as akasha into powerful veils, which are drawn from the nexus veil list. They know and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the nexus' Charisma modifier. The nexus can only shape a certain number of veils per day (see the nexus class table). Veils are constructs of pure magic and are suppressed while in the area of an *antimagic field* or similar phenomena.

At 1st level a nexus also gains access to her own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the nexus' class table; the nexus' character level, as noted in the Akasha and Magic Interactions section, determines the maximum quantity of essence she can invest in any single veil. As a swift action, a nexus can reallocate her essence investments into or between her veils and other essence receptacles. A nexus

must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Convergence (Su): At 1st level, 4th level, and every four levels thereafter, the nexus becomes more strongly attuned to a particular plane of existence, chosen from the following list. The nexus may choose to treat her alignment as being the same alignment as any plane she possesses a convergence to instead of her own for the purposes of spells and effects whose results vary based on alignment, such as *detect evil* or *holy word*; the nexus must choose what alignment she wants to present as when she firsts shapes her veils for the day and may change her active alignment to her actual alignment or the alignment of any plane she possesses a convergence to as a standard action.

Each time the nexus gains a new convergence, she may advance a convergence she already possesses to the next tier, or gain her first tier in a new convergence. When a nexus gains an identical resistance or defense from two different convergences, the benefits stack (for example, a 10th level nexus with a tier 1 planar convergence in both the Heavens and Hells would have cold and fire resistance 20, and acid and electricity resistance 10). Convergence abilities that grant a saving throw have a DC equal to 10 + 1/2 the nexus' class level + her Charisma modifier.

Planar Detonation (Su): Starting at 1st level, as a standard action a nexus may fire a ray as a ranged touch attack with a range of Close (25 ft. + 5 ft. per 2 class levels) that deals 1d6 piercing damage, increasing by 1d6 for every 2 nexus levels beyond 1st. A nexus may take a point of essence burn when making this attack to increase the damage for that attack to 1d6 per class level + 1/2 her Charisma modifier.

While wielding a weapon-like veil, a nexus may make a single attack with that weapon as a full-round action, adding her planar detonation damage to the attack. At 6th level, the nexus may instead make this attack as a standard action.

Chakra Binds: At 2nd level and every two levels thereafter, the nexus gains the ability to bind veils directly to her chakra, unlocking potent new abilities. The nexus gains the ability to bind slots in the following order: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, and Body.

Improved Essence Capacity: The nexus' unique planar attunements have made her particularly talented at investing essence. At 3rd, 9th, and 15th level the maximum essence capacity of all her essence receptacles increases by 1.

Planar Attunement (Su): At 20th level the nexus gains a true planar attunement, becoming an outsider with a strong connection to a particular plane of existence. The nexus no longer ages (though any modifications to her ability scores she has already accrued due to age remain), and is always treated as having the native subtype while on the material plane or the plane(s) associated with her

"The soul is an open gate; the only question is where the gate leads."

planar attunement. The nexus chooses one of the following attunements and gains the listed benefits in addition to those already listed:

Abyss: The nexus gains the chaotic and evil subtypes and may travel freely between the Abyss and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability. In addition, the nexus may issue a single command to any demon she can see whose Hit Dice are less than or equal to her own as a standard action, forcing the demon to succeed at a Will saving throw (DC 10 + 1/2 the nexus' class level + her Charisma modifier) or obey. Using this ability against a specific demon more than once gives the demon a +2 circumstance bonus to their save to resist the command per additional attempt. This is a mind-affecting compulsion effect.

Elemental: The nexus chooses one of the following subtypes: air, earth, fire or water. The nexus gains that subtype, and any creature who shares that subtype automatically treats the nexus as friendly; this effect ends immediately if the nexus or any of her allies takes overtly harmful or aggressive action against such a creature or its allies. Mindless creatures who share this subtype with the nexus automatically follow the nexus' commands unless specifically given instructions not to by their summoner or creator (if applicable) or via magical compulsion.

Heavens: The nexus gains the good and lawful subtypes and may travel freely between the Heavens and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability. In addition, the nexus may summon a planetar to aid her in battle 1/day as a spell-like ability; the planetar remains for up to 10 minutes before returning to the heavenly realms.

Hells: The nexus gains the evil and lawful subtypes and may travel freely between the Hells and Material Plane as

though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability. In addition, the nexus may issue a single command to any devil she can see whose Hit Dice are less than or equal to her own as a standard action, forcing the devil to succeed at a Will saving throw (DC 10 + 1/2 the nexus' class level + her Charisma modifier) or obey. Using this ability against a specific devil more than once gives the demon a +2 circumstance bonus to their save to resist the command per

additional attempt. This is a mind-affecting compulsion effect.

Underworld: The nexus gains the psychopomp subtype, granting her darkvision 60 ft., low-light vision, immunity to death effects, poison and disease, and allowing the nexus to treat any natural or manufactured weapon she wields as though it has the *ghost touch* special weapon property; the nexus does not gain any other benefits associated with this subtype beyond those specifically listed. In addition, the nexus can no longer be permanently killed; whenever the nexus would be slain her body reforms on the Astral Plane one week later. In addition, the nexus may travel freely between the Astral Plane and Material Plane as though using *plane shift*, though she cannot transfer more than 1 additional creature with her each time she uses this ability.

CONVERGENCES

ABYSS (CHAOTIC EVIL)

Tier 1: A nexus who gains her first convergence tier with the Abyss gains resistance against acid, cold, and electricity equal to her class level. In addition, she can choose to deal acid damage instead of piercing damage with her planar detonation; when doing so, she decreases the damage dice for her planar detonation from d6s to d4s, but on a successful attack her target takes half the damage dealt by the attack again at the start of the nexus's next turn. Additional damage added to the attack, such as from a weapon-like veil, is not added to this extra damage.

Tier 2: When dealing acid damage with her planar detonation, a nexus can take 1 point of essence burn to forego the normal ray attack and deal the damage in a 10 ft. radius burst centered on herself; the nexus does not take damage from her own planar detonation. Creatures within the area of effect may attempt a Reflex saving throw for half damage. At 8th level and every 4 levels thereafter, the radius of this burst increases by an additional 10 feet.

Tier 3: When a nexus reaches her third convergence tier with the Abyss, she gains the ability to summon an abyssal servitor to aid her in battle. Once per day the nexus may use a standard action to summon a babau demon to fight on her behalf. A nexus of at least 16th level may instead summon a nalfeshnee demon. Demons summoned with this ability follow the nexus' commands to the best of their ability and remain for a number of minutes equal to the nexus' class level.

Tier 4: A nexus who reaches their fourth convergence tier with the abyss gains the ability to channel the vorpal strike power of a balor. Any slashing melee weapon the nexus wields gains the *vorpal* weapon special ability. This effect ends immediately if the weapon leaves the nexus' possession.

ELEMENTAL (CHAOTIC NEUTRAL)

Tier 1: A nexus who gains her first convergence tier with the elemental planes gains resistance against acid,

cold, electricity, and fire damage equal to her class level. In addition, each time she uses her planar detonation ability she can choose to deal acid, cold, electricity, or fire damage instead of piercing damage.

Tier 2: When dealing any type of energy damage (acid, cold, electricity, or fire) with her planar detonation, the nexus can take 1 point of essence burn before making her attack roll to cause the ray to explode on a successful hit, dealing damage equal to her planar detonation damage for the attack in a 10 ft. radius burst centered on the target; creatures other than the target of the attack may make a Reflex saving throw for half damage. At 8th level and every 4 levels thereafter, the radius of this burst increases by an additional 5 feet.

Tier 3: A nexus who reaches her third convergence tier with the elemental planes is protected from their negative effects, gaining immunity to the harmful environmental effects of the planes of Air, Earth, Fire, and Water, including such hazards as toxicity, extreme temperatures, and lack of air. Any creature native to one of these planes who comes within 60 ft. of the nexus must succeed at a Will saving throw or have their attitude towards the nexus improved by 1 step. A creature can only be affected by this ability the first time they meet the nexus.

Tier 4: When a nexus reaches her fourth tier with the elemental planes she gains the ability to freely travel between them and the Material plane. The nexus gains the ability to use *plane shift* 3/day as a spell-like ability, but can only use this ability to travel to one of the elemental planes, or from an elemental plane back to the Material plane. At the GM's discretion, this ability can also be used to travel to planar hubs that connect these planes, such as the City of Seven Seraphs.

HEAVENS (LAWFUL GOOD)

Tier 1: A nexus who gains her first convergence tier with the heavens gains resistance against cold, electricity, and fire damage equal to her class level. In addition, she can choose to deal electricity damage instead of piercing damage with her planar detonation; when doing so, she increases the damage dice for her planar detonation from d6s to d8s, but all damage for the attack is dealt as nonlethal damage. When an undead creature is affected by a planar convergence modified in this way, they treat the attack as lethal positive energy damage instead of nonlethal electricity damage.

Tier 2: When dealing electricity damage with her planar detonation, the nexus can take 1 point of essence burn before making her attack to fire it in a line that extends to twice the planar detonation's normal range; creatures affected by the attack may make a Will saving throw for half damage. At 8th level and every 4 levels thereafter, the range of this line increases by an additional 5 feet.

Tier 3: When a nexus reaches her third convergence tier with the Heavens she becomes endowed with holy energy that increases her standing with goodly creatures

TABLE 2: NEXUS

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL	VEILS	ESSENCE
1	+0	+2	+0	+2	Convergence, planar detonation 1d6	1	1
2	+1	+3	+0	+3	Chakra bind (Hands)	1	2
3	+2	+3	+1	+3	Imp. essence capacity +1, planar detonation 2d6	2	3
4	+3	+4	+1	+4	Chakra bind (Feet), convergence	2	4
5	+3	+4	+1	+4	Planar detonation 3d6	3	5
6	+4	+5	+2	+5	Chakra bind (Head)	3	6
7	+5	+5	+2	+5	Planar detonation 4d6	4	7
8	+6/+1	+6	+2	+6	Chakra bind (Wrists), convergence	4	8
9	+6/+1	+6	+3	+6	Imp. essence capacity +2, planar detonation 5d6	5	9
10	+7/+2	+7	+3	+7	Chakra bind (Shoulders)	5	10
11	+8/+3	+7	+3	+7	Planar detonation 6d6	6	11
12	+9/+4	+8	+4	+8	Chakra bind (Headband), convergence	6	12
13	+9/+4	+8	+4	+8	Planar detonation 7d6	7	13
14	+10/+5	+9	+4	+9	Chakra bind (Neck)	7	14
15	+11/+6/+1	+9	+5	+9	Imp. essence capacity +3, planar detonation 8d6	8	15
16	+12/+7/+2	+10	+5	+10	Chakra bind (Belt), convergence	8	16
17	+12/+7/+2	+10	+5	+10	Planar detonation 9d6	9	17
18	+13/+8/+3	+11	+6	+11	Chakra bind (Chest)	9	18
19	+14/+9/+4	+11	+6	+11	Planar detonation 10d6	10	19
20	+15/+10/+5	+12	+6	+12	Chakra bind (Body), planar attunement	10	20

and makes her more intimidating to evil creatures. The nexus gains a +5 circumstance bonus to Diplomacy checks when interacting with good-aligned creatures, and a +5 circumstance bonus to Intimidate checks made to force an evil-aligned creature to act friendly towards her.

Tier 4: A nexus who reaches her fourth tier with the Heavens is protected from death by divine power. Once per week when the nexus is slain by an attack or spell from an evil-aligned creature, she is automatically restored to life as though by a *resurrection* spell.

HELLS (LAWFUL EVIL)

Tier 1: A nexus who gains her first convergence tier with the Hells gains resistance against acid, cold, and fire damage equal to her class level. In addition, she can choose to deal fire damage instead of piercing damage with her planar detonation; when doing so, she increases the damage dice for her planar detonation from d6s to d10s.

Tier 2: When dealing fire damage with her planar detonation, the nexus can take 1 point of essence burn before making her attack to manifest it as a 20 ft. cone;

creatures affected by the attack may make a Reflex saving throw for half damage. At 8th level and every 4 levels thereafter, the size of the cone increases by an additional 5 feet (e.g. going from a 20 ft. cone to a 25 ft. cone).

Tier 3: A nexus who reaches her third convergence tier with the Hells gains the ability to bind a creature with a devilish contract. As a full-round action the nexus can enter into an agreement with a creature that binds it to performing a particular task, or requires it to follow a specific command. This functions as a *geas/quest* spell with a caster level equal to the nexus' class level. The creature must agree to this contract and cannot be magically compelled to enter the agreement via compulsion effects, but can be coerced through mundane means or talked into agreeing after being affected by a charm effect.

Tier 4: A nexus who reaches her fourth tier convergence with the Hells can use her devilish contracts to claim a creature's soul. As long as a creature is bound by a devilish contract from her third tier convergence ability, she may attempt to claim that creature's soul as a standard action, regardless of her proximity to the creature. The creature

is entitled to a Will saving throw to resist the effect. Once a creature has failed their save they instantly die and the nexus can immediately use their soul to summon a devil whose total Hit Dice are less than or equal to the deceased creature's Hit Dice, or store the soul in an appropriate receptacle, such as a Blackened Pitchfork. Devils summoned by this ability return to the Hells one hour after they are summoned, or when you dismiss them as a standard action.

UNDERWORLD (LAWFUL NEUTRAL)

Tier 1: A nexus who gains her first convergence tier with the underworld gains resistance against cold and electricity equal to their class level, and a bonus to saving throws against disease and death effects equal to half their class level (minimum 1). In addition, they can choose to deal cold damage instead of piercing damage with their planar detonation; creatures struck by an attack dealing cold damage in this manner must succeed at a Fortitude save or be staggered for 1 round.

Tier 2: When dealing cold damage with her planar detonation, the nexus can take 1 point of essence burn before making her attack to manifest it as a 10 ft. radius, 40 ft. high vertical cylinder; creatures affected by the attack may make a Fortitude saving throw for half damage. At 8th level and every 4 levels thereafter, the radius and height of the cylinder each increase by an additional 5 feet.

Tier 3: A nexus who reaches her third convergence tier with the underworld gains the ability to negotiate with the forces of death to return a slain creature to life. Once per day the nexus may attempt a Diplomacy check (DC 15 + slain creature's HD) as a full-round action to return a creature to life as though using a *raise dead* spell. The nexus must make an offering to the underworld spirits worth at least 5,000 gp to use this ability; this offering is consumed regardless of whether or not the ability succeeds. For every 500 gp by which the nexus' offering exceeds 5,000 gp, she gains a +1 circumstance bonus on the associated Diplomacy check.

Tier 4: A nexus who reaches her fourth convergence tier with the underworld gains the ability to more easily wrest souls free from death's grasp, or return them to their rightful rest. Once per day the nexus may use *resurrection* as a spell-like ability with a caster level equal to her class level. The nexus does not need to provide any material costs or components for this effect. Alternatively, the nexus may use this ability on any undead creature she touches, forcing the creature to make a Will saving throw or be instantly destroyed. Undead with channel resistance add their channel resistance bonus to their saving throw against this effect.

NEXUS VEIL LIST

Nexus gain access to the following veils.

Hands: Balor's Whip, Black Iron Pitchfork, Efreeti's Brass Scimitar, Gauntlet of the Void, Immaculate Touch, Loyal Paladin's Spear of Light, Plaguebringer Gauntlets, Reaper's Scythe, Sword of Justice, Voidblade

Feet: Boatman's Ferry, Gelugon's Talons, Gilded Treads, Lavawalker's Boots, Marid's Sanadils, Pestilence Cloak, Ruin Treads

Head: Avatar of Light, Diadem of Pure Reflection, Djinni's Turban, Iron Crown, Mask of Elemental Adaptation, Mask of the Nosoi, Stare of the Ghaele

Wrists: Balor's Whip, Black Iron Pitchfork, Bracers of Oblivion, Dretch Flesh, Efreeti's Brass Scimitar, Gauntlet of the Void, Pasha's Crushing Gauntlets, Reaper's Scythe, Shackles of Perdition, Sword of Justice, Vambraces of Holy Scripture

Shoulders: Angelic Wings, Bralani's Brooch, Cloak of Darkness, Ferryman's Cloak, Grasping Black, Pestilence Cloak, Pit Fiend's Shroud, Shahzada's Dissolution

Headband: Circlet of Brass, Diadem of Pure Reflection, Frostbite Halo, Glabrezu's Gaze, Halo of Holy Light, Imp's Eyes, Spectacles of the Sheikh, Vanth's Eyes

Neck: Bralani's Brooch, Cry of the Erinyes, Five Rivers Amulet, Garden Warden's Gorget, Voice of the Janni, Vrock's Screech

Belt: Belt of Woven Gold, Bloodeater's Belt, Catrina's Sarong, Pincer Arms, Suli's Sash

Chest: Breastplate of the Righteous, Demon Lord's Hunger, Devil's Barbs, Heart of the Wight, Shaitan's Earthen Armor, Spiderweb Wrappings.

Body: Aerial Nimbus, Babau Skin, Feathers of the Yamaraj, Heart of the Efreet, Heaven's Blessing, Mantle of Infernal Dukedom, Martyr's Toga, Voidblade

FAVORED CLASS BONUSES

The following favored class options are available to all characters of the listed race who have radiant as their favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Aasimar: Choose one veil with the good or light descriptor and add +1/4 to the save DC of that veil.

Dhampir: Gain +1 point of energy resistance against positive energy effects.

Elf: Treat one veil you have shaped with the divination descriptor as having +1/6 additional essence invested; this does not count against your normal limit on invested essence.

Fetchling: Treat one veil you have shaped with the darkness descriptor as having +1/6 additional essence invested; this does not count against your normal limit on invested essence.

Gnome: Choose one veil with an elemental descriptor (acid, air, cold, earth, electricity, fire, or water); add +1/4 to the save DC of that veil.

Human: Gain +1/5 point of essence.

Ifrit: Add 1 point of fire damage to your planar detonation.

Oread: Add 1 point of bludgeoning damage to your planar detonation.

Sylph: Add 1 point of electricity damage to your planar detonation.

Tiefling: Choose one veil with the darkness or evil descriptor and add +1/4 to the save DC of that veil.

Undine: Add 1 point of cold damage to your planar detonation.

RADIANT

Radiants were first trained by the fey princess known as the Flowered Queen, back when she was a force of light and goodness throughout the planes, before the death of her son and the betrayal of her confidantes. While the Flowered Queen is no longer the force of benevolent light she once was, her teachings have continued to spread across the planes, with radiants training new disciples in the use of her powerful healing and defensive techniques, alongside mastery of akashic veils that emulate the powers of the fey, nature, and light. The radiant is a healer who can use her mastery of essence to literally pull sickness and disease out of her allies, attacking it with her own supernaturally enhanced constitution. While the radiant's primary role is to serve as a healer for her group, she also excels at buffing and protecting her allies, and can even learn to transfer illnesses and ailments from her allies to her enemies.

Starting Wealth: 3d6 x 10 gp (Average 105 gp).

Role: Radiants are healers, first and foremost, specializing in restoring their allies' health by fortifying and empowering their bodies with essence.

Alignment: The radiant can be of any alignment, but is typically good. Few evil creatures see the benefits of specializing in techniques that involve investing their hard won power into others.

Hit die: d6

Class Skills: The radiant class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks Per Level: 4 + Int modifier.

CLASS ABILITIES:

Proficiencies: Radiants are proficient with all simple weapons. They are proficient with light armor, but not with shields.

Veilweaving: A radiant learns to shape the magical power known as akasha into powerful veils, which are drawn from the radiant veil list. She knows and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the radiant's Wisdom modifier. She can only shape a certain number of veils per day (see radiant class table). Veils are constructs of pure magic and are suppressed while in the area of an *antimagic field* or similar phenomena.

At 1st level she also gains access to her own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the radiant's class table; the radiant's character level, as noted in the Akasha and Magic Interactions section, determines the maximum quantity of

essence she can invest in any single veil. As a swift action, she can reallocate her essence investments into her veils every round. A radiant must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Akashic Bond (Su): The radiant has the ability to unify itself with its allies by creating an akashic bond, a unique receptacle of akashic energy that can bind the radiant's life force to the life force of others, allowing her to ease their wounds and draw their ailments upon herself. The radiant may invest and reclaim essence into and from an ally other than herself within 60 ft. just like a veil or other akashic receptacle. The ally only needs to be within 60 ft. when the essence is first invested; they may move outside of that area and retain any benefits for essence invested, but additional essence cannot be invested until they return within 60 feet. To reclaim essence from an ally who is more than 60 ft. away, the radiant must take a number of points of essence burn equal to the regained essence.

For each point of essence invested in an ally in this manner, the ally gains 5 temporary hit points and a +1 insight bonus on saving throws. As long as essence is invested in the ally these temporary hit points do not expire and automatically restore themselves at a rate of 1 per minute. If an ally the radiant has invested essence into becomes diseased, poisoned, or fatigued, the radiant may draw this condition out of the ally and take it upon themselves by drawing the invested essence out of the ally (a swift action that can be taken as part of normally reassigning essence). If the condition originally allowed a saving throw, the radiant may make a new saving throw to resist the effect at its original DC.

Mind Over Matter: Beginning at 1st level, the radiant adds her Wisdom modifier to her Constitution modifier for Fortitude saving throws and when determining the total number of hit points gained each time she gains a level in the radiant class. In addition, she adds her Wisdom score to her Constitution score when determining the maximum number of negative hit points she can reach before dying.

Vivification (Su): Starting at 2nd level and every even level thereafter, the radiant may choose one vivification from the following list. Whenever the radiant invests essence into an ally with akashic bonds, she may grant them the benefits of one vivification she knows. For each additional point of essence invested in that creature, she may either grant them the benefits of an additional vivification she knows, or increase the benefits of an already granted vivification as described in its entry.

Clarity: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Intelligence score, +1 for each additional point of essence used with this vivification.

Durability: While this vivification is used on an ally, they gain a DR 1/-. This damage reduction increases by 1 for each additional point of essence used with this vivification.

*"The health of the individual
is the health of the community.
When sickness rests in one, it
rests in all."*

Ferocity: While this vivification is used on an ally, they gain a +2 insight bonus on their damage rolls, +2 for each additional point of essence used with this vivification.

Fortitude: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Constitution score, +1 for each additional point of essence used with this vivification.

Insight: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Wisdom score, +1 for each additional point of essence used with this vivification.

Might: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Strength score, +1 for each additional point of essence used with this vivification.

Personality: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Charisma score, +1 for each additional point of essence used with this vivification.

Renewal: Each minute the ally spends with essence invested in them they heal 1 point of ability damage. For each additional point of essence used with this vivification, an additional point of ability damage is healed each minute. For every hour an ally spends with essence invested in them, 1 point of ability drain they are suffering is converted into a point of ability damage. For each additional point of essence used with this vivification, an additional point of ability drain is converted to ability damage each hour.

Speed: While this vivification is used on an ally, they gain a +1 enhancement bonus to their Dexterity score, +1 for each additional point of essence used with this vivification.

Talent: The radiant chooses any one class skill she possesses. While this vivification is used on an ally that ally gains a +1 competence bonus on checks with that skill, +1 for each additional point of essence used with this

vivification. The radiant may take this vivification multiple times, choosing a different skill each time.

Chakra Binds: At 3rd level and every three levels thereafter, the radiant gains the ability to bind veils directly to her chakra, unlocking potent new abilities. The radiant gains the ability to bind slots in the following order: Hands, Head, Headband, Neck, Belt, and Body.

TABLE 3: RADIANT

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL	VEILS	ESSENCE
1	+0	+2	+2	+2	Akashic bond, mind over matter	1	1
2	+1	+3	+3	+3	Vivification	2	2
3	+1	+3	+3	+3	Chakra bind (hands), imp. essence capacity +1, martyr's renewal	2	3
4	+2	+4	+4	+4	Unwilling bond, vivification	2	4
5	+2	+4	+4	+4	Martyr's renewal	3	5
6	+3	+5	+5	+5	Chakra bind (head), vivification	3	6
7	+3	+5	+5	+5	Martyr's renewal	3	7
8	+4	+6	+6	+6	Vivification	4	8
9	+4	+6	+6	+6	Chakra bind (headband), imp. essence capacity +2, martyr's renewal	4	9
10	+5	+7	+7	+7	Vivification	4	10
11	+5	+7	+7	+7	Martyr's renewal	5	12
12	+6/+1	+8	+8	+8	Chakra bind (neck), vivification	5	14
13	+6/+1	+8	+8	+8	Martyr's renewal	5	16
14	+7/+2	+9	+9	+9	Vivification	6	18
15	+7/+2	+9	+9	+9	Chakra bind (belt), imp. essence capacity +3, martyr's renewal	6	20
16	+8/+3	+10	+10	+10	Vivification	6	22
17	+8/+3	+10	+10	+10	Martyr's renewal	7	24
18	+9/+4	+11	+11	+11	Chakra bind (body), vivification	7	26
19	+9/+4	+11	+11	+11	Resurrection	7	28
20	+10/+5	+12	+12	+12	Transcendence, vivification	8	30

Improved Essence Capacity: The radiant's mastery of akasha and life energy has made her particularly talented at investing essence. At 3rd, 9th, and 15th level the maximum essence capacity of all her essence receptacles increases by 1.

Martyr's Renewal (Su): Starting at 3rd level, the radiant gains the ability to draw additional status effects out of her allies and cure certain status ailments automatically instead of suffering their effects.

3rd level: The radiant gains the ability to draw the shaken and sickened conditions out of her allies when reclaiming essence. Whenever the radiant draws the fatigued condition out of an ally, it is automatically cured and the radiant does not suffer its effects.

5th level: The radiant gains the ability to draw the dazed and staggered conditions out of her allies when reclaiming essence. Whenever the radiant draws the diseased condition out of an ally, it is automatically cured and the radiant does not suffer its effects.

7th level: The radiant gains the ability to draw the frightened and exhausted conditions out of her allies

when reclaiming essence. Whenever the radiant draws the shaken or sickened conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

9th level: The radiant gains the ability to draw the blinded and deafened conditions out of her allies when reclaiming essence. Whenever the radiant draws the poisoned condition out of an ally, it is automatically cured and the radiant does not suffer its effects.

11th level: The radiant gains the ability to draw the cursed and nauseated conditions out of her allies when reclaiming essence. Whenever the radiant draws the frightened or exhausted conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

13th level: The radiant gains the ability to draw the paralyzed and stunned conditions out of her allies when reclaiming essence. Whenever the radiant draws the blinded or deafened conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

15th level: Whenever the radiant draws the cursed or nauseated conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

17th level: Whenever the radiant draws the paralyzed or stunned conditions out of an ally, it is automatically cured and the radiant does not suffer its effects.

Unwilling Bond (Su): Starting at 4th level, the radiant can attempt to force essence into an unwilling creature, turning it into a receptacle for the negative conditions inflicted upon her and her allies. The radiant may spend a standard action to attempt to invest essence into a single creature she can see within 60 ft.; the creature may make a Will saving throw to resist the effect, causing the radiant to take a point of essence burn on a successful save. Creatures who fail their save can be invested with essence just like a normal essence receptacle and take a—1 penalty to attack and damage rolls per point of essence invested. In addition, as long as the creature has at least 1 point of essence invested in them, the radiant can transfer any negative condition she could normally transfer into herself onto the target of her unwilling bond instead, forcing the target to suffer the condition's effects as though they were the original target. If the effect allowed a saving throw, the target may attempt a new save at the original DC, though they take a penalty on this save equal to the number of points of essence currently invested in them.

Resurrection (Su): Beginning at 19th level the radiant can use their own life energy to restore a slain ally to life. As a standard action, the radiant may take 6 points of essence burn to restore one creature within 60 ft. who has died within the last 10 minutes to life with half their normal maximum hit points. The creature's body does not need to be intact but more than 50% of the corpse must be present for this ability to function.

Transcendence (Su): At 20th level the radiant becomes a transcendent being and a near endless font of life. As long as the radiant is conscious, allies with her essence invested in them are immune to death effects, as is the radiant herself. Whenever an ally with essence invested in them would be killed by taking hit point damage, the radiant may take any amount of essence burn as an immediate action to negate up to 10 points of the damage from that attack or effect per point of essence burned. In addition, the radiant herself becomes immortal and does not die from old age, remaining in her current age category indefinitely. The radiant is immune to magical aging effects, but can still be affected by abilities that reduce her age.

RADIANT VEIL LIST

Radiants gain access to the following veils.

Hands: Aphos's Blooded Gauntlets, Banelight Vortices, Hands of the Bard, Immaculate Touch, Loyal Paladin's Spear of Light, Snakehandler's Gauntlets, Verdant Vambraces

Head: Avatar of Light, Diadem of Pure Reflection, Hyandil's Flowered Crown, Mask of Elemental Adaptation, Nymph's Visage, Sparkling Alicorn, White Rider's Sash

Headband: Criniere of Warding, Dreamcatcher, Duxunadus's Icy Gaze, Headband of Holy Light, Liminal Repartee, Nymph's Visage, Spectacles of the Sheikh

Neck: Bralani's Brooch, Cloak of Thorns, Courtesan's Cloak, Criniere of Warding, Garden Warden's Gorget, Liminal Repartee, Metabolist's Scarf, Priestess' Clasp of Rebirth, Sparkling Alicorn

Belt: Aphora's Belt of Fire, Belt of Woven Gold, Guardian Sash, Stone Giant's Girdle, Suli's Sash, Unicorn's Barding, Verdant Vambraces, Waistband of the Wealthy, White Rider's Sash

Body: Aerial Nimbus, Ceradon's Eternity, Heart of Yggdrasil, Heaven's Blessing, Luminosity of the Lurker in Light, Martyr's Toga, Stone Giant's Girdle, Unicorn's Barding

FAVORED CLASS BONUSES

The following favored class options are available to all characters of the listed race who have radiant as their favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Aasimar: Choose one veil with the good or healing descriptor and add +1/4 to the save DC of that veil.

Elf: Treat one veil you have shaped with the charm or divination descriptor as having +1/6 additional essence invested; this does not count against your normal limit on invested essence.

Gathlain: Add +1/4 to the saving throw DCs of any veil from the Dryad's Verdancy set.

Ghoran: Add +1/4 to saving throws against the following effects: mind-affecting, paralysis, poison, polymorph, sleep, or stunning.

Gnome: Add +1 points of healing when using a veil with the healing descriptor on a creature of the plant or animal type.

Human: Gain +1/5 point of essence.

Ifrit: Add +1/4 to all saving throws made against poison or disease effects.

Oread: Increase your natural armor bonus by +1/5.

Ratfolk: Gain +1/3 point of essence that can only be invested in your akashic bond class feature.

Sylph: Whenever a veil grants you a fly speed, increase that fly speed by 1 foot (only effective in units of 5)

Undine: Choose one veil with the healing or cold descriptor and increase the hit point healing or damage of the veil's abilities by 1 point.

Akasha is the power of creation itself, the very essence of magic. Akasha resonates with arcane, divine, and psionic energy, often acting as a natural amplifier for those power sources, though it is potent in its own right. Sages and scholars have debated whether akasha is the result of those power sources mixing and meshing with the life energy of mortal beings, or if perhaps it is the undiluted source from which those diverse powers sprang. What is known is that all creatures have some facility to access this power or be accessed by it.

Veils are the most common tools by which akashic magic is utilized, created when a creature channels akashic energy through natural conduits in the body, known as chakra. This energy is then molded by the willpower of the creature from which it sprang into a semi-tangible construct capable of converting the wielder's life energy, known as essence, into a near infinite variety of effects.

Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when veils or other akashic effects are activated, a given creature can only devote a certain amount of their essence to any particular function. This is done by investing the essence into the chosen receptacle, which could be a veil, akashic feat, or other ability. Investing essence or changing where essence is invested is typically a swift action.

Veils are limited only by the wearer's focus and imagination. When a character first gains access to a veilweaving class, she has the potential to manifest and utilize any veil available to that class, though their facility with that veil may vary depending on the size of their essence pool and whether or not they have unlocked the associated chakra, enabling them to bind a veil or effect.

Binding is a process veilweavers and other wielders of akashic magic learn through experience and growth. When they've utilized a particular chakra long enough that it has become imbued with a surplus of akashic power, akashic characters learn how to build even more complex and powerful constructs by utilizing the reinforced channels of energy in their bodies. This is the process known as binding, and it is possibly one of the most potent abilities any veilweaver can learn.

CHAKRAS AND VEILS

Every veil is associated with a chakra, even if it is not bound to it. Chakras are points on the body that conduct magical energy. Veils do not interfere with magic items that occupy the same slot. The veil appears as a translucent eldritch construct surrounding that part of the body. You cannot shape two veils that occupy the same chakra. Each chakra corresponds directly to the matching equipment slot. Some veils can occupy one of two or more different equipment slots; you choose when you manifest your veil which of these slots you want it to occupy. Even if the veil can occupy more than one slot, you cannot have more than

one instance of a given veil shaped at the same time. The available slots are: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, Body. Some classes may gain access to specific and unique veils and chakra slots not normally available.

Veils can be bound to a slot to increase their power once a character has reached a certain level of experience in manipulating akasha. By binding a veil to that slot the veilweaver gains the most potent abilities from the veil by flooding it with even more of their inherent akashic energy. Once a character has gained the ability to bind veils to a particular slot, they can automatically bind a veil there as part of the process of shaping their veils for the day.

AKASHA AND MAGIC INTERACTIONS

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities.

Spell resistance is effective against most veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the Horns of the Minotaur, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.

Veils are mostly physical constructs of akasha, and as such can be targeted by effects like a sunder attack; a veil that takes more than twice the veilweaver's level in damage in a single attack is suppressed and does not function for 1d4 rounds. Veils have a Hardness score equal to the veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of essence currently invested. Veils can also be targeted by *dispel magic*, *mage's disjunction*, or similar spell effects, and are treated as a magic item when determining the effects. A veil successfully affected by a *mage's disjunction* is suppressed for the duration of the spell and any essence invested in a suppressed veil becomes unavailable until the effect ends. Veils are nearly invisible until invested with at least one point of essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that they have an uninvested veil shaped, though *detect magic*, *true seeing*, or similar effects automatically reveal their presence. As soon as a point of essence is invested in a veil they flare into tangibility and are easily noticeable, imposing a—5 penalty on Disguise checks to hide their presence or function.

Binding Essence: Some feats and veils will require you to bind, rather than invest, essence into them. When

essence is bound into a receptacle, it cannot be recovered or reassigned to another receptacle until 24 hours have passed, or until the next time the user shapes their veils for the day, whichever comes first. If the receptacle is sundered or disjoined, the user immediately takes essence burn equal to the total essence invested in the veil. Once the burn has recovered, they can reinvest the essence normally.

Bonuses from shaped veils: Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different veils or a veil and a spell or spell-like effect.

Companions: Some veils grant the veilweaver the ability to conjure, create, or summon companion creatures, such as angels, treants, and zombies. Whenever a creature is granted or created by a veil ability, it is able to understand the veilweaver's commands and always follows their instructions to the best of its ability. Creatures granted by veils cannot be banished or dismissed since they are tied to the veilweaver's life force, but any effect that sunders, dispels, or otherwise unshapes a veil immediately dismisses the companion creature unless specifically noted otherwise.

Descriptors: Veils use many of the same descriptors as spells. Whenever a veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since veils do not have schools, subschools, domains, or disciplines, these descriptors are the primary way to categorize and identify a veil and its effects.

Essence Burn: Some spells and abilities cause essence burn. Essence that has been burned cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

Essence Capacity: However large their essence pool is, a character can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other akashic receptacle. The character's total character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify their total capacity:

CHARACTER LEVEL	ESSENCE CAPACITY
1st–5th	1
6th–11th	2
12th–17th	3
18th–20th	4

Identifying veils and effects: Information about a veil's properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Identify a magical manifestation as akasha or veilweaving	DC 10
Identify a specific veil's basic properties	DC 15
Identify a specific veil's bind effects	DC 20

In areas where akashic magic is uncommon or otherwise unheard of, increase the DC of these checks by 5.

Veilweavers can also disguise the presence or function of their veils using the Disguise skill, disguising their veils as extravagant clothing or even natural extensions of their own body. A creature cannot attempt to identify a disguised veil without first succeeding on a Perception check to notice that it is a veil.

Ongoing effects and unconsciousness: Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while they have active veils shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the Stone Giant's Girdle, continue to accrue as normal. Veils that are sundered while the veilweaver is unconscious are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes their veils. The veilweaver may willingly suppress the active effects of any veil they have shaped as a free action and resume them as a move action; the veilweaver may resume the effects of multiple veils as part of the same move action.

Per Day Abilities: Some veils grant spell-like abilities that can be used a limited number of times per day. These veils use the same saving throw DC as your other veil abilities. These uses are only refreshed when you reshape your veils for the day; abilities like the vizier's veilshifting do not allow you to reshape the veil and replace it with a new instance of itself for additional uses.

Temporary essence: Some abilities may grant the veilweaver temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

Temporary hit points and additional Hit Dice: Temporary hit points and additional HD granted by veils or other akashic effects start at full when essence is first invested and regenerate at a rate of 1 hit point per minute, but cannot be restored by removing and re-adding essence to the veil. Essence invested in a veil or other akashic receptacle that grants up to a certain amount of temporary hit points or bonus Hit Dice after the first time you invest essence for the day instead starts at 1 hit point and regenerates up to its normal maximum amount.

Weapon-like Veils: Weapon-like veils are veils that can be wielded and used as a weapon, such as the Loyal Paladin's Spear of Light or the Sword of Justice. These veils use the same damage dice and critical statistics as any weapon they are described as acting as. Veilweavers are always proficient with any weapon-like veil they shape. Veils that grant selectable weapon enhancements, such as the Reaper's Scythe, may choose which weapon enhancements to use each time essence is invested. If

a weapon-like veil is disarmed or otherwise removed or released from your grasp, it immediately dissipates and can be reformed as a free action on your next turn; this supersedes the limitations on previously published weapon-like veils, such as Loyal Paladin's Spear of Light, which states that it requires a swift action to recover.

VEILS

ANGELIC ARMAMENTS (HEAVENS)

ANGELIC WINGS

Descriptors: Good

Class: Daevic, Nexus, Vizier

Slot: Shoulders

Saving Throw: none

Brilliant white wings of gleaming energy sprout from your shoulders and settle around you like a fine cloak.

Shaping this beautiful veil gives you a pair of wings that allow you to glide. You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet you fall.

ESSENCE

When you have a least 1 point of essence invested in this veil you gain a fly speed of 10 ft. with clumsy maneuverability. For each additional point of essence invested in this veil your fly speed increases by 10 ft. and your maneuverability increases by 1 step.

CHAKRA BIND (SHOULDERS) [D10, N10, V10]

Binding this veil to your Shoulders chakra fills your wings with potent protective capabilities. Whenever you are reduced to 25% or less of your maximum hit point total while this veil is active, you gain the benefits of a *sanctuary* spell that lasts until your hit point total is raised above 25%. Attacking another creature while this effect is active suppresses this benefit for 1 round. In addition, whenever an ally within your line of sight is reduced to 25% or less of their maximum hit point total, you may teleport directly to a square adjacent to them as an immediate action. As long as you are adjacent to an ally whose current hit points are 25% or less of their maximum hit point total, they do not provoke attacks of opportunity for moving out of enemies' threatened spaces.

AVATAR OF LIGHT

Descriptors: Good

Class: Guru, Nexus, Radiant, Vizier

Slot: Head

Saving Throw: None

Shedding a warm and calming radiance, this shimmering orb hovers about your shoulders, protecting and aiding you.

By weaving this unusual veil, you create a conduit of pure akasha that tethers your essence to a holy being of pure light called a lucent. This lucent is a loyal servant and follows your commands to the best of its abilities.

ESSENCE

For each point of essence invested in this veil, the lucent gains a +1 insight bonus to attack and damage rolls, saving throws, and skill checks, as well as gaining 5 additional hit points. For every two points of essence invested into this veil, the lucent gains 1 additional point of essence in its essence pool.

CHAKRA BIND (HEAD) [G8, N6, R6, V6]

Binding this veil to your Head chakra temporarily fuels the lucent with supernatural power. The lucent gains a number of additional Hit Dice (d10s) equal to the number of points of essence invested in this veil, an equal number of points of essence in its essence pool, and treats its essence receptacles as though it shares any improved essence capacity class feature increases you possess. Hit points gained from these additional HD start each day at full but are not restored when essence is removed and re-added; they must be healed normally. In addition, the lucent can communicate telepathically with you at a distance of up to 1 mile per veilweaver level.

BELT OF WOVEN GOLD

Descriptors: Conjunction (teleportation), good, light

Class: Daevic, Guru, Nexus, Radiant, Vizier

Slot: Belt

Saving Throw: None

"Also righteousness will be the belt about his loins, and faithfulness the belt about his waist."

When you have this veil shaped, you gain the ability to teleport yourself and any worn or carried equipment up to 10 ft. as a move action, but you must begin and end the teleportation in an area of bright light. Whenever you move via teleportation, lingering magical energy forms a protective nimbus of holy light about you, granting you a +1 sacred bonus to your AC that lasts until the start of your next turn; if the light level around you drops below bright, such as if the area is dimmed by a *darkness* spell or similar effect, this bonus immediately ends.

ESSENCE

For each point of essence invested in this veil the distance you can teleport increases by 5 ft. and the sacred bonus to AC granted after

SIDEBAR: LUCENTS

teleporting increases by +1.

CHAKRA BIND (BELT) [D13, G17, N16, R15, V16]

Binding this veil to your Belt chakra greatly increases its transportive and protective properties. The maximum distance you can teleport becomes 100 ft. + 100 ft. per point of essence invested, though you must still begin and end your teleportation in an area of bright light. In addition, whenever an enemy confirms a critical hit against you with a melee weapon, after dealing damage they must succeed at a Will saving throw or be instantly teleported 30 ft. + 10 ft. per point of essence invested directly away from you. If the creature would be sent to a space that is already occupied (such as by another creature or a physical object such as a wall) they are instead sent to the closest unoccupied space to their destination.

BREASTPLATE OF THE RIGHTEOUS

Descriptors: Good, law

Class: Daevic, Nexus

Slot: Chest

Saving Throw: None

"Some say only the righteous will see their god, but I say the evil who see the righteous are likely to see their god a whole lot sooner."
—Sir Deveron the Just, Bane of the Wicked

Shaping this veil allows you to create a light and durable breastplate out of pure akasha. This nearly weightless breastplate grants a +6 armor bonus to your AC, has a maximum Dexterity bonus of +3, an armor check penalty of –2, and no arcane spell failure chance. Your speed is not reduced while wearing this breastplate and you are always considered proficient in its use.

ESSENCE

For each point of essence invested in this veil the granted breastplate gains a +1 enhancement bonus to AC. Enhancement bonuses can be spent to increase the AC bonus of the armor or to add armor special abilities such as *light fortification* or *invulnerability*, but the armor must have at least a +1 enhancement bonus before special abilities can be added and the total enhancement bonus to AC cannot exceed +5.

CHAKRA BIND (CHEST) [D19, N18]

Binding this veil to your Chest chakra greatly enhances its protective capabilities. You gain a sacred bonus to your saving throws equal to the armor's enhancement bonus to AC, and spell resistance equal to 10 + 1 per point of essence invested; if you already have spell resistance from another source, such as from the Feet chakra bind of the Gilded Treads veil,

Lucents are neutral good outsiders unable to manifest outside of the heavenly realms without being tethered to the essence of a veilweaver or akashic host. Lucents have the following base statistics.

LUCENT CR 1/4

XP 100

NG tiny outsider (akashic, good)

Init +4; **Senses** low-light vision, darkvision 60 ft., Perception +15

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 size, +3 Dex)

hp 4 (1d10-1)

Immune sleep

Fort –1, **Ref** +5, **Will** +2

OFFENSE

Speed 5 ft., fly 15 ft. (perfect)

Ranged light blast +4 (1d4+1)

Space 2-1/2 ft.; Reach 5 ft.

STATISTICS

Str 3, **Dex** 16, **Con** 8, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** –5; **CMD** 10 (can't be tripped)

Feats Alertness

Skills Acrobatics +4, Knowledge (planes) +3, Perception +6, Sense Motive +6, Stealth +11; Racial Modifiers +4 Stealth

Languages Celestial, understands any language spoken by a veilweaver manifesting it through a veil

Essence Pool 1

SPECIAL ABILITIES

Light Blast (Su): Lucents can fire a ray with a range of 30 ft. that deals 1d4 electricity damage plus the lucent's Charisma modifier. Lucents can invest essence into their light blast to gain a +1 enhancement bonus to attack and damage per point of essence invested (maximum +5).

Nimble Flyer (Su): Lucents can invest essence into their fly speed to increase their speed by 5 ft. per point of essence invested.

Revivify (Su): The lucent can take 1 point of essence burn to release a small burst of positive energy that can be used to heal an adjacent living creature for 1d10 + 1 hit points. The lucent can use this ability a total number of times per day equal to its master's veilweaving level.

this spell resistance stacks (so a veilweaver with 3 points of essence invested in their Gilded Treads while using its chakra bind ability and 3 points of essence invested in the Breastplate of the Righteous would have SR 28 against spells cast by evil or chaotic creatures). Whenever a creature fails a check to penetrate your spell resistance, they must succeed at a Will saving throw or be dazed for 1 round.

GILDED TREADS

Descriptors: Good, law

Class: Guru, Nexus

Slot: Feet

Saving Throw: Will; see text

Bands of golden light encircle your feet and ankles, forming sandals woven from holy energy.

While you have this veil shaped, your steps fill the air around you with a dense haze of akashic energy fused with the power of the upper planes. Whenever you move through a space, any creature whose alignment includes a chaotic or evil component treats the entire space as difficult terrain for 1 round. This can affect aerial spaces and flying creatures.

ESSENCE

For each point of essence invested in this veil chaotic or evil creatures must expend an additional square of movement to pass through a space the Gilded Treads have turned into difficult terrain.

CHAKRA BIND (FEET)

[G5, N4]

Binding this veil to your Feet chakra amplifies their warding power and unlocks new and more potent abilities. As a full-round action, you can create a ward of protective energy that extends out from you in a 10 ft. radius sphere and lasts until the start of your next turn. All allies within the area of this sphere gain spell resistance equal to 12 + the number of points of essence invested against any spell, spell-like ability, psionic power, or veil effect cast or manifested by a creature whose alignment includes a chaotic or evil component. Any creature with the chaotic or evil subtype who attempts to enter this sphere must succeed at a Will saving throw or be immediately rebuffed, unable to enter protected spaces for 1 round. For each point of essence invested in this ability, the radius of the sphere increases by 5 feet.

GARDEN WARDEN'S GORGET

Descriptors: Good, fire

Class: Daevic, Guru, Nexus, Radiant, Vizier

Slot: Neck

Saving Throw: Reflex; see text

This gleaming gorget encircles your neck with holy flames that consume arrows and bolts seeking your flesh.

While you are under the protection of this fiery veil, any arrow, bolt, thrown weapon, or other ranged ammunition or projectile that would successfully strike you takes 1d6 fire damage. This damage is not halved against objects. Any weapon or projectile that is broken by this effect deals half damage, and destroyed weapons and projectiles deal no damage to you.

ESSENCE

For each point of essence invested in this veil the fire damage dealt to thrown weapons and projectiles that would successfully strike you increases by an additional 1d6.

CHAKRA BIND (NECK)

[D16, G14, N14, R12, V14]

Binding this veil to your Neck chakra allows you to breathe in the protective flames and exhale them in an explosive fury, granting you a breath weapon that can be used as a swift action and which deals 1d6 damage in a 15 ft. cone, plus 1d6 for each point of essence invested (Reflex half). Against evil-aligned creatures, this breath weapon instead uses d8s for its damage dice, and against creatures with the evil subtype it uses d10s. Half the damage dealt is fire damage, but the other half results directly from akashic power infused with holy energy and is therefore not subject to being reduced by resistance to fire-based attacks. For each point of essence invested in this veil, the size of the cone increases by an additional 5 ft. (so a 15 ft. cone becomes a 20 ft. cone). This ability drains much of the energy of the veil and requires 1d4 rounds to recharge before it can be used again.

HALO OF HOLY LIGHT

Descriptors: Good, light

Class: Guru, Nexus, Radiant, Vizier

Slot: Headband

Saving Throw: None; see text

A perfect halo of gleaming golden light around your brow implies a purity and innocence uncommon amongst most adventurers.

While you have this veil shaped, you shed bright light in a 20 ft. radius around yourself. Any creature within the area of this effect whose alignment includes an evil component is dazzled until they leave the affected area. This is considered a light effect with a spell level equal to 1 + the number of points of essence invested that can dispel darkness effects of equal or lower equivalent spell level.

ESSENCE

For each point of essence invested in this veil the radius of bright light increases by 10 feet.

CHAKRA BIND (HEADBAND) [G11, N12, R9, V12]

Binding this veil to your Headband chakra suffuses the light you shed with positive energy. Any positive energy effect used within the area of the light shed by this veil is automatically maximized, treating all variable numeric effects as though they had rolled the maximum possible result. In addition, you gain the ability to channel energy 1 + your veilweaving modifier times per day as a good-aligned cleric of your veilweaver level.

HEAVEN'S BLESSING

Descriptors: Good

Class: Guru, Nexus, Radiant

Slot: Body

Saving Throw: Will; see text

Runes of white light spiral out from your navel to encase your entire body in celestial scripture.

When you shape this potent protective veil the forces of good are channeled through your life energy, reinforcing you and your allies while debilitating your enemies. You and any ally who can see you gain a +1 sacred bonus to attack rolls, weapon damage rolls, and Charisma-based skill checks. Any enemy who can see you must succeed on a Will saving throw or take a—1 penalty to attack rolls, weapon damage rolls, and Wisdom-based skill checks for as long as they can see you and for 1 round thereafter.

ESSENCE

For each point of essence invested in this veil the bonus to yours and your allies weapon damage rolls and Charisma-based skill checks increases by +1, and the penalty to enemies weapon damage rolls and Wisdom-based skill checks is increased by an additional—1.

CHAKRA BIND (BODY) [G20, N20, R18]

Binding this veil to your Body chakra unleashes the full power of Heaven's Blessing, allowing you to use *holy word* as a spell-like ability a number of times per day equal to 1 + your veilweaving modifier.

SWORD OF JUSTICE

Descriptors: Fire, good

Class: Daevic, Nexus

Slot: Hands, Wrists

Saving Throw: Reflex; see text

A fiery blade of light springs forth from gauntlets forged of pure akashic energy.

When you shape this veil you gain the ability to manifest a holy sword made of akasha infused

with the power of the upper planes. This weapon-like veil acts as a short sword sized appropriately for you, but instead of dealing piercing damage like a normal short sword, half the damage dealt by this weapon is fire damage and the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

For each point of essence invested in this veil, the weapon deals an additional 1d6 points of damage. Like the base damage of this weapon, half of this damage is fire damage and the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

CHAKRA BIND (HANDS) [D4, N2]

Binding this veil to your Hands chakra grants your Sword of Justice a +1 enhancement bonus per point of essence invested (maximum +5). For each point of essence invested in this veil beyond 5, you gain a +1 competence bonus to your CMB and CMD when performing or resisting a disarm or sunder attempt with this weapon. In addition, you may choose to manifest the Sword of Justice as either a longsword or a short sword, chosen each time you manifest the weapon.

CHAKRA BIND (WRISTS) [D7, N8]

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and you may wield the Sword of Justice as a thrown weapon with a range increment of 10 ft. + 5 ft. per point of essence invested. When used as a thrown weapon the Sword of Justice does not dissipate for leaving your grasp and returns to you after the attack is resolved; if you no longer have a free hand after resolving an attack in this manner, the Sword of Justice dissipates as normal. Whenever you confirm a critical hit with your Sword of Justice, each enemy adjacent to the target of your attack takes 1d6 fire damage, plus an additional 1d6 fire damage per point of essence invested (Reflex half).

VAMBRACES OF HOLY SCRIPTURE

Descriptors: Good, law

Class: Daevic, Nexus

Slot: Wrists

Saving Throw: Will

You think you can just make out faintly glowing runes within the silvery vambraces girding your forearms with akashic energy.

While this veil protects you, any creature that deals damage to you with a melee attack must

succeed on a Will saving throw or be dazzled for 1 round. Creatures who are already dazzled are instead blinded until the end of your next turn.

ESSENCE

For each point of essence invested in this veil the duration of the dazzled and blinded effects increases by 1 round.

CHAKRA BIND (WRISTS)

[D7, N8]

Binding this veil to your Wrists chakra causes the faint runes hidden within their depths to flare into brilliant visibility, imposing harsh consequences on chaotic or evil creatures who would do you harm. Whenever a creature whose alignment includes a chaotic or evil component deals damage to you with a melee attack, the wards flare to life dealing 1d6 points of damage to the attacker, plus an additional 1d6 damage for each point of essence invested (Will half). Outsiders with the chaotic or evil subtypes who take 10 or more points of damage from this effect must succeed at a second Will saving throw or be banished back to their home plane; creatures banished in this manner cannot return to the plane they were banished from for 24 hours.

BOATMAN'S ENSEMBLE (UNDERWORLD)

BOATMAN'S FERRY

Descriptors: None

Class: Nexus, Vizier

Slot: Feet

Saving Throw: None

The air around your feet shimmers with the image of a simple river-boat gliding across flowing waters.

Shaping the Boatman's Ferry allows you glide over physical obstructions with ease. You ignore all difficult terrain and can walk on water like solid ground. You can use this ability to attempt to cross other liquid surfaces such as acid or pools of lava, but any damage that would be caused by exposure to such substances is dealt directly to the veil.

ESSENCE

For each point of essence invested in this veil your base land speed increases by 10 feet.

CHAKRA BIND (FEET)

[N4, V4]

Binding this veil to your Feet chakra causes the ferry to spring into full and glorious "life", bringing the waters of Acheron with it. Whenever you deal positive energy damage to an undead creature while they are in a square adjacent to you, that damage is maximized, treating all variable numeric effects as though they had rolled the maximum possible result. Whenever a creature

with a doom mark on it dies while in a square adjacent to you, any healing you receive as a result is also maximized.

BRACERS OF OBLIVION

Descriptors: Darkness, emotion, fear

Class: Daevic, Eclipse, Nexus

Slot: Wrists

Saving Throw: Will; see text

The inky depths of inevitability encase your forearms, swallowing light, hope, and fear.

While this veil is shaped you gain a 20 ft. aura that lowers the light around you by 1 step (Bright light to normal, normal light to dim, dim light to darkness). In addition, any negative emotion effects (such as a *fear* spell or Intimidate check to demoralize) that would affect an ally within the radius take a—2 penalty to their saving throw DC or skill check. Any negative emotion effects that would affect a non-allied creature (any creature whose attitude towards you is indifferent or worse as described in the Diplomacy skill) within the radius of this effect instead gain a +1 insight bonus to their saving throw DC or skill check.

ESSENCE

For each point of essence invested in this veil, the radius of the granted aura increases by 5 ft. and the insight bonus to saving throw DCs and skill checks for emotion effects targeting non-allied creatures increases by +1. For every 2 points of essence invested, the penalty to saving throws and skill checks for negative emotion effects targeting an ally increases by an additional—1.

CHAKRA BIND (WRISTS)

[D7, E12, N8]

Binding this veil to your Wrists chakra surrounds you in a protective aura of debilitating ennui. Whenever a creature deals damage to you with any attack or effect while they are within the aura created by this veil, they must succeed at a Will saving throw or be shaken and become unable to benefit from morale bonuses; creatures who are already shaken become frightened instead. This effect lasts for as long as the creature remains within your aura and for 1 round thereafter.

CATRINA'S SARONG

Descriptors: Cold, death

Class: Daevic, Guru, Nexus, Vizier

Slot: Belt

Saving Throw: Fortitude; see text

The oddly bright and cheerful colors of this wrap belie its dark power.

Shaping this deceptively cheerful veil fills you with the cold power of death. You gain a +2 insight bonus to grapple checks and never

provoke an attack of opportunity for attempting a grapple combat maneuver. Any creature you are grappling, or any creature who is grappling you or who has swallowed you whole, takes 1d6 cold damage each round at the end of your turn.

ESSENCE

For each point of essence invested in this veil, the insight bonus to grapple checks increases by +1 and the cold damage dealt increases by 1d6.

CHAKRA BIND (BELT) [D13, G17, N16, V16]

Binding this veil to your Belt chakra allows you to bestow the Catrina's kiss of death on a grappled, helpless, or willing target as a move action. The target must succeed at a Fortitude save or take 3d6 points of damage; undead creatures take positive energy damage, living creatures take negative energy damage, and creatures who are neither alive nor dead, such as constructs, take untyped energy damage. Any creature damaged by your kiss for three consecutive rounds instantly dies, regardless of how many hit points it has remaining. Creatures of the old age category take a -2 penalty on saving throws to resist this ability, while those in the venerable age category take a -4 penalty. For each point of essence invested in this veil, the damage dealt by this ability increases by 1d6.

FEATHERS OF THE YAMARAJ

Descriptors: Electricity

Class: Daevic, Nexus, Vizier

Slot: Body

Saving Throw: None

Sooty feathers composed of translucent gray energy spring from your flesh, granting you some of the power of Purgatory's fiercest guardians.

Shaping this veil grants you some of the power of a yamaraj. You gain electricity resistance 5 (or increasing your existing electricity resistance by 5); whenever you would be damaged by an electrical attack, any damage that is negated by your resistance is instead gained as temporary hit points that last for 1 hour. In addition, you gain DR 1/adamantine.

ESSENCE

For each point of essence invested in this ability, your electricity resistance increases by 2 and the damage reduction granted by this veil increases by 1.

CHAKRA BIND (BODY) [D12/20, N20, V20]

Binding this veil to your Body slot allows you to use any of the following spells as a spell-like ability a total of 3 times per day: *banishment*, *dimensional anchor*, *greater restoration*, *plane shift*, or *resurrection*. You must still pay any material costs of these spells.

FERRYMAN'S CLOAK

Descriptors: None

Class: Eclipse, Nexus, Vizier

Slot: Shoulders

Saving Throw: Fortitude

The dark shroud of Styx's ferryman lies uncomfortably about your shoulders, filling you with hate and warding you with calm all at once.

Shaping this veil shrouds you in the powers of deathly transition allowing you to transfer negative effects from yourself to another creature. Negative effects and conditions with a set duration continue for that duration minus the rounds you spent suffering from the effect. Whenever you are suffering from the fatigued or shaken conditions, you may spend a swift action to attempt to transfer one of those conditions to another creature within 60 ft., though that creature is entitled to a Fortitude saving throw to resist the transfer. Creatures who currently have a doom mark on them are not entitled to a saving throw against this effect. You may take attempt this action as long as you are conscious, even if you would otherwise be prevented from taking any actions, such as due to being dazed or stunned.

ESSENCE

For each point of essence invested in this veil, you gain the ability to transfer an additional type of condition with this veil. The conditions you can transfer and the order you can transfer them in are as follows:

ESSENCE	CONDITION
1	diseased and sickened
2	dazed and staggered
3	cursed and poisoned
4	exhausted and frightened
5	deafened and nauseated
6	blinded and paralyzed
7	stunned

Additional essence invested beyond 7 increases the DC to resist this veil's effect by an additional +1.

CHAKRA BIND (SHOULDERS) [E15, N10, V10]

Binding this veil to your Shoulders chakra allows you to draw the abilities out of other creatures and take them upon yourself. As a swift action you may target one creature within 60 ft.; unless that creature succeeds on a Fortitude save you gain any one of the following abilities the target possesses (chosen by you when you use the ability, using the target's values when determining your benefits) for a number of rounds

equal to your veilweaver modifier and the target cannot use that ability for the duration of this effect: auras (choose one), damage reduction, darkvision, fast healing, flight, immunities (choose one), incorporeal, low-light vision, regeneration, or spell resistance. Creatures with a doom mark on them are not entitled to a save against this effect.

FIVE RIVERS AMULET

Descriptors: Cold

Class: Guru, Nexus, Vizier

Slot: Neck

Saving Throw: None

An ethereal amulet shaped like five flowing rivers adorns your neck, washing away pain and bringing renewal.

Shaping this veil protects you from the spells and magical effects of your foes, granting you a +2 insight bonus to saving throws against spells and spell-like abilities.

ESSENCE

For each point of essence invested in this veil, the insight bonus to saving throws against spells and spell-like abilities increases by +1.

CHAKRA BIND (NECK) [G14, N14, V14]

Binding this veil to your Neck chakra adds a retributive edge to your protections. Whenever you succeed on a saving throw against a spell or spell-like ability that targets you directly (but not spells that affect an area without targeting a creature, such as *fireball*), a doom mark is placed upon the caster of the effects. If the target already has a doom mark on them when this effect would be triggered, they instead take 1d8 points of cold damage, plus 1d8 per point of essence invested.

MASK OF THE NOSOI

Descriptors: Emotion, fear

Class: Eclipse, Guru, Nexus, Vizier

Slot: Head

Saving Throw: Will

Ebon energy stitched with akasha and resembling the long-nosed mask of a plague doctor shrouds your features.

Shaping this fell veil makes your countenance fearful and disturbing, filling creatures that would lie to you with terror. You gain a +2 insight bonus to Sense Motive checks; whenever you succeed on a Sense Motive check to sense a creature's attempt to lie or deceive you while that creature is within 60 ft. of you, that creature must succeed at a Will saving throw or be frightened. The creature remains frightened for as long as it is within 60 ft. of you and for 1 round thereafter.

ESSENCE

For each point of essence invested in this veil, the insight bonus to Sense Motive increases by +1.

CHAKRA BIND (HEAD) [E9, G8, N6, V6]

Binding this veil to your Head chakra fills the mask with dread power; regardless of whether or not you succeed at a Sense Motive check, any creature within your line of sight who attempts to deceive you or hide the truth from you in any way, including attempting a feint against you in combat or making a Stealth check to hide from you, such as while using Hide in Plain Sight (but not while hiding behind an object that breaks line of sight) must succeed on a Will saving throw or be frightened for as long as they remain within your line of sight and for 1 round thereafter.

REAPER'S SCYTHE

Descriptors: None

Class: Daevic, Eclipse, Guru, Nexus, Vizier

Slot: Hands, Wrists

Saving Throw: None

Dark water seems to flow within the silvered surface of this fell scythe.

Shaping this razored veil grants you a scythe flowing with the powers of death. This weapon-like veil acts as a scythe sized appropriately for you, but attacks with this weapon deal negative energy damage to living creatures and positive energy damage to undead. Attacks against creatures that are neither living nor dead, such as constructs and animated objects, are resolved normally. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

For each point of essence invested in this ability, the weapon deals an additional 1d8 points of negative energy damage to living creatures and an additional 1d8 points of positive energy damage to undead.

CHAKRA BIND (HANDS) [D4, E3, G2, N2, V2]

Binding this veil to your Hands chakra grants the Reaper's Scythe a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *brilliant energy*, *disruption*, *frost*, *ghost touch*, *icy burst*, *keen*, *merciful*, *vicious*, *vorpals* or *wounding*.

CHAKRA BIND (WRISTS) [D7, E12, N8, V8]

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands

chakra, and whenever you confirm a critical hit with the Reaper's Scythe you place a doom mark on the target of your attack that lasts for 24 hours. This mark can only be seen by you and outsiders tied to death and entropy, such as psychopomps and daemons. Outsiders who can see a creature with a doom mark upon it always treat such creatures with hostility. Whenever a creature you've placed a doom mark on dies while the mark is active, you instantly regain 1d8 hit points as its soul is drawn through your blade before passing on, plus an additional 1d8 hit points per point of essence invested in this veil at the time of the creature's death.

SPIDERWEB WRAPPINGS

Descriptors: None

Class: Daevic, Nexus, Vizier

Slot: Chest

Saving Throw: Reflex

This ephemeral armor appears to be crafted of spiderwebs that reach and cling to anything they come into contact with.

Shaping this veil covers you in sticky strands of energy spun into hair-fine threads. You gain a +2 armor bonus to your AC. In addition, whenever a creature damages you with a melee attack or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch) they must succeed at a Reflex saving throw or become entangled; creatures who trigger this ability with a manufactured weapon, wand, or rod may choose to drop the weapon or item to avoid becoming entangled. Retrieving a dropped item or ending the entangled effect requires the creature to make a Strength or Escape Artist check (DC 12 + your veilweaving modifier + the number of points of essence invested) as a move action.

ESSENCE

For each point of essence invested in this veil the granted armor bonus increases by +1.

CHAKRA BIND (CHEST) [D19, N18, V18]

Binding the Spiderweb Wrappings to your Chest chakra fills them with terrifying life. You gain two slam attacks dealing 1d6 damage for a Medium creature (1d4 Small); any creature damaged by one of these attacks is entangled as though they had failed a save against this veil's primary ability. In addition, the fine strands of this web send you unique sensory information, allowing you to notice, locate, and distinguish between living

and undead creatures within 60 feet, just as if you had the blindsight ability.

VANTH'S EYES

Descriptors: Evil, necromancy

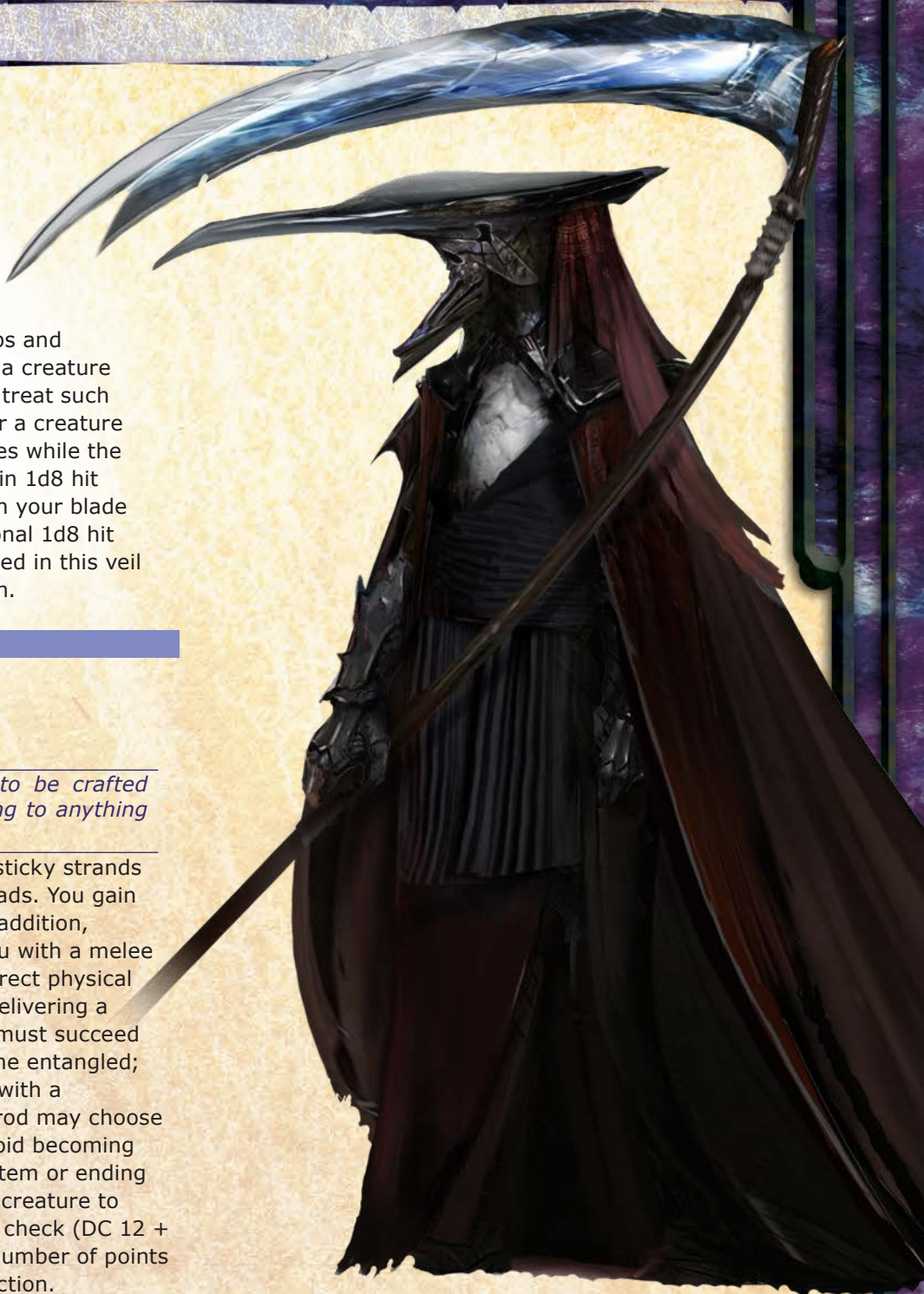
Class: Guru, Nexus, Vizier

Slot: Headband

Saving Throw: Fortitude; see text

Your eyes disappear in pools of inky darkness as the keen vision of Purgatory's guardians saturates your vision.

Shaping this veil grants you the ability to



determine the condition of creatures within 30 ft., as long as you have line of sight to them. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with at least 4 hit points but less than 20% of their maximum hit point total), healthy, undead, or neither alive nor dead (such as a construct). This ability also allows you to see through any spell or ability that allows creatures to feign death.

ESSENCE

For each point of essence invested in this veil you gain a +1 insight bonus to Perception checks.

CHAKRA BIND (HEADBAND) [G11, N12, V12]

Binding this veil to your Headband chakra gives you the ability to pass judgement on mortally wounded creatures, ending their life and releasing their soul to whatever fate awaits it. As an immediate action, you may force any creature within 30 ft. that is currently fragile or fighting off death (as described above) to make a Fortitude saving throw or die. Creatures who succeed on a saving throw against this effect cannot be affected again for 24 hours. Whenever you kill a living creature whose Hit Dice are greater than or equal to your own with this effect, you gain a +1 insight bonus to attack and damage rolls for 1 minute. This insight bonus increases by +1 for each point of essence invested in this veil.

CIRCLE OF SIX

APHORA'S BELT OF FIRE

Descriptors: Fire

Class: Guru, Radiant, Vizier

Slot: Belt

Saving Throw: Reflex

While Aphos studied darker paths, his twin Aphora reveled in the light and chaos of Fire's purity.

While this veil shaped you gain a 5 ft. aura that causes any creature possessing an attack that can inflict poison or disease on a creature (such as an ettercap or mummy) to take 1d6 points of fire damage whenever they enter a square adjacent to you or when you end your turn adjacent to them (Reflex half). In addition, the duration of any poison or disease effect you suffer is reduced by 1 round. Poisons and disease whose effects are measured in longer durations such as hours or days (such as mummy rot) are instead reduced by an amount equal to 1 instance of their normal frequency. Effects that normally do not expire after a set duration are treated as having a duration equal to their frequency multiplied by 20.

ESSENCE

For each point of essence invested in this veil the fire damage dealt to poisonous or disease-bearing creatures is increased by 1d6 and the duration of poisons and diseases you suffer is reduced by 1 additional round or unit of frequency.

CHAKRA BIND (BELT) [G17, R15, V16]

While this veil is bound to your Belt chakra you gain the ability to summon up a chariot of flame as a standard action. The chariot remains until you dismiss it as a free action and occupies the same amount of space as a Huge creature. It can carry you and up to 4 other Medium creatures (or 8 Small creatures, or 2 Large creatures) and possesses a fly speed of 60 ft. + 10 ft. per point of essence invested with perfect maneuverability. Any creature carried by the chariot gains fire resistance equal to 10 + 10 per point of essence invested as long as they are within the chariot. The chariot moves as you command it but requires your move action to do so. Any creature or object who moves through a square adjacent to the chariot or ends their turn adjacent to it takes 1d6 points of fire damage + 1d6 per point of essence invested. The chariot can be used to light flammable objects, such as ship's sails, on fire by passing adjacent to them.

APHOS'S BLOODED GAUNTLETS

Descriptors: None

Class: Radiant, Vizier

Slot: Hands

Saving Throw: Fortitude; see text

...And so Aphos chose the path of Blood, gaining power and enmity everlasting.

This unusual veil grants the ability to save and sustain life, but at a cost to the wearer. While this veil is shaped you can restore 5 hit points to a touched creature other than yourself as a standard action, but you yourself take 1 point of Constitution damage. Alternatively, you can make a melee touch attack against a creature, forcing them to succeed on a Fortitude saving throw or suffer 1 point of Constitution damage; if the Hit Dice of a target who fails their saving throw are equal to or greater than half your own (rounded down, minimum 1), this attack heals you for 5 hit points. This ability does not work on constructs or most undead, but can be used against vampires, inflicting Charisma drain instead of Constitution damage.

ESSENCE

For each point of essence invested in this ability the Constitution damage (or Charisma drain in the case of vampires) dealt by this ability increases

by 1 and the granted healing increases by 5 hit points.

CHAKRA BIND (HANDS)

[R3, V2]

While this veil is bound to your Hands chakra, you gain the ability to slow or accelerate the blood in living creatures and vampires. As a standard action you may choose one living creature or vampire you can see within 60 ft. and bestow one of the following effects upon them for 1 minute (creatures targeted by either use of this ability are entitled to a Fortitude saving throw to resist its effects):

Accelerate: The targeted creature gains a +1 insight bonus to all Dexterity-based skills, initiative rolls, and to Reflex saving throws, but any bleed damage they are taking also increases by 1 point (this additional damage does not apply to creatures who are not taking bleed damage). For each point of essence invested in this veil the insight bonus increases by +1 and the additional bleed damage increases by 1 point.

Slow: The targeted creature takes a -1 penalty to all Dexterity-based skills, initiative rolls, and Reflex saving throws, and any bleed damage they are taking is decreased by 1 point. For each point of essence invested in this veil the penalty increases by -1 and any bleed damage the target is taking is reduced by 1 additional point.

CERADON'S ETERNITY

Descriptors: None

Class: Daevic, Radiant, Vizier

Slot: Body, Chest

Saving Throw: None

Ceradon chose Eternity that he could love Hyandil always, and was rewarded with an eternity of regret.

Shaping this temporal veil grants you the powers of eternity itself. You gain the ability to place yourself or a willing touched creature in a state of partial temporal stasis as a standard action, preventing any negative effects with a recurring frequency (such as disease, poison, or bleed damage) from occurring; this effect also blocks effects that heal over time, such as fast healing or regeneration, but not instantaneous effects such as a *cure light wounds* spell. You can only have one creature affected by this ability at a time and its effects remain in place as long as this veil is shaped. Suppressing or sundering the veil ends this protection. If this ability ends for any reason, including you willingly ending it as a free action, any effects immediately resume from the point they were at when the ability was first used.

ESSENCE

For each point of essence invested in this veil you may apply its effects to one additional creature.

CHAKRA BIND (CHEST)

[D19, V18]

Binding this veil to your Chest chakra gives you greater control over the forces of eternity. While you or another creature is affected by the temporal stasis effect, negative conditions continue to move at their normal frequency but the protected creature is immune to their effects (so a poisoned creature would still be entitled to saving throws at the normal intervals but would not suffer the consequences of failing a saving throw, and the poison would continue to run its course expiring at the normal time). In addition, you may take a point of essence burn as an immediate action to attempt to counter a time-based spell such as *haste*, *slow*, or *time stop*.

CHAKRA BIND (BODY)

[D20, R18, V20]

In addition to the effects of your Chest chakra, binding this veil to your Body chakra protects you from the ravages of time. Each hour you have this veil shaped rejuvenates you, reducing your age by 1 year until you reach your minimum age for adulthood. Benefits for having reached a certain age, such as bonuses to your mental ability scores, are retained but can only be gained once regardless of how often you reach an older age category. In addition, you gain regeneration equal to 5 + the number of points of essence invested in this veil; this regeneration can only be suppressed by suppressing or disjoining this veil.

DUXANDUS'S ICY GAZE

Descriptors: Cold

Class: Guru, Nexus, Radiant, Vizier

Slot: Headband

Saving Throw: None

Duxandus sought eternal preservation and embraced the way of Ice, gaining eternity but losing hope and passion.

Shaping this chilling veil grants you icy clarity and control over elemental cold. You gain a +1 insight bonus on all saving throws against spells and effects with the emotion descriptor, including all fear effects, and the DC to demoralize you with the Intimidate skill increases by 1. In addition, you can use a standard action to fire a ray of frigid cold from your eyes as a ranged touch attack with a range of 60 ft. that deals 1d6 cold damage and reduces the target's speed by 5 feet for 1 round.

ESSENCE

For each point of essence invested in this veil the insight bonus to saving throws and the DC to

demoralize you with the Intimidate skill increases by +1. In addition, the damage dealt by your ray attack increases by 1d6 and the duration of the speed reduction increases by 1 round. For every two points of essence invested targets affected by your cold ray have their movement reduced by an additional 5 feet.

CHAKRA BIND (HEADBAND) [G11, N12, R9, V12]

Binding this veil to your Headband chakra allows you to encase your enemies in an icy prison. Creatures struck by the ray attack granted by this veil must succeed on a Fortitude saving throw or become entangled; creatures who fail a saving throw against this effect while already entangled become trapped in an icy prison. While a creature is imprisoned in this way it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points and Hardness equal to your veilweaving level; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. This ability can also be used on an unconscious, helpless, or deceased creature to preserve its body for transportation without causing additional harm; time spent sealed in ice this way is not counted against the maximum amount of time that can pass between a creature's death and the use of a spell like *raise dead*, and negative conditions such as disease or poison are paused and do not progress as long as the target is sealed within the ice.

HYANDIL'S FLOWERED REGALIA

Descriptors: None

Class: Guru, Nexus, Radiant, Vizier

Slot: Head, Neck

Saving Throw: None

Though she loved Ceradon most of all, all love fled Hyandil upon Aphos's betrayal and Maelwyn's death. Flowers that once spoke of life and joy now marked promises of death.

Shaping this regal veil shrouds you in brilliant flowers of every color imaginable. You gain a +2 insight bonus to Diplomacy checks and are under the effects of a *speak with plants* spell for as long as this veil is shaped. You may use Diplomacy to influence creatures of the plant type regardless of their Intelligence; you still cannot convince a plant to perform an action it would not be capable of performing.

ESSENCE

For each point of essence invested in this veil, the insight bonus to Diplomacy increases by +1.

CHAKRA BIND (HEAD) [G8, N6, R6, V6]

Binding this veil to your Head chakra grants you the ability to animate plants and vegetation

and transform them into a shambling mound as a standard action (use the statistics for a shambling mound presented in the *Pathfinder Roleplaying Game Bestiary*). You can only have one shambling mound formed in this way at a time, plus one additional shambling mound for every 4 points of essence invested. For every point of essence invested in this veil, the shambling mound gains an additional 5 hit points and a +1 insight bonus to attack rolls, armor class, damage rolls, and saving throws.

CHAKRA BIND (NECK) [D16, N14, R12, V14]

Binding this veil to your Neck chakra fills the regalia with verdant life, granting you the ability to breathe life into a tree and transform it into a treant as a standard action (use the statistics for a treant presented in the *Pathfinder Roleplaying Game Bestiary*). You can only have one treant formed in this way at a time, plus one additional treant for every 4 points of essence invested in this veil. For every point of essence invested in this veil, the treant gains an additional 5 hit points and a +1 insight bonus to attack rolls, AC, damage rolls, and saving throws.

PRIESTESS' CLASP OF REBIRTH

Descriptors: None

Class: Guru, Radiant, Vizier

Slot: Neck

Saving Throw: None

She had no name, but was beloved by the rest, in all her forms and infinite appearances, as she danced with the way of Rebirth.

Shaping this veil allows you to cast *disguise self* as an at-will spell-like ability with a caster level equal to your veilweaving level.

ESSENCE

For each point of essence invested in this veil, you gain a +1 insight bonus on Bluff and Disguise checks.

CHAKRA BIND (NECK) [G14, R12, V14]

Binding this veil to your Neck chakra grants you the power of true rebirth. You may spend 10 minutes to restore a creature to life in a new form as though casting a *reincarnate* spell. You do not need to provide a material component for this effect, but you take 2 points of Constitution drain that cannot be healed by any means until it heals naturally after 1 week. For each point of essence invested in this veil, you reduce the time to use this ability by 1 minute (minimum 1 standard action). In addition, once per week if you die while this veil is shaped, you are automatically returned to life 1d4 rounds after your death as though by a *reincarnate* veil. You may reshape and bind veils as part of this rebirth, just as though you

had 8 hours rest and completed any normal preparations for shaping and binding veils.

DRYAD'S VERDANCY

CLOAK OF THORNS

Descriptors: None

Class: Daevic, Nexus, Radiant, Vizier

Slot: Neck, Shoulders

Saving Throw: Reflex

Thorny vines cascade across your shoulders like an emerald mantle.

While this veil is shaped you gain a thorny cloak capable of launching a spray of magical thorns as a standard action, dealing 1d10 piercing damage (Reflex save for half) to all creatures in a 15 ft. cone; the thorns take 1d4 rounds to regrow and cannot be used during that time.

ESSENCE

For each point of essence invested in this veil the damage dealt increases by 1d10 and the area of the cone increases by 5 ft. (e.g. going from a 15 ft. cone to a 20 ft. cone).

CHAKRA BIND (SHOULDERS) [D10, N10, V10]

While this veil is bound to your Shoulders chakra, the thorny vines comprising the veil stretch up across your arms and shoulders forming a set of verdurous wings. You gain a 30 ft. fly speed with Clumsy maneuverability. For each point of essence invested in this veil, the fly speed increases by 10 feet. For every 2 points of essence invested, the fly speed's maneuverability increases by one step. In addition, there is no longer a recharge period after using the cone of thorns and you can fire a cone as an at-will ability without the 1d4 round cooldown.

CHAKRA BIND (NECK) [D16, N14, R12, V14]

Binding this veil to your Neck chakra gives you fine control over the thorny vines shrouding you, allowing you to wield them as a set of four secondary natural attacks that deal 1d6 bludgeoning and piercing damage (1d4 Small) with an 18-20 critical threat range. You may use your veilweaver level in place of your base attack bonus to determine your to-hit and other abilities of this veil. In addition, you gain a climb speed of 60 ft. + 10 ft. per point of essence invested in this veil and may even climb on sheer vertical surfaces or ceilings with ease, though you lose the use of two of your vine attacks in any round where you use this climb speed.

HEART OF YGGDRASIL

Descriptors: Healing, teleportation

Class: Nexus, Radiant, Vizier

Slot: Body, Chest

Saving Throw: None

Your tree is the world tree, your arms its branches, and its roots sustain you always.

Shaping this veil causes your skin to take on the texture and coloration of willow bark while thickening your blood into slow-moving sap. Any bleed damage you would take is reduced by 1 and you gain a +1 insight bonus to all saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning.

ESSENCE

For each point of essence invested in this veil any bleed damage you take is reduced by 1 additional point and the granted bonus to saving throws is increased by +1.

CHAKRA BIND (CHEST) [N18, V18]

Binding this veil to your Chest chakra allows you to use *plant shape*, *plant shape II*, and *tree shape* as at-will spell-like abilities with a caster level equal to your veilweaving level.

CHAKRA BIND (BODY) [N20, R18, V20]

Binding this veil to your Body chakra allows you to spend 1 hour causing a single Gargantuan oak tree to sprout in a location you can see. Unlike most veil effects, this tree remains in that location permanently, even if this veil is sundered, suppressed or otherwise unshaped, until you spend 1 hour returning the tree to the veil; this action can only be taken while this veil is shaped. You cannot have more than one such tree manifested at a time. As long as this veil is shaped and the tree is formed, any effect that would reduce you below 0 hit points instead causes you to be instantly transported inside the tree where you meld with it similar to a *meld with stone* spell. This effect occurs regardless of your location or how far away the tree is, and functions even across planes. You can also willingly retreat to the tree as a full-round action. As long as you are melded with your tree, you gain fast healing equal to 5 + the number of points of essence invested in this veil and any negative conditions (including blindness, disease, poison, or stunning) and any ability damage or drain are removed after 1 hour within the tree. Persistent permanent effects such as an oracle's curse are not affected by this ability, nor are effects caused by normal environmental conditions (such as light-blindness). If your tree is ever destroyed before it can be recovered into your veil, you take 10 points of Constitution drain; this drain cannot be cured in any way until you grow a new tree and spend 1 hour melded with it, at which point the drain is cured.

NYMPH'S VISAGE

Descriptors: Charm

Class: Radiant, Vizier

Slot: Head, Headband, Neck

Saving Throw: None; see text

A light layer of paper-thin akasha molds to your features, erasing blemishes and amplifying your natural beauty.

Shaping this seductive veil gives your features an unnatural beauty and allows you to commune with creatures of the natural world. You gain a +2 insight bonus to Diplomacy and Handle Animal checks and may use Diplomacy to improve the attitude of an animal; this functions in all other ways as the druid's wild empathy class feature.

ESSENCE

For each point of essence invested in this veil, the insight bonus to Diplomacy and Handle Animal increases by +1.

CHAKRA BIND (HEAD)

[R6, V6]

Binding this veil to your Head chakra grants you the stunning glance ability of a nymph. As a standard action, you can stun a creature within 30 feet with a look, forcing the target to succeed on a Fortitude save or be stunned for 1 round plus 1 round for every 2 points of essence invested. Once a creature has failed their save against this effect they cannot be affected by it again for 24 hours.

CHAKRA BIND (HEADBAND)

[R9, V12]

Binding this veil to your Headband chakra grants you the blinding beauty of a nymph. As a standard action you can force all humanoid creatures within 30 ft. to succeed on a Will saving throw or be blinded for 1 minute, plus 1 minute for every 2 points of essence invested in this veil.

CHAKRA BIND (NECK)

[R12, V14]

Binding this veil to your Neck chakra grants you the unearthly grace of a nymph, allowing you to add your Charisma modifier as an insight bonus on all your saving throws, and as a deflection bonus to your Armor Class. For every 2 points of essence invested in this veil, you gain a +1 inherent bonus to your Charisma score.

VERDANT VAMBRACES

Descriptors: None

Class: Radiant, Vizier

Slot: Hands, Belt

Saving Throw: Reflex

Sheathes of brown bark laced with vibrant green vines encircle you, granting you the ability to call forth plant life at will.

As a full-round action the wearer of this nourishing veil can call forth plant life and vegetation from even barren earth or worked

stone. Tall grass, weeds, and other plants spring up in a 20 foot by 20 foot square within 40 feet to wrap around creatures in the area of effect, or those that enter the area, for 1d4 rounds before dissipating. Creatures that fail a Reflex save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to your normal veil DC. The entire area of effect is considered difficult terrain while the effect lasts.

ESSENCE

For each point of essence invested in this ability the duration increases by 1 round. If at least 3 points of essence are invested in this ability, large shrubs and other plants spring up, and the affected area extends upward 20 feet, entangling flying creatures and causing them to treat the area as difficult terrain (even though they would normally be immune to the effects of difficult terrain). If at least 6 points of essence are invested, a mighty oak tree with a base equal to this ability's normal effect springs up stretching 60 feet into the air. Any creatures in the area the tree occupies that fail their Reflex save are thrust upwards to the top of the tree and are entangled; creatures who successfully save are instead moved directly away from the tree into the nearest unoccupied space.

CHAKRA BIND (HANDS)

[R3, V2]

While this veil is bound to your Hands chakra, you may maintain one additional instance of the veil's primary effect indefinitely, creating trees or other shrubbery that entangle foes and last until you dismiss the effect (a free action).

In addition, you may heal a touched wooden object or creature of the plant type for 1d8 + veilweaver level points of damage, plus 1d8 for each point of essence invested in this ability. This healing can only be used on a particular creature a number of times per day equal to 1+ your primary veilweaving modifier.

CHAKRA BIND (BELT)

[R15, V16]

In addition to the benefits of the Hands bind, binding this veil to your Belt chakra allows you to use *tree stride* as an at-will spell-like ability with a caster level equal to your veilweaver level

EMBODIMENT OF DARKNESS

CLOAK OF DARKNESS

Descriptors: Darkness

Class: Eclipse, Nexus, Vizier

Slot: Shoulders

Saving Throw: None

Congeaed shadow settles about you like a fine cloak, shrouding you in protective darkness.

Shaping this dark veil shrouds you in a protective cloak that grants a +1 shield bonus to AC and a +2 insight bonus to Stealth checks. In areas of dim light or darkness, the shield bonus increases by +1 and the insight bonus to Stealth checks increases by +2. These effects are suppressed in areas of bright light.

ESSENCE

For each point of essence invested in this veil, the shield bonus to AC and insight bonus to Stealth checks increase by +1.

CHAKRA BIND (SHOULDERS)

[E15, N10, V10]

Binding this veil to your Shoulders chakra allows you to take 1 point of essence burn to unleash quasi-real illusions of creatures, objects, or forces from within the folds of your cloak as a standard action, as though casting the *shadow conjuration* spell with a caster level equal to your veilweaver level.

DARKHOLDS

Descriptors: Conjunction

Class: Daevic, Eclipse

Slot: Wrists

Saving Throw: None

Bottomless darkness covers your wrists, allowing you to reach through it and grasp what you most need.

While this veil is shaped you gain a pair of weightless bracers that act as doorways to a nondimensional space, similar to a *bag of holding*. You can put an object into this space or remove it as a swift action. This space can contain up to 10 cubic feet and 50 lbs. worth of objects and materials.

ESSENCE

For each point of essence invested in this veil, the available space increases by 10 cubic feet and the maximum weight it can hold increases by 25 pounds. If essence is moved out of this veil and it no longer has the capacity to store the objects currently contained within, all items in excess of its current capacity are immediately ejected into the nearest open square. You may choose which items are ejected when this occurs, as long as the final tally of stored items does not exceed the veil's current storage capacity.

CHAKRA BIND (WRISTS)

[D7, E12, N8]

Binding this veil to your Wrists chakra allows you to deflect attacks into the nondimensional space within your gauntlets (this does not affect any items stored within the Darkholds). When you would be hit by an attack that targets you directly (but not attacks that affect an area, such as a *fireball* spell), you may make an Acrobatics or Stealth check with a DC equal to the attack's attack roll (or 15 + the attacking creature's CR in the case of targeted attacks that don't require an attack roll, such as a *magic missile*) as an immediate action to negate the attack and treat it as a miss.

DARKNESS DRAGON

Descriptors: Darkness, cold

Class: Eclipse, Vizier

Slot: Feet, Belt

Saving Throw: None

Scales like midnight, teeth like shadow, breath that saps light and life.

While this veil is shaped strands of shadow and darkness weave around your legs, lightening your step and granting you a +2 insight bonus on Acrobatics and Fly checks. Whenever you succeed on an Acrobatics check to avoid attacks of opportunity from a threatening opponent, your body partially transforms into a shadowy state, allowing you to ignore non-magical difficult terrain and preventing you from provoking any further attacks of opportunity due to movement until the end of your turn.

ESSENCE

For each point of essence invested in this veil the insight bonus to Acrobatics and Fly checks increases by +1.

CHAKRA BIND (FEET)

[E6, V4]

While this veil is bound to your Feet chakra you gain the ability to conjure a Large, quasi-real, draconic creature that can be used as a mount (the exact coloration can be customized as you wish) as a standard action. It can be ridden only by you or by one person for whom you specifically created it. The shadow dragon has a telepathic connection to its rider and follows any commands instinctively, using its own actions to do so. Animals shun it and refuse to attack it. You cannot have more than 1 darkness dragon created in this manner at a time, plus an additional 1 dragon per 3 points of essence invested; you must conjure each dragon individually.

The dragon has AC 16 (–1 size, +2 natural armor, +5 Dex), 10 hit points, and a base speed and fly speed of 20 feet with average maneuverability while flying. It can bear its rider's

weight plus up to 10 pounds per veilweaver level. For each point of essence invested in this veil the dragon increases its natural armor bonus by +2, gains an additional 10 hit points, and increases its base and fly speeds by 10 feet.

CHAKRA BIND (BELT) [E18, V16]

In addition to the benefits of the Feet chakra, binding this veil to your Belt chakra grants the darkness dragon a bite primary natural attack dealing 1d8 damage + 1d8 negative energy damage per point of essence invested, and two claw primary natural attacks dealing 1d6 damage + 1d6 cold damage per point of essence invested. If you have the enigma class feature, the darkness dragon's attacks may benefit from any enigma you know. The darkness dragon gets no additional damage from bonuses to Strength and has a bonus to hit equal to your veilweaver level + your veilweaving modifier + the number of points of essence invested in this veil. The darkness dragon also has a breath weapon that can be used every 1d4 rounds, dealing 1d6 negative energy damage per veilweaver level to all creatures within a 60 foot cone.

DARKWALKER HOOD

Descriptors: Darkness

Class: Eclipse, Vizier

Slot: Head

Saving Throw: None; see text

*"Was it a cloak? A mask? A hood? It shrouded his face, but also everything else. We only knew where he was by looking for what we couldn't see."
—Bortus the Broken, who lost his arm and his mind on the Night of Long Shadows*

Shaping this veil covers you in a hood of supple umbral cloth, granting you a +2 insight bonus to Perception and Sleight of Hand checks.

ESSENCE

For each point of essence invested in this veil the insight bonus to Perception and Sleight of Hand checks increases by +1. As long as you have at least 2 points of essence invested in this veil, you gain the benefits of a constant *see invisibility* effect whenever you are in an area of dim light or darkness. If you have at least 5 points of essence invested in this veil, you gain a constant *true seeing* effect as long as you are in an area of dim light or darkness.

CHAKRA BIND (HEAD) [E9, V6]

Binding this veil to your Head chakra allows you to see weaknesses darkness would normally conceal. As long as you and the target of your attack are in an area of dim light or darkness, you add your veilweaver level as precision damage on all damage rolls. For each point of essence

invested in this veil, you deal an additional 2 points of precision damage. In addition, you gain a +2 insight bonus on all Knowledge checks made to identify a creature or its weaknesses, +1 per point of essence invested.

SABLE SHOTS

Descriptors: Darkness, teleportation

Class: Eclipse, Vizier

Slot: Hands, Body

Saving Throw: None

Finely made crossbows crafted from perfect darkness allow you to steal the light and spread darkness with each pull of the trigger.

When you shape this veil you gain the ability to manifest a pair glossy black hand crossbows. This weapon-like veil acts as up to two hand crossbows sized appropriately for you. These hand crossbows never need to be reloaded; after a shot is fired a new bolt made of akashic energy automatically reforms as the hand crossbows redraw themselves. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

If you have at least 1 point of essence invested in this veil, bolts fired from these hand crossbows lower the light by one step in a 5 ft. radius around the target after each successful attack; this area of reduced light moves with the target and lasts for 1 round. For each additional point of essence invested, the radius of the area of reduced light increases by an additional 5 feet. As long as you have at least 4 points of essence invested, successful attacks made against a creature who is already in an area of total darkness create a *deeper darkness* effect and obscure even darkvision.

CHAKRA BIND (HANDS) [E3, V2]

Binding this veil to your Hands chakra grants your hand crossbows a +1 enhancement bonus per point of essence invested (maximum +5). As long as your weapons have at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *corrosive, corrosive burst, cunning, distance, frost, huntsman, icy burst, seeking, speed, or unholy*.

CHAKRA BIND (BODY) [E20, V20]

In addition to the benefits granted by your Hands chakra, binding this veil to your Body chakra grants you the ability to teleport yourself (including any carried or worn gear and equipment) and up to one willing creature

adjacent to you up to 60 ft. as a move action, though the teleportation must begin and end in an area of dim or darker lighting. In addition, whenever you successfully attack a creature or object with one of the hand crossbows granted by this veil, you may use an attack of opportunity to teleport yourself and up to one willing creature adjacent to you to an open square adjacent to the target.

ETERNAL BLACK

EBON BLAZE

Descriptors: Darkness

Class: Daevic, Eclipse

Slot: Belt, Wrists

Saving Throw: None

Darkness is your vehicle and your tool. Ride it to victory.

While this veil is shaped you gain a +2 insight bonus to Acrobatics and Climb checks as jets of darkness propel you. In addition, you gain a climb speed of 10 feet.

ESSENCE

For each point of essence invested in this veil, the insight bonus to Acrobatics and Climb checks increases by +1, and your climb speed increases by 10 feet.

CHAKRA BIND (WRISTS) [D7, E12]

Binding this veil to your Wrists chakra allows you to propel yourself on your darkness jets, granting you a fly speed of 20 ft. with average maneuverability. You must have at least one hand free to fly in this manner. If you have two free hands while flying in this manner, your fly speed increases by an additional 20 ft. and your maneuverability becomes perfect. For each point of essence invested in this veil, your fly speed increases by an additional 10 feet.

CHAKRA BIND (BELT) [D13, E18]

Binding this veil to your Belt chakra allows you to fly on jets of darkness with a 60 ft. fly speed and perfect maneuverability. As long as you are in an area of dim light or darkness, this fly speed increases by 40 feet. If you have at least 3 points of essence invested in this veil, you gain 20% concealment against ranged attacks for 1 round whenever you fly at least 10 ft. during your turn. If you have at least 6 points of essence invested in this veil, you instead gain 50% concealment against ranged attacks for 1 round whenever you fly at least 10 ft. during your turn.

EBON STARS

Descriptors: Cold, darkness, death

Class: Daevic, Eclipse, Vizier

Slot: Hands, Body

Saving Throw: None; see text

Twin moons of utter blackness spin about, acting as shield and mace and grasping hands.

When you shape this veil you gain the ability to manifest up to two spinning flails made of akasha reinforced with the crushing weight of a black hole. This weapon-like veil acts as up to two flails sized appropriately for you. As long as you attack with no other weapon, these flails count as light weapons and the penalties for two-weapon fighting with these flails are reduced by half (minimum 1). You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

For each point of essence invested in this veil, the flails gain additional abilities; one flail deals an additional 1d6 bludgeoning damage per point of essence invested, and the other grants a +1 insight bonus on sunder and trip attempts per point of essence invested. If you only have 1 flail manifested with this veil, it gains both benefits.

CHAKRA BIND (HANDS) [D4, E3, V2]

Binding this veil to your Hands chakra grants your flails a +1 enhancement bonus per point of essence invested (maximum +5). If you have at least 5 points of essence invested, the critical threat range for the flails increases to 18-20. If you have at least 7 points of essence invested, their critical multiplier increases to x3.

CHAKRA BIND (BODY) [D12/20, E20, V20]

In addition to the benefits granted by your Hands chakra, binding this veil to your Body chakra imbues the flails with the ability to create miniature black holes. Whenever you confirm a critical hit with one of your flails against a creature, they must succeed at a Fortitude saving throw or take an additional 3d6 bludgeoning damage and 3d6 cold damage as a miniature black hole is briefly opened inside of them; this ability works on constructs and undead, though damage reduction and immunities apply as normal. The bludgeoning and cold damage from this effect are increased by 1d6 each per point of essence invested in this veil. Creatures reduced to 0 or fewer hit points by this additional damage implode and all traces of their body are utterly destroyed. Creatures slain in this manner can only be returned to life by a *miracle* or *wish* spell, or a similar effect. This ability is a death effect.

EMPTY MAW

Descriptors: Cold, teleportation

Class: Eclipse, Vizier

Slot: Head

Saving Throw: Fortitude, Reflex, see text
The emptiness within draws all towards extinction.

Shaping this veil covers your mouth and lower face with a dark shroud that acts as an entryway into the heart of a crushing black hole. As a standard action, you can unleash this power to create a massive suction that draws all creatures within a 30 foot cone 10 feet directly towards you unless they succeed at a Fortitude saving throw. Creatures whose movement is stopped by a physical object or creature other than yourself take 1d6 bludgeoning damage and deal that much damage to the creature or object that blocked their movement.

If an affected creature is adjacent to you when this effect is used, they must instead succeed at a Reflex saving throw or fall prone, taking damage as though they had collided with another creature or object.

ESSENCE

For each point of essence invested in this veil the size of the cone increases by 5 ft. (so a 30 ft. cone becomes a 35 ft. cone), increases the distance creatures are moved by the effect by 5 ft., and increases the bludgeoning damage dealt to creatures whose forced movement is prematurely stopped by an additional 1d6.

CHAKRA BIND (HEAD) [E9, V6]

Binding this veil to your Head chakra grants you the ability to draw yourself into the black hole within your veil and use it to teleport yourself and all your carried gear and equipment to another location within 100 ft. as a standard action. For each additional point of essence invested in this veil, the distance you can teleport increases by 50 ft. and you may transport 1 additional willing creature currently adjacent to you. You may attempt to transport an unwilling creature in this manner, but they are entitled to a Will saving throw to resist the effect; on a successful saving throw you teleport as normal but the target creature is not transported.

GRASPING BLACK

Descriptors: Darkness
Class: Daevic, Eclipse, Nexus, Vizier
Slot: Shoulders
Saving Throw: None

Reaching tendrils of empty blackness writhe and lash about grasping and pulling at the foolish and unwary.

Shaping this night-black veil makes your grasp practically inescapable, granting you a +2 insight bonus on disarm and grapple combat maneuver checks. You do not provoke an attack of opportunity for performing disarm or grapple

maneuvers while this veil is shaped.

ESSENCE

For each point of essence invested in this veil the insight bonus to disarm and grapple checks increases by +1.

CHAKRA BIND (SHOULDERS) [D10, E15, N10, V10]

Binding this veil to your Shoulders chakra causes the tendrils of black energy around you to writhe into terrible life. Your natural reach is increased by 5 feet plus 5 feet per point of essence invested for the purposes of attempting a disarm or grapple combat maneuver; you can even make attacks of opportunity within this expanded reach, but you can only use these attacks of opportunity to attempt a disarm combat maneuver. If you have at least 5 points of essence invested in this veil, you may attempt a grapple check as an attack of opportunity 1/round, including with attacks of opportunity made with the extended threatened reach of this veil.

POOLING BLACK

Descriptors: Darkness
Class: Eclipse, Vizier
Slot: Feet
Saving Throw: None; see text

Viscous darkness oozes from your pores and slowly pools around your feet, spreading outward in an umbral pool.

Weaving this inky veil creates a pool of viscous darkness that spreads in a 15 foot radius aura around you, lowering the light level in the pool's radius by one step and hiding the ground's contours while clinging viscously to the feet of anyone who passes through them. Any creature other than you who falls prone in this area must succeed on a Strength or Escape Artist check made as a move action to stand up. Failing this check means the move action is wasted and the target remains prone. The DC for this check is equal to your normal veil saving throw DC.

ESSENCE

For each point of essence invested in this veil the radius of the aura increases by an additional 5 feet and you may exclude 1 creature from its effects.

CHAKRA BIND (FEET) [E6, V4]

Binding this veil to your Feet chakra allows you to move instantly to any point within your pool of darkness, teleporting to any unoccupied square within the radius of this veil's base effect as a swift action.

GENIE'S AMBITIONS (ELEMENTAL)

DJINNI'S TURBAN

Descriptors: Air

Class: Guru, Nexus, Vizier

Slot: Head

Saving Throw: Reflex

Shimmering folds of magical cloth cover your head, moving in a breeze that only you can feel.

Shaping this unusual veil grants you minor control over the powers of elemental air, allowing you to levitate yourself and up to a medium load, or an object or willing creature you can see that weighs no more than 50 lbs., up to 10 ft. directly up or down as a move action. You or the target of this ability remain in this position until the end of your next turn, at which point you or the target immediately fall. You can end this effect as an immediate action; if a creature is directly below the levitated creature or object when this effect ends they must make a Reflex saving throw or take 1d6 points of bludgeoning damage per 10 ft. the levitated target falls and fall prone (levitated creatures may be subject to falling damage as normal).

ESSENCE

For each point of essence invested in this veil, the maximum weight you can lift with this veil's ability increases by 50 lbs. and the distance you can move the target up or down increases by 10 feet.

CHAKRA BIND (HEAD)

[G8, N6, V6]

Binding this veil to your Head chakra grants you a fly speed of 30 ft. with perfect maneuverability. Whenever you move at least 20 ft. in a single round the air warps and distends around you, granting you concealment (20% miss chance) against ranged attacks until the start of your next turn; if you have 5 or more points of essence invested in this veil you instead gain total concealment (50% miss chance) against ranged attacks. For each point of essence invested in this veil, the granted fly speed increases by 10 feet.

EFREETI'S BRASS SCIMITAR

Descriptors: Fire

Class: Daevic, Nexus, Vizier

Slot: Hands, Wrists

Saving Throw: None

This curving sword of jagged brass seethes with roaring essence of pure elemental fire.

Shaping this fiery veil grants you a scimitar made of pure flame molded into shape with akashic energy. This weapon-like veil acts as a scimitar sized appropriately for you, but instead of dealing slashing damage like a normal scimitar,

the damage dealt by this weapon is fire damage. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

For each point of essence invested in this ability, the weapon deals an additional 1d8 points of fire damage.

CHAKRA BIND (HANDS)

[D4, N2, V2]

Binding this veil to your Hands chakra grants your Efreeti's Brass Scimitar a +1 enhancement bonus per point of essence invested (maximum +5). For each point of essence invested in this veil beyond 5, any creature attempting to sunder or disarm this weapon takes 1d6 points of fire damage, regardless of whether or not the attempt was successful (so a creature attempting to disarm a veilweaver with 8 points of essence invested would take 3d6 fire damage per attempt). In addition, you may choose to manifest the Efreeti's Brass Scimitar as either a falchion or scimitar, chosen each time you manifest the weapon.

CHAKRA BIND (WRISTS)

[D7, N8, V8]

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and whenever you confirm a critical hit with your Efreeti's Brass Scimitar you roll d12s instead of d8s for the additional damage dice granted for invested essence. Creatures slain by an attack from this weapon are instantly reduced to ash and cannot be returned to life by spells that require the body to be intact, such as the *raise dead* spell.

HEART OF THE EFREET

Descriptors: Fire

Class: Guru, Nexus, Vizier

Slot: Body

Saving Throw: None; see text

Veins of molten flame pulse beneath your skin as you become one with elemental flame.

Shaping this veil imbues your essence with the power of elemental fire granting you fire resistance 5 (or increasing your existing fire resistance by 5) and causing any creature that grapples you, damages you with a non-reach melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch), to take 2 points of fire damage.

ESSENCE

For each point of essence invested in this veil the granted fire resistance increases by 5 and the fire damage dealt to creatures that come into direct physical contact with you increases by 2.



have the Shaitan's Earthen Armor veil bound or are under the effects of a similar ability that transforms your body into stone or metal, such as a *stoneskin* spell, the flames pulsing through your body transform into viscous lava and half the damage dealt by this veil is dealt as bludgeoning damage instead of fire damage; creature who take bludgeoning and fire damage from this effect take half that damage again on the following round and are entangled by the cooling lava unless they spend a move action to scrape the lava off. In addition, you can breathe lava and fire like air and never drown for being submersed in lava, never take nonlethal damage for conditions of extreme heat, can see clearly even in heavy smoke, and can breathe in heavy smoke without consequence.

MARID'S SANADILS

Descriptors: Cold, water

Class: Guru, Nexus

Slot: Feet

Saving Throw: Fortitude; see text

Flowing water whirls and dances around your feet and ankles, buoying your step and propelling you forward at surprising speeds.

While you have the Marid's Sanadils shaped, you create a pair of sandals made of pure elemental water that grant you a swim speed of 30 ft. and a +2 insight bonus to your CMD against trip attempts.

ESSENCE

For each point of essence invested in this veil the granted swim speed increases by 10 ft. and the bonus to CMD against trip attempts increases by +1.

CHAKRA BIND (Body)

[G20, N20, V20]

Binding this veil to your Body chakra makes you one with elemental flame, granting you fire immunity. Creatures who damage you with any melee attack (not just nonreach attacks) are splashed with the pure flame coursing through your veins, taking 1d6 points of fire damage, plus an additional 1d6 points of fire damage for each point of essence invested; this stacks with the fire damage granted by this veil's base ability. If you

CHAKRA BIND (Feet)

[G5, N4]

Binding this veil to your Feet chakra causes the sandals to dissolve into a swirling tidal wave of cascading water. You may use your swim speed in place of your land speed when moving and are not impeded by nonmagical difficult terrain. In addition, you gain an insight bonus to your CMB equal to 2 + 1 per point of essence invested when attempting a trip combat maneuver and never

provoke attacks of opportunity for doing so. If a creature lands prone in a square adjacent to you, they must succeed at a Fortitude saving throw or immediately begin drowning; this effect ends if the creature is no longer prone or is moved to a square that is no longer adjacent to you. Creatures who do not need to breathe or who can breathe water are immune to this effect.

PASHA'S CRUSHING GAUNTLETS

Descriptors: Earth

Class: Daevic, Nexus

Slot: Wrists

Saving Throw: Fortitude; see text

Shaitan pashas are callous beings, casually swatting aside those who get in their way... If the foolish being who obstructed their path is lucky.

While you have this mighty veil shaped, you gain a +2 insight bonus to your CMB and CMD when performing or resisting a bull rush or overrun and never provoke an attack of opportunity when attempting such maneuvers.

ESSENCE

For each point of essence invested in this veil the insight bonus to your CMB and CMD for bull rush and overrun maneuvers increases by +1.

CHAKRA BIND (WRISTS) [D7, N8]

Binding this veil to your Wrists chakra grants you the fell power of the shaitan's stone curse. Whenever you win a bull rush attempt by 5 or more and push your target into a stone barrier or surface, they are forced into the barrier as though they had cast *meld into stone*. Unlike a normal casting of this spell, the duration of this ability is 1 minute per veilweaver level you possess and the target cannot willingly leave the barrier, though they may attempt a Fortitude saving throw each round at the beginning of their turn to escape the effect.

SHAHZADA'S DISSOLUTION

Descriptors: Chaos, water

Class: Daevic, Nexus, Vizier

Slot: Shoulders

Saving Throw: None

Paired whirlpools of crystalline water spin in the air above your shoulders like weightless mandalas, creating corruscating rainbows wherever the light touches them.

Shaping this exotic veil creates vortexes of watery energy that hover just above your shoulders launching bursts of highly pressurized water at your command. While this veil is shaped, you may call forth a quick burst of water as a standard action that blasts into one creature or square within Close range (25 ft. + 5 ft. per

veilweaver level). You can use this blast of water to make a bull rush against any one creature or object, using your veilweaver level plus your veilweaving modifier in place of your base attack bonus and Strength when determining your combat maneuver bonus. This effect extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against and deals 1d6 damage to stone and metal surfaces or unattended objects within the affected area when used to target a square; this damage is not halved as normal when dealing damage to an object.

ESSENCE

When you invest your first point of essence in this veil, you may target one additional creature or square each time you use its base ability; for every two points of essence invested thereafter, you may target an additional creature or square. For each point of essence invested the damage dealt to stone and metal surfaces or objects when targeting a square is increased by 1d6.

CHAKRA BIND (SHOULDERS) [D10, N10, V10]

Binding this veil to your Shoulders chakra amplifies your accuracy and power when using its base ability. You may now use your bursts of water to make sunder attempts against objects within their range and gain a +2 insight bonus to your CMB on such attempts, +1 per point of essence invested. Whenever you deal at least 15 points of damage to a solid stone surface using this veil's base ability, that surface is turned to oozing mud as though targeted by a *transmute rock to mud* spell with a caster level equal to your veilweaver level.

SHAITAN'S EARTHEN ARMOR

Descriptors: Earth

Class: Daevic, Nexus, Vizier

Slot: Chest

Saving Throw: None

Gleaming plates of polished stone surround your flesh, protecting you from harm.

Shaping this veil covers you in plates of solid stone molded into shape by akashic energy that increase your natural armor bonus by +1 and grant you DR 2/bludgeoning or piercing.

ESSENCE

For each point of essence invested in this veil your natural armor bonus increases by an additional +1 and the granted damage reduction increases by 1.

CHAKRA BIND (CHEST) [D19, N18, V18]

Binding this veil to your Chest chakra causes the earthen armor protecting you to fuse to your skin and encase your entire body, granting you an

enhancement bonus to Strength and Constitution equal to 1 + 1 per point of essence invested and making you immune to critical hits. In addition, you gain the earth glide universal monster ability, allowing you to pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your full base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath).

SPECTACLES OF THE SHEIKH

Descriptors: Divination

Class: Nexus, Radiant, Vizier

Slot: Headband

Saving Throw: None

Lenses of air, fire, and water bound together in rims of earth allow even dim-eyed mortals to see with the keen insight and vision of a janni noble.

While you have this veil shaped, you may use *detect magic* as an at-will spell-like ability with a caster level equal to your veilweaver level. While *detect magic* is active, you gain a +2 insight bonus on all Perception and Sense Motive checks. In addition, once per day you may take a point of essence burn to use *augury* as a spell-like ability with a caster level equal to your veilweaver level.

ESSENCE

For each point of essence invested in this veil the insight bonus to Perception and Sense Motive checks increases by +1. If you have at least 5 points of essence invested in this veil, you may use *augury* as an at-will spell-like ability without taking a point of essence burn, and you may take a point of essence burn to use *divination* as a spell-like ability once per day.

CHAKRA BIND (HEADBAND) [N12, R9, V12]

Binding this veil to your Headband chakra grants you keen perceptive abilities and the ability to thwart attempts to magically spy on you. You are always aware of any attempt to observe you or a creature within 30 ft. of you by means of a divination spell or similar effect and may attempt to dismiss such effects as an immediate action as though using a targeted *dispel magic*. In addition, you gain blindsight out to 15 feet.

SULI'S SASH

Descriptors: None

Class: Daevic, Guru, Nexus, Radiant, Vizier

Slot: Belt

Saving Throw: None

While the suljanni are not even true genies, their ability to serve as conduits for elemental energy is still quite impressive.

While you have the Suli's Sash shaped, you gain the ability to store elemental energy and convert it into physical speed and strength. Whenever you succeed on a saving throw against a spell or effect with the acid, air, cold, earth, electricity, fire, or water descriptors, or against any spell, spell-like ability, or supernatural ability cast by an outsider with a subtype matching any of those descriptors, you gain a +2 insight bonus to all Strength and Dexterity based ability and skill checks for a number of rounds equal to your veilweaving modifier.

ESSENCE

For each point of essence invested in this veil the insight bonus granted when succeeding on a saving throw against an elemental effect increases by +1.

CHAKRA BIND (BELT) [D13, G17, N16, R15, V16]

Binding this veil to your Belt chakra enhances your ability to channel the elements into physical power. Whenever you succeed at saving throw against a spell or effect with the acid, air, cold, earth, electricity, fire, or water descriptors, or against any spell, spell-like ability, or supernatural ability cast by an outsider with a subtype matching any of those descriptors, you gain a number of temporary hit points equal to 5 + 5 per point of essence invested; these temporary hit points last for one minute per veilweaver level you possess. Whenever you fail a saving throw against any such effect, all movement speeds you possess are increased by 5 ft. + 5 ft. per point of essence invested.

VOICE OF THE JANNI

Descriptors: Compulsion, mind-affecting

Class: Guru, Nexus, Vizier

Slot: Neck

Saving Throw: Will; see text

The janni may be the least of the genies, but their ties to the planes allow them to beg favors of all the elements.

Shaping this veil creates a necklace composed of air, earth, fire and water that grants you a +2 insight bonus on all saving throws against effects with the acid, air, cold, earth, electricity, fire, or water descriptors, and against spells, spell-like abilities, or supernatural abilities cast by outsiders with a subtype matching any of those descriptors.

ESSENCE

For each point of essence invested in this veil the insight bonus to saving throws increases by +1.

CHAKRA BIND (NECK) [G14, N14, V14]

While this veil is bound to your Neck chakra, you may use *charm monster* as a spell-like ability

with a caster level equal to your veilweaver level a number of times per day equal to 1 + your veilweaving modifier. This ability can only be used against creatures with the air, earth, fire, or water subtypes, but works against all such creatures, including mindless elementals that would otherwise be immune.

LIGHTBRINGER'S GARB

BANELIGHT VORTICES

Descriptors: Light
Class: Radiant, Vizier
Slot: Hands
Saving Throw: None

Face the whirlwind. Face the light. Life is dark, but death is bright.

This brilliant veil allows you to launch a whirling vortex of light as a standard action. You may make a ranged touch attack against a creature within 60 ft.; on a successful hit this vortex deals 1d8 points of damage to most targets, but deals 1d6 points of damage to constructs and inanimate objects, 2d6 points of damage to undead, and 2d8 points of damage to creatures specifically vulnerable to sunlight or bright light. This damage bypasses all damage reduction and energy resistance.

ESSENCE

For each point of essence invested in this veil the damage to most targets increases by 1d8, the damage to constructs and objects increases by 1d6, the damage to undead increases by 2d6, and the damage dealt to creatures specifically vulnerable to sunlight or bright light increases by 2d8.

CHAKRA BIND (HANDS) [R3, V2]

While this veil is bound to your Hands chakra, you gain the ability to launch more vortices as part of the same standard action. When you have at least 1 point of essence invested, you may target up to two creatures with vortex attacks, making a separate attack roll for each target. For every 2 additional points of essence invested, you may target up to 1 additional creature with a vortex attack each time you use this ability.

LIMINAL REPORTEE

Descriptors: Charm
Class: Guru, Radiant, Vizier
Slot: Headband, Neck
Saving Throw: None

Light infuses your tongue and mind, lending magic to your voice and quickness to your wit.

Shaping this veil grants you a +2 insight bonus to Perform (comedy) checks and allows you to

make a Perform (comedy) check in place of your Bluff or Diplomacy checks.

ESSENCE

For each point of essence invested in this veil, the insight bonus to Perform (comedy) checks increases by +1.

CHAKRA BIND (HEADBAND) [G11, R9, V12]

Binding this veil to your Headband chakra gives you unique insight and luck when it comes to providing your allies with assistance. Whenever you successfully aid another creature's skill check, that creature gains a +1d4 insight bonus on the skill check instead of the normal +2 bonus. For each additional point of essence invested in this veil, the granted insight bonus increases by +1d4.

CHAKRA BIND (NECK) [G14, R12, V14]

Binding this veil to your Neck chakra grants you the ability to counter spells and abilities with verbal components by taking a point of essence burn and shouting a distracting phrase as an immediate action. You must have line of sight to the spellcaster and succeed at a dispel check (1d20 + your veilweaver level) and compare that to the spell to be countered (DC = 11 + the spell's caster level). Creatures who are immune to charm effects cannot have their spells countered by this ability.

LUMINOSITY OF THE LURKER IN LIGHT

Descriptors: Light
Class: Guru, Radiant, Vizier
Slot: Body
Saving Throw: None

Shadow is not the only force capable of subtlety. The Light can hide just as many secrets.

Shaping this luminous veil grants you a +1 insight bonus to Stealth checks; this bonus is doubled in areas of bright light.

ESSENCE

For each point of essence invested in this veil the insight bonus to Stealth checks increases by +1. If you have at least 4 points of essence invested in this veil, you can use the Stealth skill even while being observed or without having anything to hide behind, as long as you are in an area of normal or brighter light.

CHAKRA BIND (BODY) [G20, R18, V20]

Binding this veil to your Body chakra grants you the benefits of a constant *improved invisibility* effect. Creatures attempting to observe you with a divination spell or effect such as *see invisibility* or *true seeing* must succeed on a caster level check (or veilweaving or manifester level check as appropriate) with a DC equal to 10 + 1/2 your veilweaving level + the number of points of essence invested in this veil or the spell simply

fails to detect you and you remain invisible to the caster.

WHITE RIDER'S SASH

Descriptors: Light

Class: Guru, Radiant, Vizier

Slot: Head, Belt

Saving Throw: None; see text

A brilliant sash of white silk is wrapped about your waist, filling you with a light that spills out from your eyes and mouth with every blink and spoken word.

While this veil is shaped your entire body is filled with light that spills out from your mouth and eyes, creating bright light in a 60 ft. cone in front of you. This light is highly disconcerting and grants you a +2 insight bonus to Intimidate checks.

ESSENCE

For each point of essence invested in this veil the cone of bright light you shed increases by 5 ft. and the insight bonus to Intimidate checks increases by +1.

CHAKRA BIND (HEAD)

[G8, R6, V6]

While this veil is bound to your Head chakra any attack that breaks your skin unleashes a brilliant burst of blinding light. Whenever you take at least 5 points of damage from a single injury you may take a point of essence burn to unleash a blinding blast of light; all creatures within 30 ft. must succeed at a Fortitude saving throw or be blinded for 1d4 rounds, plus 1 additional round for each point of essence invested in this veil.

CHAKRA BIND (BELT)

[G17, R15, V16]

While this veil is bound to your Belt chakra you gain the ability to expand the veil into a brilliant white steed composed of pure light as a standard action. This steed has AC 18 (-1 size, +4 natural armor, +5 Dex), 7 hit points + 3 hit points per veilweaver level, uses your saving throw values, and sheds bright light in a 100 ft. radius. It cannot be charmed or compelled to disobey you. If it loses all its hit points, the light steed disappears. A light steed has a land speed of 60 ft., a fly speed of 40 ft. with good maneuverability, and can bear your weight plus up to 10 pounds per veilweaver level. The steed can be dismissed as a free action. For each point of essence you invest in this veil the light steed gains a +1 deflection bonus to AC, a +1 insight bonus to saving throws, gains 5 temporary hit points, and increases both its land and fly speeds by 10 feet.

RELIQUARIES OF INFERNAL LAW (HELLS)

BLACKENED PITCHFORK

Descriptors: Evil

Class: Daevic, Nexus, Vizier

Slot: Hands, Wrists

Saving Throw: None

This pitchfork appears to be made of translucent blackened iron and seethes with infernal energy, seeming both bitterly cold and unbearably hot.

Shaping this foul veil grants you a pitchfork forged of hell-touched iron molded into shape and made safe to wield by akashic power. This weapon-like veil acts as a trident sized appropriately for you. Whenever you score a critical hit with this weapon, the target is sickened for a number of rounds equal to your veilweaving modifier; if the target is already sickened when this effect is triggered, they are instead nauseated for 1 round. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

If you have at least 1 point of essence invested in this veil, it is treated as cold iron for the purposes of overcoming damage reduction. For each additional point of essence invested beyond the first this weapon deals an additional 1d6 cold or fire damage; for every even numbered point of essence add 1d6 fire damage, and for each odd numbered point of essence add 1d6 cold.

CHAKRA BIND (HANDS)

[D4, N2, V2]

Binding this veil to your Hands chakra grants your Blackened Pitchfork a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *axiomatic*, *bane* (good or chaotic outsiders only), *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *unholy*, *vicious*, or *wounding*.

CHAKRA BIND (WRISTS)

[D7, N8, V8]

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and increases the weapon's critical threat range by 1; this is applied first and stacks with abilities like *keen* or the Improved Critical feat. Whenever you slay a creature whose Hit Dice are greater than or equal to your own with this weapon, their soul becomes trapped within the weapon. Creatures whose souls are trapped in this weapon cannot be returned to life except by *true resurrection*, *miracle*, *wish*, or a similar

effect. You may consume a trapped soul's energy as a swift action to regain hit points equal to 1d8 + 1d8 per point of essence invested, at which point the soul can be returned to life normally, though any negative levels it gains as a result of being returned to life are increased by 1. You can only contain a number of souls in the Blackened Pitchfork equal to 1 + your veilweaving modifier. If this veil is sundered or suppressed, any captured souls are immediately freed.

BLOODEATER'S BELT

Descriptors: None

Class: Daevic, Guru, Nexus, Vizier

Slot: Belt

Saving Throw: None

Scarlet bands of akashic energy gird your waist, filling you with an infernal energy that causes wounds you inflict to bleed uncontrollably.

Shaping this fearsome veil causes any wound you inflict with a manufactured or natural weapon (including weapon-like veils) to deal 1 additional point of bleed damage.

ESSENCE

For each point of essence invested in this veil, your attacks with manufactured and natural weapons deal 1 additional point of bleed damage.

CHAKRA BIND (BELT) [D13, G17, N16, V16]

Binding this veil to your Belt chakra allows you to feed on bleeding wounds by drawing the blood into your belt and diffusing its vital energy into your body. Activating this ability is a move action that heals you for 1d8 points of damage for each creature taking bleed damage within 30 ft. of you, and causes 1d8 points of damage to each bleeding creature. Affected creatures are entitled to a Fortitude saving throw to resist this effect, which also prevents you from gaining any healing from them. For each point of essence invested you gain 1d8 additional points of healing per affected creature (maximum 20d8) and bleeding creatures take an additional 1d8 points of damage.

CRY OF THE ERINYES

Descriptors: Sonic

Class: Nexus, Vizier

Slot: Neck

Saving Throw: Fortitude

The spiked collar around your throat has a hissing, echoing quality, as though the distant screams of hell-bound souls cry out in time to your voice.

Shaping this veil allows you to unleash a piercing screaming that deals 1d4 sonic damage to all creatures in a 15 ft. cone (Fortitude half). Creatures who fail their save against this ability take a—1 penalty to Will saving throws for a

number of rounds equal to your veilweaving modifier. This ability drains much of the energy of the veil and requires 1d4 rounds to recharge before it can be used again.

ESSENCE

For each point of essence invested in this veil, the damage dealt increases by 1d4. For every two points of essence invested in this veil, the penalty to Will saving throws increases by an additional—1.

CHAKRA BIND (NECK)

[N14, V14]

Binding this veil to your Neck chakra greatly increases its destructive power, increasing the damage dice for its base ability to d8s instead of d4s.

In addition, you may take a point of essence burn to attempt to counter any spell within your line of sight that includes a verbal component as an immediate action. Unlike a true counterspell, however, this ability may not work; you must make a dispel check as if using *dispel magic* (1d20 + your veilweaver level + 1 per 2 points of essence invested) to counter the spellcaster's spell.

DEVIL'S BARBS

Descriptors: None

Class: Daevic, Nexus, Vizier

Slot: Chest

Saving Throw: Reflex

Barbed devils and dire porcupines don't have a monopoly on being less than cuddly.

Shaping this veil covers you in the wicked spurs of a barbed devil. Whenever a creature strikes you with a non-reach melee attack, they must succeed at a Reflex saving throw or take 1d6 points of piercing damage from the barbs.

ESSENCE

For each point of essence invested the barbs granted by this veil deal 2 additional points of damage.

CHAKRA BIND (CHEST)

[D19, N18, V18]

Binding this veil to your Chest chakra causes your flesh to harden and sharpen. The base damage of your barbs increases to 1d8 + your veilweaving modifier, no longer grants a Reflex saving throw to avoid the damage, and this damage is now dealt to any creature that grapples you, damages you with a melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch). In addition, you gain DR 15/good and silver; this damage reduction increases by 1 for each point of essence invested in this veil.

GELUGON'S TALONS

Descriptors: Cold

Class: Daevic, Nexus, Vizier

Slot: Feet

Saving Throw: Fortitude

The frigid veil shrouding your feet resembles the insectile extremities of a fearsome ice devil.

Shaping this gelid veil surrounds you in a 5 ft. aura. Any creature who enters this aura must succeed on a Fortitude saving throw or take a –1 penalty to attack rolls, AC, and Reflex saving throws and have its speed for all movement modes it possesses reduced by 5 feet. This effect lasts as long as the creature remains in the aura and for 1 round thereafter.

ESSENCE

For each point of essence invested in this veil the granted aura increases by 5 ft., its effects last for 1 additional round after an affected creature leaves the area of effect, and affected creatures' movement speeds are reduced by an additional 5 feet. If you have at least 4 points of essence invested, creatures who fail their Fortitude saving throw are staggered for the duration of the effect.

CHAKRA BIND (FEET)

[D2, N4, V4]

Binding this veil to your Feet chakra grants you a pair of talons that can be used as secondary natural attacks. These talons deal 1d4 slashing damage when used by a Medium veilweaver (1d3 Small). For each point of essence invested in this veil these talons deal an additional 1d4 cold damage. In addition, you gain the icewalking special ability; this allows you to climb and traverse icy surfaces with a climb speed of 20 ft. while keeping your hands free, and allows you to move across icy surfaces without penalty. You do not need to make Acrobatics checks to run or charge on ice.

IMP'S EYES

Descriptors: Darkness, divination

Class: Nexus, Vizier

Slot: Headband

Saving Throw: None

Cat-like lenses cover your eyes, granting you the ability to sense poisons and see in utter darkness.

While you have this veil shaped, you may use *detect poison* as an at-will spell-like ability with a caster level equal to your veilweaver level and you gain darkvision out to 60 ft. or increase your existing darkvision by 30 feet. In addition, you may take a point of essence burn to lower the light level in a 20 ft. radius around yourself by two steps (bright light to dim light, normal light to darkness). This is considered a darkness effect with a spell level equal to 1 + the number of

points of essence invested that can dispel light effects of equal or lower equivalent spell level.

ESSENCE

For each point of essence invested in this veil increase the range of your darkvision by 10 feet.

CHAKRA BIND (HEADBAND)

[N12, V12]

Binding this veil to your Headband chakra allows you to see perfectly in darkness of any kind, including that created by *deeper darkness* or similar effects. As long as you are in an area of dim light or darkness, you gain fast healing equal to the number of points of essence invested in this veil.

IRON CROWN

Descriptors: Compulsion, mind-affecting

Class: Guru, Nexus, Vizier

Slot: Head

Saving Throw: Will; see text

Forged in hellfire for a cruel god, even poor copies of the Iron Crown of Asmodeus have the power to command lesser creatures.

Wearing this authoritative veil lends you the overwhelming presence of a devil lord, granting you a +2 insight bonus to Diplomacy and Intimidate checks.

ESSENCE

For each point of essence invested in this veil, increase the insight bonus to Diplomacy and Intimidate checks by +1.

CHAKRA BIND (HEAD)

[G8, N6, V6]

Binding this veil to your Head chakra gives you the ability to command mortal creatures and makes you resistant to the commands of others. You may cast *hold person* as a spell-like ability a number of times per day equal to 1 + your veilweaving modifier. In addition, you become immune to compulsion effects and gain a bonus to saves against charm effects equal to the number of points of essence invested in this veil.

MANTLE OF INFERNAL DUKEDOM

Descriptors: Evil, law

Class: Guru, Nexus, Vizier

Slot: Body

Saving Throw: None

The infernal power of a hellish duke suffuses you, granting you power beyond that of any mere mortal.

Shaping this veil grants you immunity to poison and spell resistance 8. Against spells with the chaotic or good descriptors, as well as spells and spell-like abilities cast by any creature with the chaotic or good subtypes, this spell resistance is increased by 5.

ESSENCE

For each point of essence invested in this ability, the granted spell resistance increases by 3.

CHAKRA BIND (BODY) [G20, N20, V20]

Binding this veil to your Body slot grants you the deathmastery power of an infernal duke. Whenever you slay a humanoid creature, you can transform the slain creature's soul into a ghost under your control (see the ghost template in the *Pathfinder Roleplaying Game Bestiary*). You can only control a number of ghosts in this manner equal to your veilweaving modifier, and the total Hit Dice of ghosts under your control cannot exceed twice your veilweaver level. If you have a soul trapped in a container such as the Blackened Pitchfork or a *magic jar*, you may use this ability to transform the trapped soul into a ghost as well.

PIT FIEND'S SHROUD

Descriptors: Evil, fear, mind-affecting

Class: Eclipse, Nexus, Vizier

Slot: Shoulders

Saving Throw: Will

Wings of flame and shadow wrap themselves around you, striking fear into the hearts of lesser beings.

Shaping this fearsome veil surrounds you in a 10 ft. aura. Any creature who enters this aura must succeed on a Will saving throw or be shaken for as long as they remain in the aura and 1 round thereafter.

ESSENCE

For each point of essence invested in this veil the aura increases by 5 ft., you gain a +1 insight bonus to saving throws against fear effects, and the DC to demoralize you with the Intimidate skill increases by 1.

CHAKRA BIND (SHOULDERS) [E15, N10, V10]

Binding this veil to your Shoulders chakra causes creatures who fail their saving throw against your aura to be frightened instead of shaken. In addition, you gain a pair of fearsome, bat-like wings that grant you a fly speed of 40 ft. with average maneuverability; for each point of essence invested in this veil the granted fly speed increases by 5 feet.

SHACKLES OF PERDITION

Descriptors: Evil, law

Class: Daevic, Eclipse, Nexus, Vizier

Slot: Wrists

Saving Throw: Reflex; see text

Heavy iron shackles encase your wrists, while dangling chains fade to translucence before disappearing from sight entirely.

Shaping this veil encases your forearms in thick

shackles of akasha forged to resemble black iron. These shackles grant you a +1 shield bonus to AC; this bonus is doubled against attacks made by fey, chaotic-aligned, or good-aligned creatures.

ESSENCE

For each point of essence invested in this veil the granted shield bonus to AC is increased by +1.

CHAKRA BIND (WRISTS) [D7, E12, N8, V8]

Binding this veil to your Wrists chakra grants you the supernatural ability to conjure up spiked black iron chains around any creature within 60 feet as a swift action. Unless the target succeeds at a Reflex saving throw, they are bound in place and cannot move from that spot for 1 minute unless they succeed at a Strength check or Escape Artist check to slip the chains as a standard action (DC 15 + your veilweaving modifier + the number of points of essence invested). Fey, chaotic-aligned, or good-aligned creatures takes 1d6 + 1d6 per point of essence invested points of piercing damage at the end of your turn each round they are bound by these chains. You can only have a total number of creatures equal to your veilweaving modifier bound at once with this ability; if you bind a new creature in excess of that amount, the creature who has been bound by this ability the longest is immediately released.

TRAPPINGS OF CHAOS (ABYSS)

BABAU SKIN

Descriptors: Acid

Class: Guru, Nexus, Vizier

Slot: Body

Saving Throw: None; see text

A leathery layer of slime-coated flesh oozes with magic as it forms around your body.

Shaping this veil coats your skin in akasha infused with the power of a babau demon, granting you acid resistance 5 (or increasing your existing acid resistance by 5) and causing any creature that grapples you, damages you with a non-reach melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch), to take 1d4 points of acid damage and an additional 1 point of acid damage on the following round.

ESSENCE

For each point of essence invested in this veil the granted acid resistance increases by 5 and the acid damage dealt to creatures that come into direct physical contact with you increases by 1 (both on the initial exposure and on the following round).

CHAKRA BIND (BODY)**[G20, N20, V20]**

Binding this veil to your Body chakra fuses it to your flesh, granting you acid immunity. As an immediate action whenever you take damage from an attack, you can unleash a corrosive burst around yourself, dealing 10d4 acid damage to all creatures in a 15 ft. radius burst centered on you (Reflex half). Creatures who take damage from this attack take half that damage again on the following round. Once you've used this ability it cannot be used again for 1d4 rounds as the acid accumulates. For each point of essence invested in this veil, the damage for this attack increases by 1d4 and the radius of the burst increases by 5 feet.

BALOR'S WHIP**Descriptors:** Chaos, evil, fire**Class:** Daevic, Nexus, Vizier**Slot:** Hands, Wrists**Saving Throw:** None

A coiling length of foul, smoking flame writhes in your grasp, eager to be loosed upon your foes.

Shaping this hungry veil grants you a balor's flaming whip. This weapon-like veil acts as a whip sized appropriately for you. Unlike a normal whip the Balor's Whip does not have the nonlethal property and the damage is always treated as lethal regardless of the target's natural armor bonus. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

For each point of essence invested in this veil, it deals one additional die of damage. Against good-aligned creatures, the additional damage dice are d8s, against creatures who are neither good nor evil the additional dice are d6s, and against evil-aligned creatures the additional dice are d4s. Half of this additional damage is fire damage and the other half results directly from unholy power and is therefore not subject to being reduced by resistance to fire-based attacks.

CHAKRA BIND (HANDS)**[D4, N2, V2]**

Binding this veil to your Hands chakra grants your Balor's Whip a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: anarchic, bane (good or lawful outsiders only), flaming, flaming burst, ghost touch, keen, mighty cleaving, unholy, vicious, or wounding.

CHAKRA BIND (WRISTS)**[D7, N8, V8]**

Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and it allows you to threaten every square within the whip's reach. For every 2 points of essence invested in this veil, increase its reach by 5 feet. In addition, you may use the Balor's Whip to attempt a grapple against any creature within its reach, drawing the target of your grapple into an adjacent square on a successful attempt. You do not gain the grappled condition while grappling in this manner.

DEMON LORD'S HUNGER**Descriptors:** Chaos**Class:** Daevic, Nexus, Vizier**Slot:** Chest**Saving Throw:** None; see text

Your chest ripples and swells with gnawing energy even as your belly and waist seem to shrivel and dessicate.

Weaving this baleful veil gives you a gnawing hunger that eats away at even iron and steel. Whenever you are successfully attacked with a manufactured weapon, the weapon takes 2 points of damage and any damage it would deal to you with that attack is reduced by 2.

ESSENCE

For each point of essence invested in this ability, increase the damage dealt to manufactured weapons by 1 and reduce the damage dealt to you by manufactured weapons by 1.

CHAKRA BIND (CHEST)**[D19, N18, V18]**

Binding this veil to your Chest chakra allows you to devour souls. As a standard action, you can take 1 point of essence burn and attempt to inhale the soul of a living creature within 30 feet. The target must make a Fortitude save or die. If you successfully slay a creature whose Hit Dice are less than or equal to your own with this ability, you instantly heal a number of points of essence burn equal to 1/2 your veilweaving modifier. Once a creature has succeeded on a saving throw against this ability, they cannot be affected again for 24 hours.

DRETCH FLESH**Descriptors:** Chaos, poison**Class:** Daevic, Nexus, Vizier**Slot:** Wrists**Saving Throw:** None; see text

Viscous energy seething with slime and pustules encases your arms in a foul but protective embrace.

Shaping this hideous veil gives you fire resistance 5 (or increases your existing fire

resistance by 5) and DR 2/ cold iron or good.

ESSENCE

For each point of essence invested in this veil the the granted fire resistance increases by 5 and the damage reduction increases by 1.

CHAKRA BIND (WRISTS) [D7, N8, V8]

Binding this veil to your Wrists chakra causes your arms to seethe and drip with poison. Whenever a creature grapples you, damages you with a non-reach melee attack, or otherwise comes into direct physical contact with you (such as when delivering a spell with a range of touch), they must succeed at a Fortitude save or take 1 point of Strength damage. For every 3 points of essence invested in this veil, increase the Strength damage dealt by 1. This is a poison effect.

GLABREZU'S GAZE

Descriptors: Divination, fear

Class: Nexus, Vizier

Slot: Headband

Saving Throw: None; see text

Eyes that shine with the cruelty and intelligence of a powerful demon distort your eyelids and leak tears of dark power.

While you have this fearsome veil shaped, you gain the ability to see any objects or beings that are invisible within 10 ft. of you, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. In addition, your enhanced vision allows you to more easily discern the flow of magical forces, granting you a +2 insight bonus to Knowledge (arcana) and Spellcraft checks.

ESSENCE

For each point of essence invested in this veil increase the range at which you can see invisible and ethereal creatures and objects by 10 ft. and the insight bonus to Knowledge (arcana) and Spellcraft checks by +1.

CHAKRA BIND (HEADBAND) [N12, V12]

Binding this veil to your Headband chakra fills your vision with unholy power, allowing you draw out weaknesses in other creatures. As a swift action, you may force a single creature within 60 ft. to make a Will save or become shaken for a number of rounds equal to your veilweaving modifier. Creatures who are already shaken become frightened, and creatures who are frightened become panicked. In addition, if a creature who fails their saving throw against this ability is taking bleed damage, that bleed damage is increased by an amount equal to the number

of points of essence invested in this veil. If a creature who is dazzled fails their save against this ability, they are instead blinded for a number of rounds equal to your veilweaving modifier. If a creature who fails their saving throw against this ability is fatigued, they instead become exhausted for the same duration.

MASK OF THE SUCCUBUS

Descriptors: Mind-affecting

Class: Guru, Nexus, Vizier

Slot: Head

Saving Throw: None; see text

Porcelain energy smooths your imperfections and leaves your countenance surreally perfect.

Wearing this seductive veil lends you the beguiling visage of a succubus, granting you a +2 insight bonus to Bluff and Diplomacy checks.

ESSENCE

For each point of essence invested in this veil, increase the insight bonus to Bluff and Diplomacy checks by +1.

CHAKRA BIND (HEAD) [G8, N6, V6]

Binding this veil to your Head chakra gives you the ability to drain energy from a mortal you lure into an act of passion, such as a kiss, as a standard action. An unwilling victim must be grappled before you can use this ability. Your kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from you. The victim must succeed on a Will save to negate the *suggestion* effect.

PINCER ARMS

Descriptors: None

Class: Daevic, Nexus, Vizier

Slot: Belt

Saving Throw: None

A wicked pair of arms ending in giant pincers and pulsing with lethal intent spring forth from your waist.

Shaping this fearsome veil gives you a pair of pincers that can be used as secondary natural attacks dealing 1d6 bludgeoning damage for medium veilweavers (adjust for other size categories as normal, 1d4 Small and so on). In addition to using these limbs as weapons, you can lean forward and use them as secondary legs, increasing your base speed by 10 ft. and giving you a +4 bonus to your CMD against trip attempts. You cannot make attacks with your pincers in the same round you use them to increase your speed.

ESSENCE

For each point of essence invested in this veil the granted pincers gain a +1 enhancement bonus. As long as your pincers have at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *anarchic*, *bane* (good or lawful outsiders only), *flaming*, *flaming burst*, *ghost touch*, *keen*, *mighty cleaving*, *unholy*, *vicious*, or *wounding*.

CHAKRA BIND (BELT)**[D13, N16, V16]**

Binding this veil to your Belt chakra greatly enhances the power of your pincers. Your pincers gain the grab special ability, allowing you to make a free combat maneuver check that does not provoke attacks of opportunity to grapple a creature when you successfully attack with them. When using your pincers as legs, your base speed increases by an additional 10 ft. and your bonus to CMD against trip attempts is increased by a number of points equal to the essence invested in this veil. In addition, your pincers can be used to grab and cling to almost any surface, granting you a climb speed equal to your base speed. You cannot use your pincers to make attacks while climbing.

RUIN TREADS**Descriptors:** Electricity**Class:** Daevic, Nexus**Slot:** Feet**Saving Throw:** None; see text

Darksome talons of destructive energy sprout from your feet, cracking the ground and shattering earth.

Shaping this destructive veil grants you a pair of talons that can be used as secondary natural attacks. These talons deal 1d4 slashing damage when used by a Medium veilweaver (1d3 Small). As a move action, you can stamp the ground with these talons to create an area of difficult terrain in a 10 ft. radius burst around you.

ESSENCE

For each point of essence invested in this veil the granted talons gain a +1 enhancement bonus and the radius of difficult terrain you can create increases by 5 feet. As long as your talons have at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: *anarchic*, *bane* (good or lawful outsiders only), *flaming*, *flaming burst*, *ghost touch*, *keen*, *mighty cleaving*, *unholy*, *vicious*, or *wounding*.

CHAKRA BIND (FEET)**[D2, N4]**

Binding this veil to your Feet chakra allows you to emulate the vrock's fearsome dance of ruin. As a full-round action you can begin a mad caper that causes a crackling wave of energy to explode out from you, dealing 1d6 points of electricity damage to all creatures within 10 ft. (Reflex half); using this ability drains much of the power from this veil, so you must wait 1d4 rounds before you can use it again. For each point of essence invested in this veil, the damage increases by 1d6 and the radius of the effect increases by 10 feet. If you have at least 4 points of essence invested in this veil you may perform this ability as a standard action, and if you have at least 7 points of essence invested you may use it as a move action.

SPORE WINGS**Descriptors:** Chaos, evil**Class:** Daevic, Eclipse, Nexus, Vizier**Slot:** Shoulders**Saving Throw:** Fortitude

Greasy energy cloaks you in a filthy cloud of spores and vulture feathers.

Shaping this loathsome veil allows you to unleash a fearsome cloud of spores around yourself as a swift action. These spores last for a number of rounds equal to 1 + your veilweaving modifier. While these spores are active, any creature that ends their turn adjacent to you, or whom you end your turn adjacent to, take 1d8 piercing damage (Fortitude half). Creatures who fail their saving throw take an additional 1d4 damage at the start of your next turn and are entangled as thorny vines sprout from their flesh. The vines can be destroyed and the entangled effect ended by casting *bless* on the affected creatures, by sprinkling them with holy water, or with a Strength check made as a full round action to dislodge the vines (DC 10+ 1/2 your veilweaver level + the number of points of essence invested in this veil).

ESSENCE

For each point of essence invested in this veil the damage dealt by this ability (both when the initial effect is triggered and on subsequent rounds following a failed save) increases by 2.

CHAKRA BIND (SHOULDERS)**[D10, E15, N10, V10]**

Binding this veil to your Shoulders chakra gives you a pair of solid and powerful vulture wings that grant you a fly speed of 40 ft. with average maneuverability; for each point of essence invested in this veil the granted fly speed increases by 5 feet. In addition, as a standard action you may take a point of essence burn to

target all creatures in a 30 ft. cone as though they had triggered this veil's primary ability.

VROCK'S SCREECH

Descriptors: Chaos, sonic

Class: Nexus, Vizier

Slot: Neck

Saving Throw: Fortitude

A choker of feather and bone manifests around your throat pulsing wildly lending your words a vibratory pitch.

Shaping this veil allows you to unleash a devastating screech as a standard action, staggering all creatures in a 30 ft. cone originating from you for 1 round unless they succeed on a Fortitude saving throw. Creatures who succeed on a saving throw against this effect cannot be affected by it again for 24 hours.

ESSENCE

For each point of essence invested in this veil the size of the cone increases by 5 ft. (going from a 30 ft. cone to a 35 ft. cone, for example). For every 2 points of essence invested in this veil, the duration of the staggered effect increases by 1 round.

CHAKRA BIND (NECK)

[N14, V14]

Binding this veil to your Neck chakra enhances the disruptive power of your screech. You may choose for creatures who fail their saving throw against this ability to be stunned for 1 round instead of staggered; the duration of the stunned effect is not increased by invested essence, and once a creature has been affected by this ability they cannot be affected again for 24 hours. Creatures who are grappled or entangled when they fail a saving throw against this effect are instead paralyzed for the duration of the effect. You must declare whether you are using this ability to stagger or stun at the time the ability is activated.

UNICORN'S CAPARISON

CRINIÈRE OF WARDING

Descriptors: Good

Class: Guru, Radiant, Vizier

Slot: Headband, Neck

Saving Throw: None

Pearlescent armor girds your neck and temples, surrounding you in a potent protective ward.

Shaping this holy veil grants you a +1 sacred bonus to AC and on all saving throws against attacks or effects created by evil creatures.

ESSENCE

For each point of essence invested in this veil, the sacred bonus to AC and saving throws against

attacks or effects created by evil creatures increases by +1.

CHAKRA BIND (HEADBAND)

[G11, R9, V12]

Binding this veil to your Headband chakra grants you the ability to breathe life into a touched willing creature or recently slain ally a number of times per day equal to 1 + your veilweaving modifier. This ability cures 1d8+1 points of damage plus an additional 1d8+1 per point of essence invested. Unlike other effects that heal damage, this ability can bring recently slain creatures back to life. If used on a creature that has died within 1 round, apply the healing from this effect to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through this effect gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by this ability.

CHAKRA BIND (NECK)

[G14, R12, V14]

Binding this veil to your Neck chakra allows you to extend its effects out in a 20 ft. aura around yourself. Any friendly creature within the aura gains a sacred bonus to AC and saving throws against attacks or effects created by evil creatures equal to 1/2 the bonus you are receiving from the veil's base effect (rounded down, minimum 1) (for example, a veilweaver with 4 points of essence invested in this veil would gain a +4 sacred bonus to AC and saves against attacks or effects created by evil creatures and all other friendly creatures within the aura would gain a +2 sacred bonus). In addition, any evil-aligned creature who attempts to enter the area of this aura must succeed at a Will saving throw or be rebuffed, unable to enter the affected area. Creatures may attempt a new saving throw to enter the affected area each round. Creatures who are unwillingly forced into the area, such as by the veilweaver willingly moving near to them, automatically succeed at this saving throw.

SPARKLING ALICORN

Descriptors: Good, healing

Class: Guru, Nexus, Radiant, Vizier

Slot: Head, Neck

Saving Throw: None

A shimmering halter of magical energy cascades across your face and down your neck from a prominent spiral horn that promises danger to your foes but bestows its blessing at your behest.

Shaping this beautiful veil creates a beautiful,

sparkling horn that grants you a gore primary natural attack dealing 1d8 piercing damage (1d6 small). Whenever an undead creature is struck by this attack, they take an additional 1d6 positive energy damage. You may choose to use your veilweaver level in place of your base attack bonus to determine your bonus to hit and any other abilities or uses of this veil. Alternatively, you may touch this horn to a willing adjacent creature to grant them 1d6 temporary hit points that last for 1 minute.

ESSENCE

For each point of essence invested in this veil the positive energy damage dealt to undead and the temporary hit points granted to touched creatures increases by 1d6. For every two points of essence invested in this veil, the gore attack gains a +1 enhancement bonus.

CHAKRA BIND (HEAD)

[G8, N6, R6, V6]

Binding this veil to your Head chakra allows you to conjure a half-celestial unicorn as a standard action (use the statistics for a half-celestial unicorn presented in the *Pathfinder Roleplaying Game Bestiary*). You can only have one unicorn conjured in this way at a time. For every point of essence invested in this veil, the unicorn gains an additional 5 hit points and a +1 insight bonus to attack rolls, armor class, damage rolls, and saving throws. If you have at least 4 points of essence invested in this veil, the unicorn gains the advanced simple template. The half-celestial unicorn's gore attack benefits from essence invested in this veil just like the gore attack granted to you.

CHAKRA BIND (NECK)

[G14, N14, R12, V14]

In addition to the effects of binding this veil to your Head chakra, binding this veil to your Neck chakra sharpens your horn and that of your half-celestial unicorn companion and fills them with holy energy that explodes outward on particularly vicious attacks. The gore attack granted by this veil and that of the half-celestial unicorn it conjures now threatens a critical hit on a roll of 18–20 for x3 damage. Whenever you or your unicorn companion confirm a critical hit with your gore attacks, all friendly creatures in a 60 ft. radius are healed for 1d8 points of damage, +1d8 per point of essence invested in this veil. In addition, the half-celestial unicorn's fly speed increases by an additional 10 ft. per point of essence invested in this veil.

UNICORN'S BARDING

Descriptors: Emotion, good

Class: Guru, Radiant, Vizier

Slot: Belt, Body

Saving Throw: None

Silken sashes bedecked with bells and silvery charms criss-cross your torso and tie about your waist in an elaborate knot before trailing off into sparkling light.

While this veil is shaped you exude an aura of peace and calm out in a 30 ft. radius. All friendly creatures within the area of this effect gain a +2 sacred bonus on all saving throws against spells and effects with the fear or emotion descriptors. Psychic casters within the area of this effect are always able to provide the emotion components of their spells as long as they are within this area, regardless of what other conditions may be affecting them.

ESSENCE

For each point of essence invested in this veil the sacred bonus to saving throws increases by +1.

CHAKRA BIND (BELT)

[G17, R15, V16]

While this veil is bound to your Belt chakra you gain the ability to dispel negative emotion effects and calm raging opponents. As a full round action you can create a burst of calming energy that attempts to dispel every non-harmless fear or emotion spell or effect as though with a targeted *dispel magic*, treating your veilweaver level as your caster level. In addition, any hostile creature in the area currently using bloodrage, rage, or raging song must succeed at a Will saving throw or have the effect instantly end. You may take 2 points of essence burn to use this ability as an immediate action, and may attempt to counterspell a spell with the fear or emotion effect when using the effect in this way.

CHAKRA BIND (BODY)

[G20, R18, V20]

In addition to the effects granted by the Belt bind, binding this veil to your Body chakra doubles the radius of the aura granted by its base ability and grants you and all friendly creatures within the aura's radius immunity to fear effects. In addition, all hostile creatures who start their turn within the aura must succeed at a Will saving throw or be staggered for 1 round; while staggered by this effect affected creatures cannot charge or activate the bloodrage, rage, or raging song abilities.

UNICORN FEATHERING

Descriptors: Healing

Class: Guru, Radiant, Vizier

Slot: Hands

Saving Throw: None

Delicate ivory hair cascades down from your forearms and dances across your hands and fingers.

This gentle veil grants you the ability to enhance a creature's natural healing. As a standard action, you may touch one willing creature adjacent to you and give them fast healing 3 for 1 round. Constructs and objects gain no benefit from this effect. Since this ability enhances the natural resources of the affected creature, a given creature can only benefit from this ability a number of times per day equal to your veilweaving modifier.

ESSENCE

For each point of essence invested in this veil the granted fast healing increases by 1 and lasts for 1 additional round.

CHAKRA BIND (HANDS)

[R3, V2]

While this veil is bound to your Hands chakra its healing capabilities are greatly enhanced. The fast healing granted by this veil is increased to 5 + 3 per point of essence invested. As long as a creature is benefiting from the fast healing granted by this ability, they gain a +1 morale bonus on attack rolls and on saving throws against fear effects, as though affected by a *bless* spell. Using this ability on a creature dispels the effects of a *bane* spell in addition to its normal effects.

VOID'S EMBRACE

GAUNTLETS OF THE VOID

Descriptors: Cold

Class: Daevic, Eclipse, Nexus

Slot: Hands, Wrists

Saving Throw: None

A seething pair of black gauntlets formed from frigid energy seem to pull light and heat from the air around you.

When you shape this veil you gain cold resistance 5. This stacks with any cold resistance you currently possess. In addition, you gain the ability to manifest a pair of gauntlets made of akasha infused with the power of darkness. This weapon-like veil acts as a pair of spiked gauntlets sized appropriately for you.

ESSENCE

For each point of essence invested in this veil, the granted cold resistance increases by 5 and the spiked gauntlet granted by this veil deals an additional 1d6 cold damage.

CHAKRA BIND (HANDS)

[D4, E3, N2]

Binding this veil to your Hands chakra grants you the ability to wield a two-handed weapon sized appropriately for you as though it were a one-handed weapon. In addition, for every 2 points of essence invested in this veil the spiked gauntlet it grants gains a +1 enhancement bonus.

CHAKRA BIND (WRISTS)

[D7, E12, N8]

In addition to the benefits granted by the Hands chakra, binding this veil to your Wrists chakra improves the rate at which your spiked gauntlets benefits from invested essence. Your spiked gauntlets now gains a +1 enhancement bonus per point of essence invested, instead of per 2 points. As long as the gauntlet has at least a +1 enhancement bonus, you may also spend these points to gain equivalent weapon special abilities from the following list: *defending*, *frost*, *ghost touch*, *vicious*, *icy burst*, *unholy*, *wounding*, or *speed*.

NOTHINGNESS SHROUD

Descriptors: Darkness

Class: Eclipse, Vizier

Slot: Shoulders

Saving Throw: None

"Nothingness is your shield, not nothing. Surround yourself in the lack of yourself. Do not be where you are."
—Lessons from Alsama Laylana, the first eclipse.

Shaping this veil shrouds you in an empty nothingness that makes it hard for others to follow your movements. You gain a +2 insight bonus on Sleight of Hand and Stealth checks.

ESSENCE

For each point of essence invested in this veil, the insight bonus to Sleight of Hand and Stealth checks increase by +1.

CHAKRA BIND (SHOULDERS)**[E15, V10]**

Binding this veil to your Shoulders chakra allows you grants you the ability to simply not be where you are for a brief moment. Once per round as an immediate action when you would take damage from an attack, spell, or other effect, you may make a Stealth check with a DC equal to the attack roll (or 15 + the effect or creature's CR if there was no attack roll) to negate the damage and treat the attack as a miss. Each time you use this ability, the light level in a 30 foot radius around your current location is reduced by 1 step for 1 round + 1 round per point of essence invested.

VOID COUNTENANCE**Descriptors:** Cold, darkness**Class:** Eclipse, Vizier**Slot:** Head**Saving Throw:** None; see text

"Where it's face should have been was nothing but emptiness! Empty black.... Empty..."
—A report on the assassination of Baron Druchheim from the attack's only survivor.

Shaping this veil masks your face in a featureless well of inky darkness that hides your intentions and devours certain harmful effects. You gain a +2 insight bonus to Bluff checks and a +1 insight bonus to Will saving throws against effects that target you directly (but not auras or effects that affect all creatures in an area).

ESSENCE

For each point of essence invested in this veil the insight bonuses to Bluff checks and Will saving throws increase by +1.

CHAKRA BIND (HEAD)**[E9, V6]**

Binding this veil to your Head chakra allows you to exhale a coruscating cloud of darkness as a standard action that deals 1d6 cold damage and 1d6 negative energy to all living creatures in a 30 ft. cone (Fortitude half) and lowers the light level in the cone's affected area by 1 step for 1 round + 1 round per point of essence invested. Unliving creatures, such as constructs and undead, must instead make a Will saving throw or become staggered and take a -1 penalty on attack rolls, AC, and Reflex saves for 1 round; creatures who are already staggered are instead dazed. For each point of essence invested in this ability, the cone deals an additional 1d6 cold and 1d6 negative energy damage, or the duration of the staggered condition and penalties to attack rolls, AC, and Reflex saves are increased by 1 round (creatures who are dazed by this effect are still only dazed for 1 round, but the staggered condition and other penalties will continue for the full duration of the

effect). This ability drains much of the energy of the veil and requires 1d4 rounds to recharge before it can be used again.

VOIDBLADE**Descriptors:** Cold, darkness, death**Class:** Daevic, Eclipse, Nexus, Vizier**Slot:** Hands, Body**Saving Throw:** None; see text

Hungry emptiness shaped like a blade devours light and life, leaving nothing behind.

When you shape this veil you gain the ability to manifest a deadly blade made of akasha tempered by the crushing emptiness of the endless void. This weapon-like veil acts as a greatsword sized appropriately for you. Whenever you successfully damage a creature with this weapon, they are subjected to feelings of intense chill and crushing ennui, taking a -1 penalty on attack rolls for 1 round. Whenever you confirm a critical hit with this weapon, the target of the attack is staggered for 1 round. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

ESSENCE

For each point of essence invested in this veil, the weapon deals an additional 1d6 points of cold damage. For every 4 points of essence invested, the penalty to attack rolls inflicted by the voidblade increases by an additional -1, and the duration of the staggered effect on a critical hit increases by 1 round.

CHAKRA BIND (HANDS)**[D4, E3, N2, V2]**

Binding this veil to your Hands chakra grants your Voidblade a +1 enhancement bonus per point of essence invested (maximum +5). For each point of essence invested in this veil beyond 5, you gain a +2 competence bonus to your CMB and to your damage rolls when performing a sunder attempt with this weapon.

CHAKRA BIND (BODY)**[D12/20, E20, N20, V20]**

In addition to the benefits granted by your Hands chakra, binding this veil to your Body chakra makes the blade utterly lethal. Whenever you confirm a critical hit with this weapon against a creature, living creatures and creatures that are neither living or dead, such as constructs and animated objects, are subjected to accelerated entropy and decay, and must succeed at a Fortitude saving throw or take an additional 10d6 negative energy damage, while undead creatures must make a Will saving throw (adding their turn resistance, if any) or be destroyed.

VOIDWALKERS

Descriptors: Darkness

Class: Eclipse, Guru, Vizier

Slot: Belt, Feet

Saving Throw: None

See the void. Be the void. Walk the void.

Shaping this veil shrouds your feet in an aching emptiness that is hard to look upon. You gain a +2 insight bonus to Acrobatics checks. This bonus is increased by an additional +2 in areas of dim or darker lighting. Whenever you succeed on an Acrobatics check to move through a threatened space without provoking an attack of opportunity, or to move through an opponent's occupied space, you may teleport the remainder of your movement, ignoring all difficult terrain and hazards between you and your destination.

ESSENCE

For each point of essence invested in this veil the insight bonus to Acrobatics checks increases by +1.

CHAKRA BIND (FEET)

[E6, G5, V4]

Binding this veil to your Feet chakra allows you to step on darkness as though it was firm ground. As long as you are in an area of dim light or darkness, you and any creature you are mounted on benefit from a constant *air walk* effect.

CHAKRA BIND (BELT)

[D13, E18, V16]

In addition to the benefits granted by binding this veil to your Feet chakra, binding it to your Belt chakra increases your base movement speed by an additional 20 feet, plus an additional 10 feet per point of essence invested.



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