

CLASSES OF THE LOST SPHERES:

SUCCESSOR



BY SASHA LINDLEY HALL
WITH CHRISTEN N. SOWARDS

BRYAN
SYME

Lost Spheres



Publishing

CLASSES OF THE LOST SPHERES: SUCCESSOR

Authors: Sasha Lindley Hall with Christen N. Sowards

Artist: Bryan Syme

Developer: Christen N. Sowards

Contributing Editor: Aaryn Gulledge

Layout & Graphic Design: Christen N. Sowards

Playtesters: Aaryn Gulledge, James Durchenwald, Matt Groen, Michael Lefavor, Vanessa Moon

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Lost Spheres Publishing company names and logos; the “Classes of the Lost Spheres: Successor” and “City of 7 Seraphs” names and logos; all artwork, backgrounds, proper names of characters and organizations, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Lost Spheres Publishing, ©2018

www.lostspherespublishing.com

CONTENTS

Successor.....	4
Class Features.....	4
Tribute & Game Balance:.....	6
Heirloom Legacies.....	7
Legacy of Cunning.....	8
Base Legacy Power Options:.....	8
Resonant Legacy Power Options:.....	8
Legacy Powers:.....	9
Legacy of Faith.....	11
Base Legacy Power Options:.....	11
Specialized Mana:.....	11
Legacy Powers:.....	12
Source-Origin Mechanics:.....	13
Legacy of Magic.....	13
Base Legacy Power Options:.....	13
Resonant Legacy Power Options:.....	14
Legacy Powers:.....	15
Legacy of War.....	15
Base Legacy Power Options:.....	15
Resonant Legacy Power Options:.....	16
Legacy Powers:.....	16
Successors & Death.....	18
Feats.....	18
Specialized Mana:.....	19
Avenger's Blades (Dual-Legacy).....	19

Battlemage's Bane [Dual-Legacy].....	19
Chosen Heirloom.....	20
Crusader's Robes (Dual-Legacy).....	20
Defiant's Apocrypha (Dual-Legacy).....	20
Effortless Awakening.....	21
Elemental Armament [Dual-Legacy].....	21
Extend Resonant Legacy Power*.....	21
Extra Legacy Power*.....	21
Extra Inherited Mana*.....	22
Eyeblinder's Cloak (Dual-Legacy).....	22
Harmonic Resonance.....	22
Hungerer's Trinket (Dual-Legacy).....	22
Legacy Focus*.....	23
Meditant's Mark (Dual-Legacy).....	23
Power Ring.....	23
Puppeteer's Implement (Dual-Legacy).....	23
Rejuvenator's Shroud (Dual-Legacy).....	24
Ring Bearer.....	24
Tactician's Redoubt [Dual-Legacy].....	24
Theurge's Focus [Dual-Legacy].....	25
Tribute of Effort.....	25
Archetypes.....	25
Heir of Cunning (Slayer ^{ACG}).....	25
Heir of Faith (Warpriest ^{ACG}).....	26
Heir of Magic (Arcanist ^{ACG}).....	26
Heir of War (Brawler ^{ACG}).....	27
Wild-Raised (Successor).....	27
Favored Class Bonuses.....	28
Successors & the City of 7 Seraphs.....	29
Table: Successor.....	5

SUCCESSOR

There are many families who bear power, linked by the imprinted magic of the tools by which they ply their trade. From crime families bonded by blood, to rebellious soldiers tied together by an orphanage, to strange cabals of the faith; these successors use the prowess instilled in them by their heirlooms to further a cause. Be it the cause their family had, an ancient order passing the torch, or one of their own-the choice is up to them.

Designer's Note:

While the successor class has a number of commonalities to the occultist class ^{OA}, it is distinct enough that it is

neither an alternate class nor a hybrid class. The two classes may be multiclassed freely, with notes on how similar abilities function in

relation to each other being presented in the body of the successor class. Further, the occultist class is not needed to play the successor, and all materials necessary beyond the *Core Rulebook* to play it are presented here.

HD: D8.

Role: The role of the successor varies greatly with their legacies and can evolve over time and continued ancestral awakenings. They most often are seen as capable generalists with a capacity to excel in specific areas. Skilled intuitives with a knack for unraveling the potential in situations as well as magic items, the successor is often a welcome addition to any party. Specialist successors often are counted among the most effective members of their relative devotions.

Class Skills: The successor's class skills are Acrobatics (Dex), Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + INT mod.

Starting Wealth: 5d6 x 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less. Additionally, see Heirlooms class feature below.

CLASS FEATURES

Weapon and Armor Proficiencies: The successor is proficient with all simple and martial weapons, with light armor, medium armor, and with shields (except tower shields).

Heirlooms (Su): At 1st level, the successor gains two psychically-charged heirlooms, which are connected to heirloom legacies chosen from the options at the end of this class entry. At 3rd level, and again at 6th level and every three levels thereafter, they gain an additional heirloom (to a maximum of eight heirlooms at 18th level). They may select multiple heirlooms with the same heirloom legacy, keeping track of each heirloom's legacy powers separately. Upon earning an heirloom, the successor selects a base



TABLE: SUCCESSOR

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Inherited Mana
1st	+0	+2	+0	+2	Heirlooms (2), Inherited Mana	1
2nd	+1	+3	+0	+3	Legacy Power	2
3rd	+2	+3	+1	+3	Heirloom (3)	3
4th	+3	+4	+1	+4	Legacy Power, Independent Mana	4
5th	+3	+4	+1	+4	Imprinted Esteem	5
6th	+4	+5	+2	+5	Heirloom (4), Legacy Power	6
7th	+5	+5	+2	+5	Independent Mana	7
8th	+6/+1	+6	+2	+6	Legacy Power	8
9th	+6/+1	+6	+3	+6	Heirloom (5)	9
10th	+7/+2	+7	+3	+7	Independent Mana	10
11th	+8/+3	+7	+3	+7	Imprinted Esteem	11
12th	+9/+4	+8	+4	+8	Heirloom (6), Legacy Power	12
13th	+9/+4	+8	+4	+8	Independent Mana	13
14th	+10/+5	+9	+4	+9	Legacy Power	14
15th	+11/+6/+1	+9	+5	+9	Heirloom (7)	15
16th	+12/+7/+2	+10	+5	+10	Legacy Power, Independent Mana	16
17th	+12/+7/+2	+10	+5	+10	Imprinted Esteem	17
18th	+13/+8/+3	+11	+6	+11	Heirloom (8), Legacy Power	18
19th	+14/+9/+4	+11	+6	+11	Independent Mana	19
20th	+15/+10/+5	+12	+6	+12	Eternal Legacy	20

legacy power and a resonant legacy power (see below) from those available to its heirloom legacy (so long as said heirloom qualifies for them).

If an heirloom is lost, broken, or destroyed, its psychic bond to the successor causes it to reappear and/or reform in their possession the next time they awaken from 8 hours of sleep. The successor must have a given heirloom on their person to use or benefit from any of its legacy powers, but does not lose them if it is broken (but may not access them if it is destroyed).

When the successor gains an heirloom, it can be any item within the specifications of its heirloom legacy with a maximum cost of 150 gp times their class level.

As an heirloom is psychically linked to the successor, creatures other than the successor it belongs to (including other successors) attempting to handle it take a penalty equal to the successor's Charisma modifier to all d20 rolls involving the use of the heirloom, cannot use any of its legacy powers or magical abilities, and feel an overwhelming sense of wrongness. As a result, heirlooms cannot be sold, and attempting to do so can have intense repercussions.

This class feature counts as the implements^{OA} class feature, and the successor's class levels count as levels in occultist^{OA}, for the purposes of prerequisites. However, while levels in successor and occultist^{OA} stack for prerequisites of feats, prestige classes, magic items, and similar options, they do not stack for the purposes of focus powers^{OA}, legacy powers, or any other options that are gained as class features. This means, among other things, that only levels in the class which granted them apply when determining the benefits of resonant focus powers^{OA} and resonant legacy powers.

Tribute (Su): Starting at 2nd level, once per class level or once per week (whichever is shorter) the successor can spend 4 hours meditating over one of their heirlooms to enhance or exchange it for a different item with the same heirloom legacy or one that shares an item slot or type, with a maximum cost based on their current class level instead of their class level when they gained the heirloom. When they do so, they may also provide a tribute of items that fit into the categories of its heirloom legacy, which are then destroyed. When they do so, the heirloom permanently increases its maximum cost by the standard sell price of each item tributed. The new heirloom appears at the end of the ritual, and the previous one is destroyed.

TRIBUTE & GAME BALANCE

The ability to customize magic items by sacrificing other items might at first glance seem very powerful in the hands of a PC. However the gold piece values involved in the tribute class feature are essentially the same mechanics for the various Craft feats in the game with an advantage in time in exchange for abiding the restricted number of heirlooms and legacy item requirements. When considering if successors should be available in a campaign compare them to Craft feat focused characters without downtime necessitating crafting periods. Otherwise the general wealth limits of a game should keep the tribute ability in line with other characters.

For example, tributing a masterwork club (worth 300 gp) to an heirloom of the legacy of war would mean that whenever this process is performed, said heirloom's maximum value would be 300 gp higher than normal. Tributed items need not be of the same type of item as the exchanged item or the new item, they need only be an item that could be selected with that heirloom legacy. Any modifications or enhancements applied to an heirloom after it became an heirloom that would increase its cost are treated as tributes if said heirloom is ever replaced. For example, enhancing a masterwork longsword with a +1 enhancement bonus (with a cost of 2,320 gp) would mean that whenever said heirloom is replaced, its maximum cost would be 2,320 gp higher than normal. The successor may ignore crafting feat and spell requirements for heirlooms enhanced by tributes. There is nothing prohibiting an appropriate tribute item from becoming the new base legacy heirloom, if this option is chosen then it remains infused with the power of other sacrificed items including the original legacy.

When the successor enhances or replaces an heirloom in such a manner, they may also exchange any legacy powers (base, resonant, or otherwise) (see below) that the heirloom had for other legacy powers that the new heirloom qualifies for. However, they can only gain

legacy powers through this method that they would have met the prerequisites for if they had possessed the new heirloom at the level the replaced legacy power was gained. As a result, they cannot replace a legacy power that they gained when they were 1st level with one that requires a minimum of 6th level, or with one that requires a feat they did not possess when they gained the replaced power. However, if their new heirloom has a new base legacy power, resonant legacy power, or item type, they treat the new heirloom as having always had said options selected for determining what new legacy powers can be selected. In fact, if the heirloom had a legacy power or other option which it no longer qualifies for, it must be exchanged for one that it does.

If any property of your heirloom (item type, any of its legacy powers, item special abilities, or anything else) was used to meet a prerequisite for anything other than one of its own legacy powers, those properties cannot be changed when replacing an heirloom.

Inherited Mana (Su): At 1st level, the successor gains a pool of inherited mana equal to their class level + their Charisma modifier. At the start of each day, after resting for 8 hours, this pool refreshes to its maximum. At any point thereafter, the successor may spend a standard action to invest inherited mana into their heirlooms for the day. It remains invested until the successor refreshes their pool the following day.

Once inherited mana is invested inside an heirloom, the heirloom gains the resonant power of its heirloom legacy and the successor can expend the inherited mana stored in the heirloom to activate the associated legacy powers they know. If a resonant power grants a bonus that varies based on the amount of inherited mana invested in the heirloom, the bonus is determined when the mana is invested, and is not reduced or altered by expending the inherited mana invested in the item. Once all of the inherited mana in an heirloom has been expended, it loses its resonant power until inherited mana is once again invested in the heirloom. Inherited mana that is not used by the next time they refresh their mana is lost.

The successor can choose to save personal inherited mana inside their own body instead of investing all of it, but expending this mana comes at a higher cost. Any legacy power the successor activates with personal mana costs twice as much inherited mana to use (and

to maintain, if applicable). The successor can expend their personal mana through an appropriate heirloom on any legacy power they know, but an heirloom they didn't invest any mana in at the start of the day grants no resonant power.

This class feature counts as the occultist's mental focus ^{OA} class feature for the purposes of prerequisites. A successor who has class levels in occultist ^{OA} tracks mental focus ^{OA} and inherited mana separately, and class features that require mental focus ^{OA} or inherited mana cannot be used with the other. A successor's personal mana counts as the occultist's generic focus for the purposes of effects other than those inherent to the occultist class.

Legacy Powers (Su): At 2nd level, and every two levels thereafter, the successor gains a legacy power for one of their heirlooms, chosen from those available, which is dependent on its heirloom legacy. They cannot choose additional base legacy powers or resonant legacy powers through this class feature. A legacy power gained through this class feature may only be selected once per qualifying heirloom. The effects of a given legacy power will not stack with themselves, but a legacy power that applies its effects to actions taken with that heirloom can be benefited from at the same time, as they are affecting different heirlooms.

Additionally, whenever the successor gains a legacy power through this class feature (but not through any other means, such as the Extra Legacy Power feat), they gain one additional point of inherited mana that can only be invested in the heirloom for which they selected said legacy power, and which cannot be kept as personal mana.

Whenever the successor gains a legacy power from this class feature, they can choose to gain a Dual-Legacy feat instead. If they do so, they still gain the additional point of inherited mana as described above. All legacy powers are supernatural abilities.

Independent Mana (Su): At 4th level, and again every three levels thereafter, the successor gains 2 extra points of inherited mana. This mana cannot be invested in their heirlooms, instead always functioning as personal mana.

Imprinted Esteem (Su): At 5th level, the successor has made a personal impact on their heirlooms, open-

ing the doors to furthering their legacy. They select one heirloom they have to be an esteemed heirloom, and gain an additional esteemed heirloom at 11th level and again at 17th level. They can use their personal mana to activate the non-resonant legacy powers of their esteemed heirlooms as if it were invested in them. Further, after they decide how to invest their inherited mana into their heirlooms, they treat each of their esteemed implements as having an additional amount of inherited mana invested equal to half of their current personal mana, but only for determining the effects of their resonant legacy powers.

Eternal Legacy (Su): At 20th level, the successor has founded their own legacy. They choose five points worth of options from the following list, with an option's point value being listed in parentheses next to its name. A given option can be chosen multiple times, with its effects stacking, unless stated otherwise. They must meet all prerequisites of the chosen options. Options gained from this class feature can be used to meet the prerequisites of other options gained from this class feature. Eternal legacy options are:

Feat (1): The successor gains a bonus feat.

Heirloom (2): The successor gains one additional heirloom.

Esteemed Heirloom (3): The successor selects one additional heirloom to be an esteemed heirloom, as per the imprinted esteem class feature.

Inherited Mana (1): The successor gains 2 extra points of inherited mana.

Legacy Power (1): The successor gains one legacy power for one of their heirlooms.

HEIRLOOM LEGACIES

The following section details four heirloom legacies, the types of items that an heirloom of that legacy can be, as well as the available base legacy powers, resonant legacy powers, and other legacy powers for heirlooms of said legacy. Some base legacy powers, resonant legacy powers, and other legacy powers have prerequisites, which can be dependent on the heirloom's base legacy power, resonant legacy power, item type, class level, and potentially other matters such

as feats. A successor (or any other character who has an heirloom and its heirloom legacy) must meet all the prerequisites of a legacy power when selecting it. Whenever a legacy power calls for a saving throw, the DC is equal to 10 + half class level + Charisma modifier

LEGACY OF CUNNING

Recommended Item Types: Cloaks and similar obscuring garments, tools and tool kits, light weapons and other weapons that can be used with the Weapon Finesse feat.

Associated Item Slots & Types: Rings, weapons (light weapons and other weapons that can be used with the Weapon Finesse feat), and wondrous items that are unslotted or have the belt, eyes, foot, hand, head, or shoulder slots.

BASE LEGACY POWER OPTIONS:

An heirloom of the legacy of cunning possesses one of the following base legacy powers:

Guided Acumen: As part of the action to attempt a skill check, you can expend 1 point of inherited mana to gain a +1d4 bonus to said skill check. This bonus increases by +1d4 at 4th level and every three levels thereafter.

Impressive Multitool: As part of the action to attempt a skill check that this heirloom's circumstance bonus would not apply to, you can expend 1 point of inherited mana to add a circumstance bonus to said skill check equal to half your class level. This does not count as the heirloom's circumstance bonus for the purposes of the exceptional quality resonant legacy power. You must have an heirloom that is an eye, hand, or head slot or be an unslotted tool or tool kit that provides a skill bonus to select this legacy power.

Oppressive Tactics: As a swift action, you can expend 1 point of inherited mana to improve the effectiveness of your battlefield tactics. For one round, when you attack a creature that you and at least one ally are threatening with this heirloom, you gain an insight bonus to attack and deal additional damage. The bonus to attack rolls stacks with the bonus from flanking and is

equal to the number of allies (other than you) that are threatening said creature, to a maximum of half your class level (rounded down, minimum 1). The additional damage is equal to three times the bonus to attack rolls gained from this legacy power (to a minimum of your class level and a maximum of three times your class level), and is precision damage that is not multiplied on a critical hit, but which stacks with other sources of precision damage. You must have an heirloom that is a light weapon or other weapon that can be used with the Weapon Finesse feat to select this legacy power.

Vanish from Sight: As a swift action, you can expend 1 point of inherited mana to disappear from sight. This functions as the *vanish* spell, but is a supernatural ability that uses your class level as its caster level, and its maximum duration is 10 rounds. You must have an heirloom that is a ring or a robe, cloak, or similar obscuring garment to select this legacy power.

RESONANT LEGACY POWER OPTIONS:

An heirloom of the legacy of cunning possesses one of the following resonant legacy powers:

Agile Strikes: When you attempt an Acrobatics check to move through an opponent's threatened area or square, you gain a +1 insight bonus to said Acrobatics check for every 2 points of inherited mana invested in this heirloom, to a maximum bonus of one plus one-third your class level, and gain an equal circumstance bonus to attack rolls made against creatures whose threatened area or square you moved through until the start of your next turn. You must have an heirloom that is a wondrous item with the foot or hands slot, or a light weapon or other weapon that can be used with the Weapon Finesse feat to select this legacy power.

Exceptional Quality: When you attempt a skill check that this heirloom's circumstance bonus would apply to, you increase said circumstance bonus by +1 for every 2 points of inherited mana invested in this heirloom, to a maximum increase of one plus one-fourth your class level. You must have an heirloom that is a tool,

tool kit, or wondrous item that grants a circumstance bonus to a skill check to select this legacy power.

Shifting Shawl: You can hold part of this heirloom in your off-hand to gain a +1 dodge bonus to AC and Reflex saves for every 2 points of inherited mana invested in this heirloom, to a maximum bonus of one plus one-fourth your class level. Doing so means you cannot hold other items in that hand, but you still consider that hand to be free for the purposes of feats and class features other than spellcasting. You must have an heirloom that is a belt, cloak, robe or similar obscuring garment to select this legacy power.

Unexpected Action: When you ready an action in combat that requires a d20 roll, such as an attack roll or combat maneuver check, you gain a +1 circumstance bonus to that d20 roll for every 2 points of inherited mana invested in this heirloom, to a maximum bonus of one plus one-third your class level.

LEGACY POWERS:

Whenever a character with an heirloom of the legacy of cunning gains a new legacy power, they may select from the following options:

Astounding Quality: When you succeed on a skill check that is modified by your exceptional quality resonant legacy power while a creature with an attitude of friendly, indifferent, or unfriendly towards you is watching, you can spend 1 point of inherited mana as a standard action that must be taken within 1 minute of finishing said skill check to impress them. This is a Diplomacy check to improve their attitude, and you add the bonuses from your heirloom and exceptional quality power to it. You must have the exceptional quality resonant legacy power to select this legacy power.

Charlatan's Coat: When you are benefiting from your shifting shawl resonant legacy power, you add the bonus it provides to all saving throws against spells and spell-like abilities. This does not stack with itself for Reflex saves against spells and spell-like abilities. Additionally, you can spend 1 point of inherited mana

as an immediate action while benefiting from said power to use *detect magic* as a spell-like ability, using your class level as your character level. You must have the shifting shawl resonant legacy power and at least 1 rank in Spellcraft to select this legacy power.

Dramaturge's Reveal: When you are benefiting from your vanish from sight base legacy power, you can use a full-round action after at least one round has passed since you used it to become visible again. All enemies within 30 feet of you when you do so must make a Will save. Those who fail become flat-footed and shaken until the end of your next turn. Whether a creature succeeds or fails at this saving throw, they can't be subject to this ability again for 24 hours. You must have the vanish from sight base legacy power to select this legacy power.

Expect the Unexpected: Whenever your actions trigger the readied action of an opponent within 30 feet of you, you can spend 1 point of inherited mana as an immediate action to respond to them better. If the readied action requires them to make a roll, their roll takes a penalty equal to the bonus you gain from your unexpected action resonant legacy power. If the readied action requires you to make a roll (such as a saving throw), you apply the bonus to that roll from your unexpected action resonant legacy power. This can only apply to one roll, which is always the first roll either of you makes as part of the readied action. You must have the unexpected action resonant legacy power to select this legacy power.

Experienced Acumen: When you make use of your guided acumen base legacy power, whenever you roll a 1 on one of the 1d4s added by said power, you treat it as a roll of 2. Additionally, if you fail a skill check assisted by said power by 5 or more, you can spend 1 point of inherited mana as an immediate action to immediately make a second roll. If you succeed, you do not make progress, but any negative effects from failing by 5 or more don't occur. You must have the guided acumen base legacy power to select this legacy power.

Many Tools In Many Hands: When you make use of your impressive multitool base legacy power, you can spend 1 additional point of inherited mana to choose up to three allies within 30 feet that can see you making this check. If you do so, they gain a +2 circumstance bonus to the next skill check each of them makes within the next five minutes. This cannot apply to a check made using a given skill more than once. For example, if one of the selected allies makes a Climb check, neither of the other two allies would gain this bonus to their next Climb check, but would still gain this bonus to the next non-Climb skill check they make within this ability's duration. You must have the impressive multitool base legacy power to select this legacy power.

Scare Tactics: When you use your heirloom to make an attack against a shaken, frightened, or panicked creature while benefiting from your oppressive tactics base legacy power, you treat them as being threatened by more allied creatures than they actually are for the purposes of said base legacy power. A shaken creature is considered to be threatened by one additional allied creature, a frightened creature by two, and a panicked creature by three. The maximum bonus you can gain from said base legacy power is still limited as it normally is. You must have the oppressive tactics base legacy power to select this legacy power.



Spectral Strafe:

When you make use of the agile strikes resonant legacy power, you can spend 1 point of inherited mana to treat opponent's spaces as being part of their threatened areas instead of actually being their spaces until the start of your next turn. You still may not end your turn in the space of a creature if you normally couldn't. When you move through an opponent's space while using this legacy power, any attacks you make against them until the start of your next turn gain the

benefits of flanking, but you do not provide flanking to your allies if you wouldn't otherwise. You must have the agile strikes resonant legacy power and be at least 6th level to select this legacy power.

LEGACY OF FAITH

Recommended Item Types: Holy symbols, prayer books, priestly vestments.

Associated Item Slots & Types: books, rings, scrolls, wondrous items that are unslotted or have the body, chest, headband, or neck slots.

BASE LEGACY POWER OPTIONS:

Blessed Hymn: As a standard action, you can spend 1 point of inherited mana to provide all allies within 30 feet that can hear you with a +1 sacred bonus to attack rolls and to saving throws against fear effects, which lasts for 1 minute. This bonus increases by +1 at 4th level and every three levels thereafter.

Excommunicate: As a standard action, you can spend 1 point of inherited mana to choose one creature within 30 feet that you can see. If they fail a Will save, they are shaken for 3 rounds. The duration increases by +1 at 4th level and every three levels thereafter. This is a [fear] effect. You must have an heirloom that is marked with a holy symbol to select this legacy power.

Gracious Speed: As a swift action, you can spend 1 point of inherited mana to increase your base land speed by 10 feet for one round. This speed increase increases by 10 feet at 7th level and every six levels thereafter. You gain a +2 dodge bonus to AC against attacks of opportunity provoked by movement while benefiting from this legacy power. This bonus to AC increases by +1 at 4th level and every six levels thereafter. You must have an heirloom that is a priestly vestment (body, chest, headband, or neck slot) to select this legacy power.

Healing Sermon: As a standard action, you can spend 1 point of inherited mana to heal one creature within 30 feet that can hear you for an amount of hit points equal to 1d4 + your

Charisma modifier (minimum +0). This healing is increased by 1d4 at 4th level and every three levels thereafter. You must have an heirloom that is a prayer book, ring, or unslotted wondrous item to select this legacy power.

SPECIALIZED MANA:

Whenever a legacy power from the legacy of faith refers to a sacred bonus, this assumes you are of a good alignment but if you are of an evil alignment, it is instead a profane bonus. If your alignment is neither good nor evil, you choose what type of bonus it provides, after which it cannot be changed. If your alignment changes, the type of bonus that is provided does not change for any existing heirlooms, but any heirlooms of the legacy of faith gained after your alignment changed use the corresponding new alignment. Sacred bonuses and profane bonuses that both originate from heirlooms of the legacy of faith never stack with each other, being treated as being a bonus of the same type from the same source. This does not prevent sacred bonuses from an heirloom of the legacy of faith from stacking with profane bonuses from other sources, and vice-versa. refers to a sacred bonus, this assumes you are of a good alignment if you are of an evil alignment, it is instead a profane bonus. If your alignment is neither good nor evil, you choose what type of bonus it provides, after which it cannot be changed. If your alignment changes, the type of bonus provided does not change for any existing heirlooms, but any heirlooms of the legacy of faith gained after your alignment changed use the corresponding new alignment. Sacred bonuses and profane bonuses that both originate from heirlooms of the legacy of faith never stack with each other, being treated as being a bonus of the same type from the same source. This does not prevent sacred bonuses from an heirloom of the legacy of faith from stacking with profane bonuses from other sources, and vice-versa.

RESONANT LEGACY POWER OPTIONS:

Cause of the Inquisition: When you select this heirloom, choose one creature type (and subtype, as applicable) from the ranger's favored enemy list. You gain a +1 sacred bonus to attack rolls and weapon damage rolls against selected creatures for every 2 points of inherited mana invested in this heirloom, to a maximum bonus of 1 + one-third your class level. At 6th level, and again every 6 levels thereafter, you can select an additional creature type (and subtype, as applicable) from said list to apply its benefits against.

Deacon of Scriptures: You gain a +1 sacred bonus to Spellcraft and Use Magic Device checks related to scrolls and spellbooks for every point of inherited mana invested in this heirloom, to a maximum bonus of 2 + one-half your class level. You must have an heirloom that is a prayer book, headband, or neck slot to select this legacy power.

Protected Faith: When you select this heirloom, choose one component of the alignment of the deity whose holy symbol marks this legacy (chaos, evil, good, or law). If said deity is true neutral, you instead choose neutral. You gain a +1 sacred bonus on saving throws against spells, spell-like abilities, and supernatural abilities that originate from any creature who does not possess that alignment component for every 2 points of inherited mana invested in this heirloom, to a maximum bonus of 1 + one-fourth your class level. Against creatures whose alignment has a component that is opposed to the chosen alignment (where evil and good oppose each other and chaos and law oppose each other, and neutral is opposed by creatures with no neutral components), this bonus is doubled. You must have an heirloom that is marked with a holy symbol to select this legacy power.

Vested Vestments: When wearing this heirloom, you gain a +1 sacred bonus to AC and saving throws for every 2 points of inherited mana invested in it, to a maximum of 1 + one-fifth your

class level. You must have an heirloom that is a priestly vestment (body, chest, headband, or neck slot) to select this legacy power.

LEGACY POWERS:

Anathema of the Faithless: When you make an attack against a creature that your cause of the inquisition resonant legacy power provides a bonus against, you can spend 1 point of inherited mana to cause that attack to ignore an amount of DR it possesses (with the exception of DR/-) equal to your class level. Starting at 7th level, for every 5 points of DR this attack overcomes (whether through this ability or a quality of the weapon), the target is sickened for one round (no save).

Carrying Chorus: When you use your blessed hymn base legacy power, it affects all allies within 40 feet, plus an additional 5 feet for every 5 class levels you have, and you can spend 1 additional point of inherited mana to increase its duration by 1 minute, plus an additional minute for every four class levels you have. You must have the blessed hymn base legacy power to select this legacy power.

Divine Wind: When you use your gracious speed base legacy power, when you provoke an attack of opportunity from movement and the attack misses, the attacker takes 1d4 points of magic slashing damage. This magic slashing damage increases by 1d4 at 4th level and every three levels thereafter. You must have the gracious speed base legacy power to select this legacy power.

Fear of God: When you use your excommunicate base legacy power, it can affect creatures that are normally immune to fear. You must have the excommunicate base legacy power to select this legacy power.

Mark of the Blessed: When you are benefiting from your protected faith resonant legacy power, you can spend 1 point of inherited mana as a full-round action to mark a creature (which can be yourself) whose alignment includes the selected alignment component. They are marked with an image of the holy symbol

heirloom somewhere on their body, which cannot be removed intentionally, but disappears naturally when you rest to refresh your inherited mana. That creature gains a sacred bonus to AC against attacks made by creatures whose alignment does not include the selected alignment component. This bonus is equal to $1 + \text{one-fourth your class level}$, and increases by +2 against creatures whose alignment has a component opposed to the chosen alignment as described in the protected faith resonant legacy power). You must have the protected faith resonant legacy power to select this legacy power.

Proclamation from Above: When you activate a scroll with a Use Magic Device check, you can spend a number of points of inherited mana equal to $1 + \text{half the scroll's caster level}$ (minimum of 2 inherited mana). If you do so, the scroll's effects take place as normal, but the scroll is not expended. Once you do so, the scroll cannot be activated again for a number of rounds equal to $1 + \text{its caster level}$. You must have the deacon of scriptures resonant legacy power to select this legacy power.

Restoration of Enlightenment: When you use your healing sermon base legacy power, you can spend 1 additional point of inherited mana to heal the target for 1 point of ability damage to one ability score of your choice for every 1d4 points of healing you provide. You must have the healing sermon base legacy power to select this legacy power.

Sacrosanct Armor: When you benefit from your vested vestments resonant legacy power, you can spend 1 point of inherited mana as a full-round action to gain one of the following benefits:

- An armor bonus to AC equal to $3 + \text{one-fourth your class level}$.
- A shield bonus to AC equal to $2 + \text{one-fifth your class level}$.
- A deflection bonus to AC equal to $1 + \text{one-fifth your class level}$.

These bonuses last until you next refresh your

inherited mana or until you no longer have any inherited mana invested in the heirloom this legacy power is associated with, whichever comes first. You may spend up to three points of inherited mana on this legacy power in a given day, one for each potential benefit, and may spend multiple points as a single full-round action if so desired.. You must have the vested vestments resonant legacy power to select this legacy power.

SOURCE-ORIGIN MECHANICS:

If your campaign is using Source Origin mechanics (as outlined in the *Lost Spheres Book of Beyond*) GMs may each Legacy to be allowed to have its own Source. By default most successors are considered Mental Source with a Primal Origin and their spell-like abilities (see Legacy Powers below) should be resolved as such. However each item might interact with the inherited mana of a successor differently and allow them to express Arcane, Divine, or other sources as appropriate to your campaign. If you are not using psychic magic in your campaign then Successors should be assumed to have arcane abilities.

LEGACY OF MAGIC

Recommended Item Types: Crystals, robes, clubs or quarterstaves.

Associated Item Slots & Types: rings, rods, wands, weapons (clubs and quarterstaves), and wondrous items that are unslotted or have the body (robes), chest, eyes, hand, headband, or wrist slots.

BASE LEGACY POWER OPTIONS:

Abjurant Deflection: As a swift action, you can spend 1 point of inherited mana to prepare your robe to defend you from harmful magic. When you do so, you gain a +1 untyped bonus to your armor class against attacks made as

part of a spell or spell-like ability and to saving throws against spells and spell-like abilities. This bonus increases by +1 at 4th level and every three levels thereafter. This bonus lasts until the start of your next turn. You must have an heirloom that is a body, chest, or ring slot to select this legacy power.

Focal Point: As an immediate action when an allied creature within 30 feet of you makes a concentration check, but before they roll said check, you can spend 1 point of inherited mana to give that ally a +2 insight bonus to the concentration check. This bonus increases by +2 at 4th level and every three levels thereafter.

Impromptu Implement: When you select this heirloom, choose one school of magic and one 1st level spell from the sorcerer/wizard spell list that belongs to that school. At 4th level and every three levels thereafter, choose a school of magic and one additional 1st level spell from the sorcerer/wizard spell list that belongs to that school. You can choose the same school of magic multiple times. As a standard action, you can spend 1 point of inherited mana to cast one of the chosen spells as a spell-like ability with a caster level equal to your class level, using Charisma as your spellcasting ability. You must have an heirloom that is a hand, ring, wand, or weapon (club or quarterstaff) to select this legacy power.

Mystical Geometry: This legacy power functions as the impromptu implement base legacy power (see above), with the following change: instead of a school of magic, choose elemental schools a wizard could select at 1st level, selecting spells from the spell list for such an elemental school. If you gain more spells of a given elemental specialty than are available in that school, select another 1st level elemental spell that has an appropriate descriptor (subject to GM approval). You must have an heirloom that is hand slot, wand or weapon (club or quarterstaff), or an unslotted wondrous item (such as a crystal) to select this legacy power.

RESONANT LEGACY POWER OPTIONS:

Elemental Influence: When you select this heirloom, choose one of the following: air, earth, fire, or water. You gain a +1 bonus to skill checks made to interact with creatures with the chosen subtype for every point of inherited mana invested in this heirloom, to a maximum bonus equal to 2 + half your class level. You must have an heirloom that is a hand slot, wand or weapon (club or quarterstaff), or an unslotted wondrous item (such as a crystal) to select this legacy power.

Spectacular Pockets: Your garment or container grows one magical pocket for every two points of inherited mana invested in this heirloom, to a maximum number of pockets equal to one plus one-third your class level. As a move action, you can reach your hand into one pocket and retrieve a single mundane or alchemical item, specified when you do so, which has a maximum gold piece value of 5 gold pieces per point of inherited mana invested in this heirloom. After retrieving an item from a pocket with this legacy power, it closes up until you refresh and reinvest your inherited mana, and cannot be used again after that point. Items retrieved from your magical pockets are obviously made from magical essence unique to you, cannot be sold, and dissipate when you refresh your inherited mana. You must have an heirloom that is a body slot, chest slot, or unslotted container to select this legacy power.

Ritual Rod: When you select this heirloom, choose one school of magic. You gain a +1 bonus to Use Magic Device checks to activate wands and staves that contain spells of that school of magic for every point of inherited mana invested in this heirloom, to a maximum bonus equal to 2 + half your class level. You must have an heirloom that is a club or quarterstaff to select this legacy power.

Peculiar Wards: When you select this heirloom, choose one school of magic. You gain a +1 bonus to saving throws against spells and spell-like abilities of that school of magic for every two points of inherited mana invested in

this heirloom, to a maximum bonus equal to +2 plus one-third your class level.

LEGACY POWERS:

Adamant Implement: Choose one 2nd level spell from one of the schools you chose with your impromptu implement base legacy power, and another such spell at 10th level, and again at 16th level. As a standard action, you can spend 2 points of inherited mana to cast one of these spells as a spell-like ability with a caster level equal to your class level, using Charisma as your spellcasting ability. You must have the impromptu implement base legacy power and be at least 4th level to select this legacy power.

Geometric Superiority: This legacy power functions as the adamant implement legacy power (see above), with the following change: select the 2nd level spells from the elemental schools you chose with your mystical geometry base legacy power. You must have the mystical geometry base legacy power and be at least 4th level to select this legacy power.

Doubled Pocket: When you retrieve an item with your spectacular pockets resonant legacy power, you may spend 1 point of inherited mana to retrieve two of the specified item, instead of one. You must have the spectacular pockets resonant legacy power to select this legacy power.

Extended Peculiarity: Choose one school of magic you did not select with your peculiar wards resonant legacy power, and an additional such school at 7th level, 13th level, and 19th level. Your peculiar wards resonant legacy power also applies to spells and spell-like abilities of each selected school of magic. You must have the peculiar wards resonant legacy power to select this legacy power.

Magisynthesis: As an immediate action, when you succeed on a saving throw against a spell or spell-like ability while benefiting from your abjurant deflection base legacy power, you can gain a circumstance bonus to attack rolls and skill checks for 1d4+1 rounds, as you absorb some of the resisted magical energy. This

bonus is equal to one-fourth the caster level of the spell or spell-like ability in question (minimum of +1). You must have the abjurant deflection base legacy power to select this legacy power.

Resounding Rod: When you succeed on a Use Magic Device check to activate a wand of a spell of the school of magic you chose with your ritual rod resonant legacy power, you can spend 1 point of inherited mana as a free action to increase the wand's caster level by 1 + one-fourth your class level, to a maximum caster level equal to your class level or the wand's original caster level, whichever is higher. You must have the ritual rod resonant legacy power to select this legacy power.

Saving Focus: You can use your focal point resonant legacy power on any ally within 60 feet, and can do so after they roll their concentration check, but before the results are declared. You must have the focal point base legacy power to select this legacy power.

Varied Influence: Choose one of the options you did not choose for your elemental influence resonant legacy power, and another such option at 7th level and 13th level. That resonant legacy power also applies to creatures with any of the subtypes you chose with this legacy power. You must have the elemental influence resonant legacy power to select this legacy power.

LEGACY OF WAR

Recommended Item Types: Armor, shields, weapons.

Associated Item Slots & Types: Armor, rings, shields, weapons (all types), and wondrous items that have the belt, chest, hand, head, or wrist slots.

BASE LEGACY POWER OPTIONS:

Adept Defense: As a swift action, you can spend 1 point of inherited mana to increase the enhancement bonus to AC of your heirloom by +1 (armor that does not have an enhancement bonus is considered to have an enhancement bonus of +0 for this feature) for two minutes, plus two minutes at 7th level and every six

levels thereafter. At 4th level, and again at 10th level, 16th level, and 20th level you increase the enhancement bonus by an additional +1, to a maximum of +5. If this would increase your heirloom's enhancement bonus above +5, you decrease its armor check penalty by 1 every point of bonus that would exceed +5. You must have an heirloom that is an armor, shield or wrist slot wondrous item to select this legacy power.

Adjust to War: As a move action, you can spend 1 point of inherited mana to choose one combat feat for which you meet the prerequisites. You gain that combat feat for five rounds, plus one round at 4th level and every three levels thereafter. You cannot use this base legacy power while already under its effects.

Block Blows: As an immediate action when you take damage as a result of being hit with an attack roll or failing a Reflex save, and you are not flat-footed, you can spend 1 point of inherited mana to reduce the damage taken by 1 point. This reduction increases by an additional 1 point at 4th level and every three levels thereafter. This is not considered damage reduction or energy resistance, and stacks with all other means of reducing damage. You must have an heirloom that is a ring or shield to select this legacy power.

Intense Assault: This base legacy power functions as the adept defense base legacy power (see above), with the following changes: all mentions of "armor" instead refer to "a weapon"; it lasts for one minute, plus one minute at 7th level and every six levels thereafter, and for every 1 point of bonus that would exceed +5, the heirloom deals +1 additional damage. You must have an heirloom that is a weapon to select this legacy power.

RESONANT LEGACY POWER OPTIONS:

Armory Awareness: You gain a +1 insight bonus to AC for every 3 points of inherited mana invested in this heirloom, to a maximum bonus of +1 plus one-third your class level. When a creature hits you with an attack against your

normal AC (not your touch AC or flat-footed AC), you lose this bonus until the start of your next turn. You must have an heirloom that is an armor, shield, or wrist slot to select this legacy power.

Defensive Wall: When you end your turn while adjacent to one or more allied creatures, one ally of your choice gains a +1 circumstance bonus to AC for every 2 points of inherited mana invested in this heirloom to a maximum bonus of +1 plus one-fourth your class level until the start of your next turn.. At 8th level, and again at 16th level, you can apply this bonus to up to one additional qualifying creature. You must have an heirloom that is a shield to select this legacy power.

Exceptional Arsenal: You gain a +1 insight bonus to attack rolls with this heirloom for every 3 points of inherited mana invested in this heirloom, to a maximum bonus of +1 plus one-third your class level. When you hit a creature with this heirloom while benefiting from this bonus, you lose this bonus until the start of your next turn. You must have an heirloom that is a weapon to select this legacy power.

Warrior's Training: You gain a +1 competence bonus to CMB and CMD for every 2 points of inherited mana invested in this heirloom, to a maximum bonus of +1 plus one-third your class level. At 3rd level, and again at 9th level and 15th level, choose one combat maneuver. You no longer provoke attacks of opportunity when you attempt that combat maneuver. If you could already attempt that combat maneuver without provoking attacks of opportunity, you instead increase the competence bonus from this legacy power by an additional +2 when attempting that combat maneuver. You must select a different combat maneuver each time.

LEGACY POWERS:

Airtight Defenses: While benefiting from your armory awareness resonant legacy power, you can spend 1 point of inherited mana as a swift action to increase your defenses, which lasts

for five rounds, plus one round for every four class levels you have. When you do so, you must be hit by one more attack against your normal AC before you lose the insight bonus to AC from the resonant legacy power. At 6th level, and again at 12th level and 18th level, you must be hit one additional time before you lose said bonus. At the start of your turn, the count of how many times you've been hit resets to zero. You must have the armory awareness resonant legacy power to select this legacy power.

Armor of Significance: When you gain this legacy power, select any three armor special abilities that are considered equivalent to +1 bonuses when determining market value. At 4th level, and again at 10th level and 16th level, select two more armor special abilities. At 10th level and 16th level, you may also select armor special abilities that are equivalent to a +2 bonus. Whenever you gain a class level, you may change up to two of the selected properties. When you use your adept defense base legacy power, you can spend 1 additional point of inherited mana to give your heirloom a selection of armor special abilities (chosen when you use this legacy power) that you have selected that add up to a total equivalent bonus of +1 plus one-fifth your class level. This is in addition to the effects of the adept defense base legacy power. You must have the adept defense base legacy power to select this legacy power.

Eagle-Eye Offense: This functions as the airtight defenses legacy power (see above), with the following changes: this legacy power applies to the insight bonus to attack rolls from the exceptional arsenal resonant legacy power, and increases the number of times you must hit with attack rolls before losing the insight bonus to attack rolls. You must have the exceptional arsenal resonant legacy power to select this legacy power.

Experienced Adjustment: When you gain this legacy power, select any three combat feats for which you meet the prerequisites. At 4th level, and again at 12th level and 20th level, select two more combat feats. Whenever you gain a class level you may change up to two of the se-

lected combat feats. When you use your adjust to war base legacy power, you may spend 1 additional point of inherited mana to gain one of the selected combat feats for the duration, in addition to the combat feat normally granted by the base legacy power. When you use this legacy power, you may use the selected combat feat to fulfill the prerequisites of the combat feat normally granted by the base legacy power. At 8th level, and again at 16th level, the number of points of inherited mana you can spend with this legacy power increases by 1, gaining a different selected combat feat for each point of inherited mana spent. You must have the adjust to war base legacy power to select this legacy power.

Gritted Teeth: When you use your block blows base legacy power, you can spend 1 additional point of inherited mana to gain one of the following benefits;

Double the amount of damage reduced by the base legacy power.

Gain a morale bonus to saving throws equal to half the amount of damage reduced for three rounds.

Gain a bonus to the next damage roll you make against the source of the damage equal to half the amount of damage reduced, so long as you make that damage roll before the end of your next turn.

At 8th level, and again at 16th level, the number of points of inherited mana you can spend with this legacy power increases by 1, gaining a different listed benefit for each point of inherited mana spent on this legacy. You must have the block blows base legacy power to select this legacy power.

Weapon's Potency: This legacy power functions as the armor of significance legacy power (see above), with the following changes: all mentions of "armor special abilities" instead refer to "weapon special abilities", and this legacy power can be used when you use your intense assault base legacy power. You must have the intense assault base legacy power to

select this legacy power.

Resounding Wall: When you are benefiting from your defensive wall resonant legacy power, you can spend 1 point of inherited mana as a move action to increase the area defended for one minute. When you do so, you can apply its benefits to allied creatures within 10 feet of you, instead of just adjacent to you. At 8th level, and again at 16th level, you increase this distance by an additional 5 feet. You must have the defensive wall resonant legacy power to select this legacy power.

Warrior's Expertise: When you attempt and fail a combat maneuver while benefiting from your warrior's training resonant legacy power, you may spend 1 point of inherited mana as an immediate action to roll 1d6 and add it to your combat maneuver check. This can potentially turn the failed roll into a success. At 5th level, you add +1 to this 1d6 roll. This increases by an additional +1 at 10th level, and again at 15th level and 20th level. You must have the warrior's training resonant legacy power to select this legacy power.

SUCCESSORS & DEATH

Heirlooms surviving a successor's death still carry the residual psychic imprint (and penalties) they had while the successor lived. Only another successor using the tribute class feature can hope to use one normally after attuning it.

FEATS

This section presents a variety of new feats to support the successor base class, as well as other characters that have access to similar abilities for any reason. This includes a new feat descriptor, [Dual-Legacy]. Dual-Legacy feats all have two different heirloom legacies as prerequisites, but can have more. A Dual-Legacy feat combines two heirlooms together, and therefore has several special rules that apply to all Dual-Legacy feats and the heirlooms they create, as follows.

Every Dual-Legacy feat specifies a primary heirloom and a secondary heirloom (hereafter referred to as the component heirlooms). The

primary heirloom remains intact and keeps all of its properties, becoming the physical form of the modified heirloom (hereafter referred to as the dual heirloom). The secondary heirloom is instantly destroyed and its value is immediately added to the dual heirloom as if through a tribute, which can be spent on any enhancements or effects that could modify the primary heirloom after its creation, and potentially other types of effects, specified in the body of a given Dual-Legacy feat. This tribute counts as a normal tribute for all purposes. The dual heirloom gains all of the legacy powers (base, resonant, or otherwise) of both of the component heirlooms, and counts as both of its component heirlooms for the purposes of prerequisites.

Whenever you invest inherited mana in a dual heirloom, it applies to the resonant power of both of the component heirlooms, and inherited mana invested in it can be spent on the legacy powers of either. However, if you have the imprinted esteem class feature, it only applies to the legacy powers of one of its component heirlooms, but whenever you refresh and invest your inherited mana at the start of each day, you can choose which component heirloom it applies to.

If you ever replace the heirloom modified through a Dual-Legacy feat, you must select a new item of a type that matches one associated with the heirloom legacy of the primary heirloom, but its maximum value is equal to 300 gp times your class level, before accounting for any tributes or other factors that would increase its maximum value, and must follow all other rules for replacing an heirloom, as normal. You can only replace legacy powers from a given heirloom legacy with other legacy powers of that same legacy.

For the purposes of effects that can only be applied to a given heirloom once, a dual heirloom is counted as its component heirlooms (including for item type and legacy) separately, and such effects only apply to the abilities and legacy powers of that component heirloom. The secondary heirloom of a dual heirloom cannot be used to meet the prerequisites for another Dual-Legacy unless otherwise stated.

SPECIALIZED MANA:

Some abilities refer to specialized mana. Specialized mana is gained, under certain conditions, in addition to all other inherited mana, and is always automatically invested in a specific heirloom. Specialized mana is not counted when determining the effects of resonant legacy power, and usually has certain restrictions on how it can be spent.

Some feats marked with an * are reprinted, and potentially altered, from other sources to enable the successor class to be used without need for other products.

AVENGER'S BLADES (DUAL~LEGACY)

Your surprise attacks carry the retributive speed and fury of your faith.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of cunning, heirloom of the legacy of faith, divine wind legacy power, unexpected action resonant power.

Benefits: This dual heirloom is referred to as your avenger's blades heirloom, with the divine wind heirloom being its primary

heirloom and the unexpected action heirloom being its secondary heirloom. Your divine wind heirloom's damage now adds to attacks on creatures triggering your readied actions but only on the next attack against that creature.

You must always invest at least 2 points of inherited mana into your avenger's blades heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of vengeful mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of vengeful mana.

Vengeful mana can only be spent to further empower the divine wind legacy power. When your divine wind damage is activated, by either missed attacks of opportunity or readied actions you may spend additional points of mana. For each additional point spent, the target of your legacy power either takes an additional 1d4 damage or your damage adds to another attack made by the end of your next round.

BATTLEMAGE'S BANE [DUAL~LEGACY]

Your implement weapon shears through the magical reistances of foes as it does flesh.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of magic, heirloom of the legacy of war, adamant implement legacy power, intense assault legacy power.

Benefits: This dual heirloom is referred to as your battlemage's bane heirloom, with the intense assault heirloom being its primary heirloom and the adamant implement heirloom being its secondary heirloom. When activating the intense assault legacy power you may spend an extra point of inherited mana to bestow a circumstance penalty

to saving throws and spell resistance against

spell-like abilities from your adamant implement or impromptu implement powers equal to enhancement bonus of the weapon that intense assault targets to any creature hit by an attack



RYAN SYME

with it. This penalty lasts for 1 round per enhancement bonus of the battlemage's bane heirloom and impacts all castings of those spells regardless of source origin or caster.

You must always invest at least 2 points of inherited mana into your battlemage's bane heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of volatile mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of volatile mana. Volatile mana can only be spent to use or augment the intense assault base legacy power. When activating intense assault, you may spend 1 additional point of mana to enhance the caster level of spell-like abilities from adamant implement or impromptu implement activations by the same bonus as the total enhancement bonus of the heirloom.

CHOSEN HEIRLOOM

One aspect of your inheritance is strong, despite your dalliances elsewhere.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature.

Benefits: Choose one heirloom you have. You increase your effective successor level for the effects of that heirloom's legacy powers (including base legacy powers and resonant legacy powers) by 4, to a maximum of your character level.

Special: You cannot apply this feat to a dual heirloom. If you later tribute the heirloom apply the feat to a new one.

CRUSADER'S ROBES (DUAL~LEGACY)

You ride to war draped in the cloth of the clergy, but that makes you no less protected.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of faith, heirloom of the legacy of war (armor), sacrosanct armor legacy power.

Benefits: This dual heirloom is referred to as your crusader's robes heirloom, with the priestly vestments heirloom being its primary heirloom and the armor heirloom being its secondary heirloom. Your crusader's robes heirloom count as a suit of masterwork armor, and can be enhanced as such, but do not innately

provide an armor bonus to AC. Your crusader's robes heirloom counts as the same category of armor (light, medium, or heavy) as its secondary heirloom. Medium crusader's robes have a -1 armor check penalty, and heavy crusader's robes have a -3 armor check penalty.

You must always invest at least 2 points of inherited mana into your crusader's robes heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of armored mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of armored mana. Armored mana can only be spent to use the sacrosanct armor legacy power, and the first time it is used after refreshing your inherited mana, it must be spent to gain the armor bonus to AC benefit of that legacy power. The armor bonus to AC provided by the sacrosanct armor legacy power is increased by +1 if your crusader's robes heirloom counts as medium armor, or +3 if it counts as heavy.

DEFIANT'S APOCRYPHA (DUAL~LEGACY)

Your condemnation of those you resist buckles their will and weakens their blows.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of war, heirloom of the legacy of faith, gritted teeth legacy power, excommunicate legacy power.

Benefits: This dual heirloom is referred to as your defiant's apocrypha heirloom, with the gritted teeth heirloom being its primary heirloom and the excommunicate heirloom being its secondary heirloom. Your foes shaken condition penalty increases by -1 when they attack you or anyone protected by your shield. This penalty increases by 1 at 4th level and every three levels thereafter.

You must always invest at least 2 points of inherited mana into your defiant's apocrypha heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of denying mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of denying mana. Denying mana can only be spent to activate or further empower the gritted teeth legacy power. When gritted teeth is activated, you may spend an additional point of mana. If you do, the attacker that you resisted with gritted teeth must make a Will save or be shaken as per excommunicate but regardless of range.

EFFORTLESS AWAKENING

Your body emulates many magical properties, as the wild grows within.

Prerequisites: Wis 13, successor level 7th with the wild-raised archetype, primal awakening class feature.

Benefits: Choose one body slot for wondrous items. When you use your primal awakening class feature to emulate a wondrous item for that slot, you increase the maximum value of that wondrous item by 50 gp per class level.

Special: You may select this feat multiple times. Each time you take it beyond the first, its Wisdom prerequisite increases by 2 and successor level prerequisite increases by 4. Its benefits do not stack. Instead, you must select a different body slot each time.

Special: If a body slot you chose with this feat becomes or already is a compound slot (as the 11th level advancement of the primal awakening class feature), the maximum value of the second wondrous item is increased by 25 gp per class level.

ELEMENTAL ARMAMENT [DUAL~LEGACY]

You hold the rage of nature in your hand and dispense its justice.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of magic, heirloom of the legacy of war (weapon), mystical geometry and weapon's potency legacy powers.

Benefits: This dual heirloom is referred to as your elemental armament heirloom, with the weapon's potency heirloom being its primary heirloom and the mystical geometry heirloom being its secondary heirloom. When using the mystic geometry legacy power you may cast the spell as a move action so long as it is to charge the weapon of the Dual-Legacy which must currently have the *spellstoring* weapon quality.

You must always invest at least 2 points of inherited mana into your elemental armament heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of elemental mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of elemental mana. Elemental mana can only be

spent to use the mystical geometry base legacy power, and only for spell-like abilities to charge the *spellstoring* quality of the weapon.

EXTEND RESONANT LEGACY POWER*

You can share the benefits of your resonant focus powers with allies.

Prerequisites: Successor level 7th, inherited mana class feature.

Benefits: Select an heirloom. When you place inherited mana points into that heirloom, you can choose to gain benefits from the resonant legacy power as if you had placed only half as many points of inherited mana into the heirloom. If you do, you can extend the same benefits to one additional ally within 30 feet at the time you invest inherited mana. If the ally moves outside of the extended power's range, the power is suppressed, but it resumes functioning once the ally moves within range again. You can spend 1 point of inherited mana from your heirloom to pass the effect to a new target, so long as both the original target and the new one are within 30 feet. This feat can affect only one heirloom from a given legacy at a time, even if you have selected the legacy more than once.

Special: You can take this feat multiple times. Each time you take the feat, select a different legacy, and all selected heirlooms must have different resonant powers. If you ever replace an heirloom you selected with this feat, its benefits apply to the new heirloom, and it must still have a different resonant power from any other heirloom selected with this feat.

Special: This feat counts as Extra Resonant Power^{OA} for purposes of pre-requisites.

EXTRA LEGACY POWER*

You gain an additional legacy power from your heirloom.

Prerequisites: Legacy power class feature.

Benefits: You gain one additional legacy power from among those available from your chosen legacies. You must select a power for which you normally qualify.

Special: You can select this feat once for each individual

heirloom you have. If you ever replace an heirloom you selected with this feat, its benefits apply to the new heirloom. Further, you can also exchange the legacy power that heirloom gained from this feat, and must do so if the new heirloom no longer qualifies for said legacy power.

Special: This feat counts as Extra Implement Power^{OA} for purposes of pre-requisites.

EXTRA INHERITED MANA*

You possess increased mental focus.

Prerequisites: Inherited mana class feature.

Benefits: You gain 2 additional points of inherited mana.

Special: This feat counts as Extra Mental Focus^{OA} for pre-requisites and each may be taken once for each separate pool of mental focus or ability that counts as it for prerequisites that you have. Its benefits do not stack, applying its benefits to each pool separately.

EYEBLINDER'S CLOAK (DUAL~LEGACY)

Your prowess and mastery of sight and the unseen manifest in your heirloom.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of cunning, heirloom of the legacy of war, eagle eye offense legacy power, vanish from sight legacy power.

Benefits: This dual heirloom is referred to as your eyebinder's cloak heirloom, with the vanish from sight heirloom being its primary heirloom and the eagle eye offense heirloom being its secondary heirloom. Attacks made with eyebinder's cloak heirloom's during the round you break your *vanish* effect don't count against the limits of eagle eye offensive.

You must always invest at least 2 points of inherited mana into your eyebinder's cloak heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of sightless mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of sightless mana. Sightless mana can only be spent to activate and further empower the vanish from sight

legacy power. When your vanish from sight power is activated you may spend additional points of mana. For each additional point spent, you may make an attack or take a single standard action that does not break your *vanish* effect, even if it normally would.

HARMONIC RESONANCE

You are so in tune with the magic of your heirloom it does not disrupt new magic auras from similar items.

Prerequisites: Successor level 5th.

Benefits: Select one of your heirlooms that occupies a magic item slot. As long as there is at least one point of inherited mana invested in the item it does not count as occupying that slot. If you spend the last remaining mana in an item, you must choose which item is suppressed. You gain one point of independent mana.

Normal: Slotted heirloom items occupy magic item slots when worn.

Special: You can take this feat multiple times. Each time, you must select a different heirloom.

HUNGERER'S TRINKET (DUAL~LEGACY)

Your hunger for magic drives you to greater heights of puissance.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of cunning, heirloom of the legacy of magic, guided acumen legacy power, magisynthesis power.

Benefits: This dual heirloom is referred to as your hungerer's trinket heirloom, with the magisynthesis heirloom being its primary heirloom and the guided acumen heirloom being its secondary heirloom. For 1 round after you save against the effect of a spell or spell like ability, you may add an insight bonus of half that spells level to your attack rolls.

You must always invest at least 2 points of inherited mana into your hungerer's trinket heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of consumptive mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of consumptive mana. Consumptive

mana can only be spent to activate or further empower the magisynthesis legacy power. When magisynthesis is activated, you may spend 1 or more points of mana. You may spend 1 additional mana point at 7th level and every three levels thereafter. If you do, the your choice of the bonuses or duration in rounds of magisynthesis are increased +1d4 per point of mana spent. You split mana between each of these options.

LEGACY FOCUS*

You are more adept at spending personal mana on legacy powers from your favored legacy.

Prerequisites: Successor level 3rd.

Benefits: Select one of your heirlooms. When you spend personal mana to activate legacy powers with one heirloom of that legacy, the legacy powers cost their listed amount of mana. Only one heirloom benefits from a given instance of this feat, no matter how many heirlooms you have from its legacy.

Normal: Any legacy power activated with personal mana costs twice as much focus to use and maintain.

Special: You can take this feat multiple times. Each time, you must select a different heirloom.

Special: This feat counts as Implement Focus^{OA} for purposes of other pre-requisites.

Special: If you have selected an heirloom both with this feat and with the imprinted esteem class feature, instead of the normal benefits of this feat, that heirloom gains 4 points of focused mana, a type of specialized mana. It can be spent on any legacy powers possessed by that heirloom.

MEDITANT'S MARK (DUAL~LEGACY)

You anoint a magic-using ally with the symbol of your legacy and faith steadying their resolve.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of faith, heirloom of the legacy of magic, focal point legacy power, mark of the blessed legacy power.

Benefits: This dual heirloom is referred to as your meditant's mark heirloom, with the mark of the blessed

heirloom being its primary heirloom and the focal point heirloom being its secondary heirloom. Your mark of the blessed heirloom's bonus also counts as an insight bonus on concentration checks. This bonus overlaps with focal point power activations.

You must always invest at least 2 points of inherited mana into your meditant's mark heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of focused mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of focused mana. Focused mana can only be spent to use the focal point legacy power. When you activate your focal point legacy power you may spend additional points of mana. For each additional point spent, the target of your focal point legacy power receives a +1 sacred bonus to the caster level of any spell successfully cast with the concentration check benefiting from focal point.

POWER RING

Your tributes may be called for from your ring of power if you so choose.

Prerequisites: Ring Bearer.

Benefits: When you tribute an item to your ring heirloom you may choose not to increase its base value limit instead storing the tribute within the ring as magical potential. As a swift action you may spend 1 mana invested in the heirloom to call forth a force echo of the item. These items persist for up to 1 round per Charisma modifier and an additional round per successor level. They summoned tributes are considered [force] effects.

PUPPETEER'S IMPLEMENT (DUAL~LEGACY)

You strike at your enemies with grace and magic alike, evoking the fear of control.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of cunning, heirloom of the legacy of magic, impromptu implement base legacy power, scare tactics legacy power.

Benefits: This dual heirloom is referred to as your puppeteer's implement heirloom, with the legacy of cunning being the primary heirloom and the legacy of magic being its secondary heirloom. When you use

your impromptu implement base legacy power to use a spell-like ability that requires a Will save, all targets that fail said save are considered to be shaken for the purposes of your scare tactics legacy power.

You must always invest 2 points of inherited mana into your puppeteer's implement heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of impromptu mana, a type of specialized mana. At successor level 9th, 13th, and 17th, you gain 1 additional point of puppeteer mana. Impromptu mana can only be spent to use the impromptu implement base legacy power, and only for spell-like abilities that require a Will save.

REJUVINATOR'S SHROUD (DUAL~LEGACY)

You ghostlike form bolsters allies even as it evades your foes.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of cunning, heirloom of the legacy of faith, healing sermon base legacy power, spectral strafe legacy power.

Benefits: This dual heirloom is referred to as your rejuvenator's shroud, with the spectral strafe heirloom being the primary heirloom and the healing sermon heirloom being its secondary heirloom. When you use your heal a target with the base legacy power you may expend an extra point of mana to cause them to *vanish* for a single round.

You must always invest 2 points of inherited mana into your rejuvenator's shroud heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of spirited mana, a type of specialized mana. At successor level 9th, 13th, and 17th, you gain 1 additional point of spirited mana. Spirited mana can only be spent to activate and further empower the spectral strafe legacy power. When moving under the effects of spectral strafe, may spend 1 additional point of mana to be able to choose to activate healing sermon on an ally whose space you move through. You may heal up to your Charisma modifier in targets when using Rejuvenator's Shroud.

RING BEARER

Your legacies are tied to rings of power and you can wield the with more alacrity than any other.

Prerequisites: Successor level 1st.

Benefits: Rings may qualify for any legacy power for you. If you select a legacy power that requires a different type of item, then your ring confers those abilities on an item of the appropriate type when you invest mana for the day. If you do not have an item of that type you may not access that legacy power for the day. You may have one additional ring slot active at a time than usual.

Normal: Legacy powers must be selected for items of the appropriate slot or item type. Most characters can only wear two rings.

TACTICIAN'S REDOUBT [DUAL~LEGACY]

Your defensive posture guides a lethal coordinated assault.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of cunning, heirloom of the legacy of war, oppressive tactics legacy power, resounding wall legacy powers.

Benefits: This dual heirloom is referred to as your tactician's redoubt heirloom, with the resounding wall heirloom being its primary heirloom and the oppressive tactics heirloom being its secondary heirloom. When activating the oppressive tactics legacy power you may spend an additional point of mana to grant the bonuses to hit and damage to anyone benefiting from defensive wall or resounding wall legacy powers.

You must always invest at least 2 points of inherited mana into your tactician's heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of positioned mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of positioned mana. Positioned mana can only be spent to use or augment the resounding wall legacy power. When activating resounding wall, you can spend an additional point of mana for each enemy that would be in range of resounding walls bonuses. For each creature you pay mana for they are instead considered flanked while they are in the area of effect.

THEURGE'S FOCUS [DUAL~LEGACY]

Your holy call to action shapes the tides of magic itself defending your allies as you steel their spirits.

Prerequisites: Cha 13+, successor level 5th, heirloom class feature, heirloom of the legacy of faith, heirloom of the legacy of magic, blessed hymn legacy power, extended peculiarity legacy power.

Benefits: This dual heirloom is referred to as your theurge's focus heirloom, with the extended peculiarity heirloom being its primary heirloom and the blessed hymn heirloom being its secondary heirloom. When using the blessed hymn legacy power you may spend an extra point of inherited mana to add the sacred bonus to penetration checks for any school of magic selected for extended peculiarity or peculiar wards, and half that bonus as a sacred bonus to caster level for effects.

You must always invest at least 2 points of inherited mana into your theurge's focus heirloom when you refresh your inherited mana. Further, when you invest inherited mana into this heirloom, it gains 1 point of sanctified mana, a type of specialized mana. At successor level 11th and 17th, you gain 1 additional point of sanctified mana. Sanctified mana can only be spent to use or augment the blessed hymn base legacy power. When activating blessed hymn, you may spend 1 additional point of mana to extend the saving throw bonus for a single school of magic selected with peculiar wards or extended peculiarity to all allies benefiting from blessed hymn. You may spend up to 1 point of mana per school of magic bonus you wish to extend.

TRIBUTE OF EFFORT

You have spent enough time and energy with your heirlooms that their power is stronger than it was before.

Prerequisites: Cha 13+, successor level 7th, heirloom class feature.

Benefits: Select one of your heirlooms. Whenever you replace it, you increase its maximum value before tributes by 50 gp times your class level.

Special: You may select this feat multiple times. Each time you take it beyond the first, its Charisma prerequisite increases by 2 and successor level prerequisite increases by 4. Its benefits do not stack. Instead, you must select a different heirloom each time.

Special: You cannot take this feat if you have the wild-raised successor archetype. For a similar effect for that archetype, see the Effortless Awakening feat.

ARCHETYPES

The following archetypes are available to members of the listed classes.

HEIR OF CUNNING (SLAYER^{ACG})

An heir of cunning embodies the ideals of a family of assassins, cutthroats, stalkers, and killers. Whether they kill for good or for ill, there is an item that resonates with the skills they have inherited.

Inherited Skill: The heir of cunning uses Charisma in place of Intelligence for any slayer class features. Additionally, they add half their Charisma modifier (rounded down, minimum +0) to the number of skill ranks they gain whenever they gain a class level.

This alters class features and replaces track.

Adept Heirloom (Su): At 1st level, the heir of cunning gains an heirloom, as the successor class feature. This heirloom must be of the legacy of cunning. They gain a resonant legacy power and base legacy power that that heirloom qualifies for. Once per day after resting for 8 hours, which need not be consecutive, their heirloom is automatically invested with a number of points of inherited mana equal to half their class level + their Charisma modifier.

To study a target, as per the studied target class feature, the heir of cunning must expend 1 point of inherited mana from their heirloom. This takes the same action it normally would, as fitting the circumstances. If they can study multiple targets, they must expend one use point of inherited mana per target to be studied.

Whenever the heir of cunning would gain a slayer talent, they may instead gain a legacy power for their heirloom. They treat their class level as their successor level when determining the effects of their legacy powers and what legacy powers they can learn.

This replaces sneak attack 2d6, 4d6, and 6d6; and it alters studied target and slayer talents.

Expanded Heirlooms (Su): Starting at 10th level, the heir of cunning can choose to expand their heirloom

collection instead of increasing their normal potential as a killer. They may choose to gain another heirloom, as per their adept heirloom feature, instead of gaining a slayer talent. They may only do so once, but do not need to do so.

HEIR OF FAITH (WARPRIEST ^{ACC})

An heir of faith is one in a long line of warpriests, raised amongst holy artifacts and symbols of religious glory. One of these items is now their own, and it has brought them glorious and faithful prowess.

Inherited Faith: The heir of faith uses Charisma in place of Wisdom for any warpriest class features and spellcasting.

This alters spellcasting.

Faithful Heirloom (Su): At 1st level, the heir of faith gains an heirloom, as the successor class feature. This heirloom must be of the legacy of faith. They gain a resonant legacy power and base legacy power that that heirloom qualifies for. When the heir of faith prepares their spells for the day, their heirloom is automatically invested with a number of points of inherited mana equal to half their class level + their Charisma modifier.

Whenever they would expend a use of their blessing class feature, they must instead expend 1 point of inherited mana for a minor blessing, or 2 points of inherited mana for a major blessing. Whenever they would expend a use of their fervor class feature, they must instead expend 1 point of inherited mana.

Whenever the heir of faith would gain a bonus feat from warpriest class levels, they may instead gain a legacy power for their heirloom. They treat their class level as their successor level when determining the effects of their legacy powers and what legacy powers they can learn.

Finally, the heir of faith only gains one blessing at 1st level, which is selected as normal for their blessings.

This replaces fervor 2d6, fervor 4d6, and fervor 6d6; and it alters blessings and fervor.

Expanded Heirlooms (Su): Starting at 10th level, the heir of faith can choose to expand their heirloom collection instead of increasing their normal potential

as a priest. They may choose to gain another heirloom, as per their faithful heirloom class feature, instead of gaining a bonus feat from warpriest class levels. They may only do so once, but do not need to do so.

HEIR OF MAGIC (ARCANIST ^{ACC})

An heir of magic's power is not one they studied, it is one they were born into. They were given an item that unlocked their family's history of arcana, and it guides them to this day.

Inherent Arcana: The heir of magic casts spells as if they were a sorcerer of their class level, and any references to Intelligence in their class features are replaced with Charisma.

This alters spellcasting.

Mage's Heirloom (Su): At 1st level, the heir of magic gains an heirloom, as the successor class feature. This heirloom must be of the legacy of magic. They gain a resonant legacy power and base legacy power that that heirloom qualifies for. When the heir of magic refreshes their spells for the day, their heirloom is automatically invested with a number of points of inherited mana equal to half their class level + their Charisma modifier.

Whenever they are required to expend points from their arcane reservoir, the heir of magic instead must expend an equal number of points of inherited mana from their heirloom. Whenever they would add points to their arcane reservoir, they instead add an equal number of points of inherited mana to their heirloom.

Whenever the heir of magic would gain an arcanist exploit, they may instead gain a legacy power for their heirloom. They treat their class level as their successor level when determining the effects of their legacy powers and what legacy powers they can learn.

This replaces spellbook, arcane reservoir, and the arcanist exploit gained at 1st level.

Expanded Heirlooms (Su): Starting at 11th level, the heir of magic can choose to expand their heirloom collection instead of increasing their normal potential as a mage. They may choose to gain another heirloom, as per their mage's heirloom class feature, instead of gaining an arcanist exploit. They may only do so once, but do not need to do so.

HEIR OF WAR (BRAWLER ^{ACC})

An heir of war might have been born in a warzone, raised by mercenaries, or simply bear the heritage of pugilists. No matter the circumstances, it is their heritage and the items they have inherited that has given them their combat prowess.

Warrior's Heirloom (Su): At 1st level, the heir of war gains an heirloom, as the successor class feature. This heirloom must be of the legacy of war. They gain a resonant legacy power and base legacy power that that heirloom qualifies for. When the heir of magic refreshes their spells for the day, their heirloom is automatically invested with a number of points of inherited mana equal to half their class level + their Charisma modifier. The heir of war is automatically proficient with their heirloom.

Whenever the heir of war would expend one or more uses of martial flexibility, they must instead expend an equal number of points of inherited mana.

Whenever the heir of war would gain a bonus feat from brawler class levels, they may instead gain a legacy power for their heirloom. They treat their class level as their successor level when determining the effects of their legacy powers and what legacy powers they can learn.

This replaces brawler's flurry, and alters bonus combat feats.

Expanded Heirlooms (Su): Starting at 11th level, the heir of war can choose to expand their heirloom collection instead of increasing their normal potential as a warrior. They may choose to gain another heirloom, as per their warrior's heirloom class feature, instead of gaining a bonus combat feat. They may only do so once, but do not need to do so.

WILD~RAISED (SUCCESSOR)

As a wild-raised, you were not heir to a powerful family of mages of warriors. Instead, it was the wilderness itself that raised you, be it a pack of wolves or a herd of bison. It is this legacy, the legacy of nature, which embodies all of civilization and more, that you have inherited.

Body of the Wild (Su): The wild-raised does not have heirlooms in the traditional sense. Instead, their body

itself is an heirloom. Whenever they would gain an heirloom from successor class levels, they choose an heirloom legacy as normal, but instead of having a physical heirloom, their body changes to accommodate the new magic. The effects of these body changes are dependent on the heirloom legacies selected, and the benefits of said body changes stack with themselves. When they choose an heirloom legacy from successor class levels, they choose item type that that heirloom legacy could count as and which is listed with the body changes. They count as having an heirloom of that item type for the purposes of selecting legacy powers.

When the wild-raised invests inherited mana, if they have selected the same heirloom legacy multiple times, they invest the inherited mana into the legacy as a whole. All inherited mana invested into that legacy can be used for any of its legacy powers, and for determining the effects of its resonant legacy powers.

- **Legacy of Cunning:** When the wild-raised undergoes a body change to accommodate the legacy of cunning, they gain a +3 insight bonus to one skill of their choice. They cannot select the same skill multiple times. This counts as a cloak or tool.
- **Legacy of Faith:** When the wild-raised undergoes a body change to accommodate the legacy of faith, they gain a +1 insight bonus to saving throws. This counts as a holy symbol or priestly vestment.
- **Legacy of Magic:** When the wild-raised undergoes a body change to accommodate the legacy of magic, they gain 2 additional points of inherited mana each day. This counts as a crystal or club.
- **Legacy of War:** When the wild-raised undergoes a body change to accommodate the legacy of war, they gain a +1 natural armor bonus to AC. This counts as armor or a shield.

Additionally, so long as the wild-raised has at least 1 point of inherited mana invested in at least one heirloom, they gain the shifter claws class feature as a shifter ^{UW} of their class level -2 (minimum 1).

This alters heirlooms.

Wild Tribute (Su): The wild-raised can tribute items to their shifter claws as though they were enhanced in a manner similar to an *amulet of mighty fists*. If they have natural attacks, they may select these as well, but each must be treated as its own amulet item. They additionally may use legacy of war powers on their natural attacks as though they were magic weapons.

Natural Mana (Su): The wild-raised has inherited mana that is a matter of nurture, not nature. They use their Wisdom instead of their Charisma when determining how much inherited mana they have, determining the save DCs of their legacy powers, and for the effects of any legacy powers dependent on Charisma.

This alters inherited mana and legacy powers.

Primal Awakening (Su): At 5th level, the wild-raised has awoken a grand power within them. Once per class level or once per week (whichever is shorter), they can select a single wondrous item that is not slotless and which has a maximum value equal to or less than 200 gp times their class level, and perform a ritual that takes eight hours to emulate the effects of said wondrous item. At the end of this ritual, the wild-raised gains the effects of that wondrous item, without actually needing to possess said item, and without it taking up a body slot. This is referred to as emulating that wondrous item.

The wild-raised can only emulate a number of wondrous items up to the number of times they have selected heirlooms from successor class levels, but they may choose to perform this ritual to replace an emulated wondrous item with a different wondrous item. They can only emulate one wondrous item in a given body slot.

At 11th level, the maximum value of wondrous items emulated through this class feature increases to 300 gp times their class level, and they can emulate one additional wondrous item at a time. At this level, the wild-raised chooses one body slot for wondrous items to become a compound slot. They can emulate up to two wondrous items in a compound slot at the same time, but the second wondrous item has a maximum value of half what it would normally be (so 150 gp times their class level at 11th level, and 200 gp times their class level at 17th level).

At 17th level, the maximum value of wondrous items emulated through this class feature increases to 400

gp times their class level, and they can emulate one further wondrous item at a time. At this level, the wild-raised chooses a second body slot for wondrous items to become a compound slot.

This replaces imprinted esteem.

FAVORED CLASS BONUSES

Successors can select the following favored class bonuses depending on their species:

Aasimar^{ARG}: +1/6 a legacy power to an heirloom of a legacy of faith.

Ceptu^{Co7S}: Gain a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device checks to use mental source-origin items.

Changeling^{ARG}: +1/6 a legacy power to an heirloom of a legacy of magic.

Dhampir^{ARG}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement power for Necromancy spell-like abilities.

Dwarf: +1/6 a legacy power to an heirloom of a legacy of war.

Elf: Increase the successor's total number of points of inherited mana by 1/2 point.

Fetchling^{ARG}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement legacy powers for Illusion and [Acid] descriptor spell-like abilities.

Gnome: +1/6 a legacy power to an heirloom of a legacy of cunning or legacy of magic.

Goblin^{ARG}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement legacy powers for Evocation spell-like abilities.

Halfling: +1/6 a bonus [Dual-Legacy] feat.

Human: +1/6 a legacy power to any heirloom.

Ifrit^{ARG}: Add +1/4 to the DC of the successor's Mystical Geometry and Geometric Superiority legacy powers for [Fire] descriptor spell-like abilities.

Judow^{Co7S:SoH}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement legacy powers for [Fear] descriptor and [Shadow] descriptor spell-like abilities.

Kitsune^{ARG}: Increase the successor's total number of points of inherited mana by 1/2 point.

Kobold^{ARG}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement legacy powers for [Fire] descriptor and Transmutation spell-like abilities.

Mirrorkin^{Co7S:SoH}: Increase the successor's total number of points of independent mana by 1/2 point. Any independent mana gained before 4th level become available at 4th level.

Orc^{ARG}: +1/2 point of fire damage to any attack or spell-like ability of a legacy that deals [Fire] descriptor damage.

Oread^{ARG}: +1/2 point of acid damage to any attack or spell-like ability of a legacy that deals [Acid] descriptor damage.

Rhyzala^{Co7S:SoH}: +1' of movement during a move action when moving on diagonals and +1' reach when the first melee attack with a single chosen heirloom of a legacy of war. Only count these in 5' increments. If this legacy is applied to the new heirloom instead.

Shadow Fey^{Co7S:SoH}: +1/6 a legacy power to an heirloom of a legacy of cunning or legacy of magic.

Sylph^{ARG}: +1/2 point of electricity damage to any attack or spell-like ability of a legacy that deals [Electricity] descriptor damage.

Tiefling^{ARG}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement legacy powers for Conjuraton and [Acid] descriptor spell-like abilities.

Undine^{ARG}: +1/2 point of cold damage to any attack or spell-like ability of a legacy that deals [Cold] descriptor damage.

Vanara^{ARG}: Increase the successor's total number of points of inherited mana by 1/2 point.

Veryx^{Co7S:SoH}: +1/6 a legacy power to an heirloom of a legacy of magic or legacy of war.

Xodai^{Co7S:SoH}: Add +1/4 to the DC of the successor's Impromptu Implement and Adamant Implement legacy powers for Abjuration and [Evil] descriptor spell-like abilities.



SUCCESSORS & THE CITY OF 7 SERAPHS

A number specialists around the environs of Hyraeat-an are in fact successors. The ambient energies of the Radia help quicken the psychic potential of many lineages of the City including a number of oread clans within the Tailings neighborhood of Irons and the Shadow Clans of the Glarewood. While these lineages have grown in power and strength over the generations they are not the only instance or origin of the class in the City.

The Descendants of Dream have long mastered a mysterious art that allows them to awaken the powers of items of storied lore, binding them to the latent psychic energy of their histories. More radical members of the Parity have achieved a level of collective energetic imagining that imprint objects with the power of the audience at plays or the readership of novels written about them.

There are also less heroic lines among the citizens of the City. Whispered quietly are the stories of the Blackblades original weapons, said to resonate with the shattered essences of the fallen leaders of the Parity. Others claim such weapons were harvested from the essences of the most heinous criminals of the City, and that only those born of the fell lines of those families can awaken those legacies.

Vampiric lineages and mortal bloodlines cultivated by the Sanguine Sovereignty have no small number of successors among them. Developed as a responding countermeasure to the vampire hunters of the founding era of the City, these servitor lines soon spread beyond the Parity's ability to control. Such successors often find themselves recruited to wield the legacies of their ancestors.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinder-RPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Lost Spheres Publishing company names, proper names and logos; the "Classes of the Lost Spheres: Successor" name and logo; all artwork, backgrounds, and logos; all proper names, all locations, all organization names, all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted

from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
10 Luckbringer Feats Copyright Steven D. Russell; Authors: Steven D. Russell
101 Renegade Class Feats Copyright 2011 Steven D. Russell; Author Steven D. Russell
40 Alchemical Items Copyright 2005, Adamant Entertainment; Authors Steve Honeywell.
1001 Spells Copyright 2011 Steven D. Russell; Author Steven D. Russell
Accidents of Birth: Deformities and Deformity Feats, Copyright 2006, Louis Porter Jr. Design, Inc.
Advanced Arcana Volume I Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
Advanced Arcana Volume II Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback
Advanced Arcana Volume III Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Arcana Volume IV Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Advanced Gamemaster's Guide, Copyright 2005, Green Ronin Publishing, LLC; Author Owen K.C. Stephens.

Advanced Player's Guide, Player's Guide to Monks and Paladins, Relics & Rituals: Excalibur, Relics & Rituals: Olympus, and Strange Lands: Lost Tribes of the Scarred Lands all ©2004 White Wolf Inc.

Advanced Player's Guide. Copyright 2010, Paizo Inc; Author: Jason Bulmahn.

Advanced Player's Manual, © 2005, Green Ronin Publishing; Author Skip Williams.

Aerial Adventure Guide: Sky Captain's Handbook, by Michael Mearls, Copyright 2004 Goodman Games

Aerial Servant from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; Published and distributed by Frog God Games; Authors: Clark Greene and Clark Peterson, based on original material by Gary Gygax.

Airships, Copyright 2003, Bastion Press, Inc.

Amphisbaena from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Ancient Warriors: Sons of Sparta Copyright 2011 Necromancers of the Northwest, LLC; Authors: Joshua Zaback, Alex Riggs, Justin Holloway

Ancient Warriors: The Vikings Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Ancient Warriors: Way of the Ninja Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Anger of Angels. © 2003, Sean K Reynolds.

Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Armies of the Abyss, © 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris Pramas.

Ascomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Assassin's Handbook, © 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook and Wolfgang Baur.

Atomie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Avatar's Handbook, © 2003, Green Ronin Publishing, LLC; Author Jesse Decker.

Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Baobhan Sith from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Baphomet from the Tome of Horrors Complete © 2011, Necromancer

Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Basidiron from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Bevy of Blades, © 2016, Amora Game; Authors: Brian Moran

Black Market: The Definitive D20 Guide to Cyberpunk Gear Copyright 2005, Adamant Entertainment.; Authors Elissa Carey & Malcolm Sheppard

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
The Book of Beginnings Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Book of Distinctions And Drawbacks Revised Copyright 2003 Scott Thomas Lynch
Book of Distinctions And Drawbacks Modern Copyright 2003 Scott Thomas Lynch

The Book of Experimental Might © 2008, Monte J. Cook. All rights reserved.

Book of Fiends, © 2003, Green Ronin Publishing, LLC; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Hallowed Might © 2002, Monte J. Cook.

The Book of Roguish Luck Copyright 2005 Wolfgang Baur. All rights reserved.

Book of the Righteous, © 2002, Aaron Loeb.

Brownie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.
Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.
Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

The Cavalier's Handbook, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb

Cave Fisher from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
Character Drawbacks, Copyright 2007, Adamant Entertainment. Author: Walt Ciechanowski.

Character Guide: The Gentleman Thief Copyright 2012 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Alex Riggs, David Mesick

Character Guide: The Wise Sage Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Classes of Legend: The Cavalier Copyright 2005, Lion's Den Press; Author Ari Marmell

Classes of the Lost Spheres - Echo. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards

Classic Monsters Revisited. Copyright 2008, Paizo Inc; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, Jeremy Walker.

Cloud Warriors, Copyright 2003, Fast Forward Entertainment

The Complete Book of Eldritch Might Copyright 2004 Monte J. Cook. All rights reserved.

Convergent Paths: Fey Archetypes. Copyright 2013, Steven D. Russell; Author: Mark Seifter.

Cry Havoc, ©2003 Skip Williams. All rights reserved.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

d20 Freeport Companion, © 2007, Green Ronin Publishing, LLC; Author Robert J. Schwalb.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary

Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.
Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.
Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death in Freeport Revised, © 2000-2004, Green Ronin Publishing, LLC; Author Chris Pramas.

Death Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.
Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

The Deluxe Guide to Fiend Summoning and Faustian Bargains Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

The Diamond Throne Copyright 2003 Monte J. Cook. All rights reserved.

Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.
Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Dracolisk from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gygax.
Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

DragonCyclopedia: Martial Arts Feats Copyright 2011 Glen R. Taylor.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

The Ebon Vault: Adamant Armors Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Fantastic Footgear Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

The Ebon Vault: Orbs of Power Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Power of the Ring Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

The Ebon Vault: Secrets of the Staff Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Swords of Legend Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Ebon Vault: Unstoppable Hammers Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Encyclopaedia Divine: Shamans copyright 2002, Mongoose Publishing.

Executioner's Hood from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Fading Suns: d20, © 2001, Holistic Design, Inc.
Falhar's Curios, © 2000, Green Ronin Publishing, LLC; Author Chris Pramas.

Fang & Fury: A Guidebook to Vampires. © 2003, Green Ronin Publishing; Author: Jim Bishop.

Fantasy Firearms Copyright 2007, Mark Cathro & Skortched Urf Studios; Author Eric Karnes.
Fatal Flaws, Copyright 2005, Basic Action Games

Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.
Flumph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Flumph from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Focus on Freeport #7: The Jade Serpent of Yig, © 2001, Green Ronin Publishing, LLC; Author William Simoni.

Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.

Freeport: The City of Adventure, © 2002, Green Ronin Publishing, LLC; Authors Matt Forbeck and Chris Pramas.
Freeport Companion: Pathfinder Roleplaying Game Edition, © 2008, Green Ronin Publishing, LLC; Authors Robert J. Schwalb, Adam Daigle, Brandon Hodge, John E. Ling, Jr., Greg A. Vaughan

The Freeport Trilogy, © 2005, Green Ronin Publishing, LLC; Authors Chris Pramas, William Simoni, and Robert J. Toth.
Frogemoth from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to the Archon. Copyright 2010, Super Genius Games, LLC; Author: Owen K.C. Stephens

The Genius Guide To: Chaos Magic. Copyright 2013, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to: The Dragonrider. Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens.
The Genius Guide to: The Godling. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens.
The Genius Guide to the Riven Mage. Copyright 2012, Super Genius Games, LLC; Author: Carl Gilchrist and Owen K.C. Stephens

The Genius Guide to: The Time Thief Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
The Genius Guide to: The Vanguard. Copyright 2010, Super Genius Games. Authors: Marc Radle, Owen K.C. Stephens.
The Genius Guide to: The War Master Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
The Genius Guide to: The Witch Hunter Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

Genius Options: Masters of Time. Copyright 2012, Super Genius Games, LLC; Author: Owen K.C. Stephens

Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Giant Slug from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

GM's Gallery: Useful and Interesting NPCs Copyright 2011 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Justin Holloway

The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008-2009 Purple Duck Creations; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser.

The Great City Player's Guide © by Øone Roleplaying Games

Grippli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Grippli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hammer & Helm. Copyright 2002, Green Ronin Publishing; Author Jesse Decker

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Heroes of Fantasy copyright 2005, Mongoose Publishing Ltd.

Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Hot Pursuit, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc.
Household Knight Copyright 2006, Alea Publishing Group.

Huecuva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle.

Hyperconscious: Explorations in Psionics Copyright 2004 Bruce R Cordell. All rights reserved.

Ice Golem from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author Scott Greene.
The Iconic Bestiary: Classics of Fantasy Copyright 2005, Lions Den Press; Author Ari Marmell

Into the Armory: The Complete Guide to Weapons, Armor, and Equipment Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Iron Lords of Jupiter, Copyright 2003 Paizo Publishing, Author: Lizard — Used With Permission.
If Thoughts Could Kill Copyright 2001–2004 Bruce R. Cordell. All rights reserved.

Immortals Handbook, Copyright 2003, Craig Cochrane.

Initiative Cards v2.0 Copyright 2003, The Game Mechanics, Inc.; Author JD Wiker.

Insidious Intentions: The Book of Villainy Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback

Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Jubilex from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Kamadan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.
Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Kobold Quarterly Issue 7 © 2008, Open Design LLC, <http://www.koboldquarterly.com>; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!
Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Leadership Handbook © 2015, Everyman Gaming, LLC; Author Alexander Augunas.

Legendary Classes: Eternal Mage © 2016, Purple Duck Games; Author N. Jolly.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.
Legions of Hell, © 2001, Green Ronin Publishing, LLC; Author Chris Pramas.
Liber Influxus Communis, © 2014, Amora Game; Authors: Greg LaRose, Alex Augunas, Bradley Crouch, Daron Woodson, Eric Morton, Michael Sayre, Mike Myler, Morgan, Boehringer, Scott Gladstein, Wayne Capena, Will McCardell, Wojciech Gruchala.
Liber Vampyr Copyright 2010-2013, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.
Lurker Above from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Madness in Freeport Revised, © 2001-2004, Green Ronin Publishing, LLC; Author William Simoni.

Madness in Freeport Revised, Copyright 2001–2004, Green Ronin Publishing, LLC; Author William

- Simoni.
- A Magical Medieval Society: Western Europe Copyright 2003, Expeditious Retreat Press; authors Suzi Yee and Joseph Browning.
Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.
- MARS: A Roleplaying Game of Planetary Romance, Copyright 2006, Adamant Entertainment. Authors: Lizard, Gareth-Michael Skarka, Ian Sturrock
- Microsized Adventures © 2015, Everyman Gaming, LLC.; Authors: Alexander Augunas.
- Mihstu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Mindscapes Copyright 2003–2004 Bruce R. Cordell. All rights reserved.
Mutants & Masterminds Copyright 2002, Green Ronin Publishing.
- Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.)
- Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.
- Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan! Grim Tales, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC.
Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker
- Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Monster Encyclopedia I. © 2004, Mongoose Publishing Ltd.
- Monster's Handbook Copyright 2002, Fantasy Flight Publishing, Inc. Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook. All rights reserved.
Monster Modifier, Copyright 2008, Adamant Entertainment. Author: Gareth-Michael Skarka
- Monte Cook's Arcana Evolved Copyright 2005–2007 Monte J. Cook. All rights reserved.
Monte Cook's Arcana Unearthed DM's Screen and Player's Guide Copyright 2003 Monte J. Cook. All rights reserved.
Monte Cook's Arcana Unearthed Copyright 2003 Monte J. Cook. All rights reserved.
- Moon Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Muckdweller from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- Mutants & Masterminds, © 2002, Green Ronin Publishing, LLC; Author Steve Kenson.
- Mythic Paths of the Lost Spheres. © 2014, Lost Spheres Publishing. Author: Christen N. Sowards
- Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
- A Necromancer's Almanac: 2012 Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback
- A Necromancer's Almanac: 2013 Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Marie Barnes, Joel Migas
- A Necromancer's Grimoire: The Art of Traps Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway, Rosa Gibbons
- A Necromancer's Grimoire: The Book of Faith Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: The Book of Martial Action Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Joel Migas
- A Necromancer's Grimoire: The Book of Purifying Flames Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: Bounty of the Ranger Copyright 2013 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Alex Riggs
- A Necromancer's Grimoire: Bows of War Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback
- A Necromancer's Grimoire: Faces of the Rakshasa Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway, Rosa Gibbons
- A Necromancer's Grimoire: The Fabricant Copyright 2011 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback
- A Necromancer's Grimoire: Marchen der Daemonwulf Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: Marchen der Daemonwulf II Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: Masters of the Gun Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs
- A Necromancer's Grimoire: Mysteries of the Oracle Copyright 2012 Necromancers of the Northwest, LLC; Authors Joshua Zaback, Justin Holloway, Alex Riggs
- A Necromancer's Grimoire: Paths of the Druid Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: The Secret of Herbs Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback
- A Necromancer's Grimoire: Secrets of the Witch Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: Sorcerous Lineages Copyright 2013 Necromancers of the Northwest, LLC; Authors Joel Migas, Marie Barnes, Alex Riggs
- A Necromancer's Grimoire: Spirit Warriors Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: Spirit Warriors II Copyright 2012 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback
- A Necromancer's Grimoire: Steeds and Stallions Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway
- A Necromancer's Grimoire: The Wonders of Alchemy Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback
- Necromancers of the Northwest Presents: The Blackshire Mercenary Company Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway
Necromancers of the Northwest Presents: Knights of the Crucible Copyright 2012 Necromancers of the Northwest, LLC; Authors Alex Riggs
- Necrophidius from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
- Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
- The Noble's Handbook, © 2003, Green Ronin Publishing, LLC; Author Rodney Thompson.
Swords of Our Fathers, © 2003, The Game Mechanics.
- OGL Horror, Copyright 2003, Mongoose Publishing, Inc.
- One Million Magic Items, Copyright 2007, Adamant Entertainment. Author: Gareth-Michael Skarka
- Otherworldly Invocations Copyright 2013 Necromancers of the Northwest, LLC; Authors Alex Riggs, David Mesick, Joshua Zaback and Bill Webb; Based on original content from TSR.
- Pacts & Pawns. Copyright 2014, d20pfsrd.com Publishing; Author: Michael Massey.
- Pact Magic Unbound Vol. 1. Copyright 2012, Radiance House
Pact Magic Unbound: Grimoire of Lost Souls © 2015 Radiance House; Authors: Alexander Augunas, Dairo Nardi.
Path of the Magi © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.
- Pathfinder Adventure Path #32: Rivers Run Red. Copyright 2010, Paizo Publishing LLC. Author: Rob McCreary
- Pathfinder Adventure Path #33: The Varnhold Vanishing. © 2010, Paizo Publishing, LLC; Author: Greg A. Vaughan.
- Pathfinder Adventure Path #36: Sound of a Thousand Screams. © 2010, Paizo Publishing, LLC; Author: Richard Pett.
- Pathfinder Adventure Path #38: Racing to Ruin. © 2010, Paizo Publishing, LLC; Author: Tim Hitchcock.
- Pathfinder Adventure Path #44: Trial of the Beast. Copyright 2011, Paizo Publishing, LLC, Author: Richard Pett

Pathfinder Adventure Path #63: The Asylum Stone © 2012, Paizo Publishing, LLC; Author: James L. Sutter.

Pathfinder Campaign Setting: Inner Sea Bestiary © 2012, Paizo Publishing, LLC; Authors: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Campaign Setting: Inner Sea Magic, © 2011, Paizo Publishing, Inc; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

Pathfinder Campaign Setting: Isles of the Shackles © 2012, Paizo Publishing, LLC; Author: Mike Shel.

Pathfinder Campaign Setting: Lands of the Linnorm Kings © 2011, Paizo Publishing, LLC; Authors: Matthew Goodall, Jonathan Keith, Colin McComb, and Rob McCreary.

Pathfinder Campaign Setting: Occult Mysteries © 2014, Paizo Inc.; Authors: Jason Bulmahn, Crystal Frasier, Jim Groves, Brandon Hodge, James Jacobs, Erik Mona, F. Wesley Schneider, and Jerome Vrinich. Pathfinder Companion: Chelax, Empire of Devils. Copyright 2009, Paizo Publishing, LLC; Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott. Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Inc.; Author: JD Wiker.

Pathfinder Player Companion: Magic Tactics Toolbox © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, Thurston Hillman, and Ron Lundeen.

Pathfinder Player Companion: Ranged Tactics Toolbox © 2014, Paizo Inc.; Authors: David N. Ross, David Schwartz, and Kaitlyn Sprague.

Pathfinder Player Companion: Magical Marketplace © 2013, Paizo Publishing, LLC; Authors: John Ling, Ron Lundeen, Patrick Renie, David Schwartz, and Jerome Vrinich.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor. Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Inc; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game GameMastery Guide, © 2010, Paizo Inc; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Inc; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Inc; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Paths of Power. Copyright 2009, 4 Winds Fantasy Gaming; Authors: Sean O'Connor and Patricia Willenborg, with Connie J. Thomson and Robert W. Thomson. Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Psonics Augmented: Wilders, © 2015, Dreamscarred Press

Psonics Augmented: Seventh Path, © 2015, Dreamscarred Press.

Psonics Expanded. Copyright 2011, Dreamscarred Press.

Psonics Unleashed. Copyright 2010, Dreamscarred Press.

The Psychic's Handbook, © 2004, Green Ronin Publishing, LLC; Author Steve Kenson.

Psychological Combat © 2014, Everyman Gaming, LLC; Author Alexander Augunas.

Possessors: Children of the Outer Gods Copyright 2003, Philip Reed and Christopher Shy, <http://www.philipreed.com> and www.studioronin.com.

Ptolus: Monte Cook's City by the Spire ©2006 Monte J. Cook.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

The Quintessential Witch copyright 2002, Mongoose Publishing.

Random Fantasy Adventure Generator, Copyright 2007, Adamant Entertainment. Author: Gareth-Michael Skarka

Rot Grub from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Salon du Masque, © 2002, Green Ronin Publishing, LLC; Author Chris Pramas.

Sandman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Seas of Blood, Copyright © 2001, Mongoose Publishing.

Secret College of Necromancy, © 2002, Green Ronin Publishing, LLC; Authors David "Zeb" Cook and Wolfgang Baur.

The Secrets of Divine Channeling Copyright 2010 Steven D. Russell Author Jonathan McAnulty

The Secrets of the Gunslinger Copyright 2011, Steven D Russell; Author Steven D. Russell

The Secrets of the Inquisitor Copyright 2012, Steven D Russell; Author Steven D. Russell

The Secrets of the Luckbringer Copyright 2011, Steven D Russell; Author Steven D. Russell

The Secrets of the Magus Copyright 2011, Steven D Russell; Author Steven D. Russell

The Secrets of Martial Mastery Copyright 2010 Steven D. Russell Author Steve D. Russell

The Secrets of the Masquerade Reveler, Copyright 2014 Steven D. Russell; Author Mark Seifter

The Secrets of the Oracle Copyright 2011 Steven D. Russell; Author David Mallon

The Secrets of Tactical Archetypes II. Copyright 2012, Rite Publishing.

Author: Will McCardell and Benjamin Rombaut

The Secrets of the Taskshaper, Copyright 2010, Steven D. Russell; Author: Steven D. Russell

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

The Shaman's Handbook. Copyright 2002, Green Ronin Publishing; Author Steve Kenson

Shock & Awe: Morale for All D20 Games Copyright 2005, Adamant Entertainment. Author: Malcolm Sheppard

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

Skillful Stunts Copyright 2006, Adamant Entertainment. Author: Barak Blackburn

Fantasy Occupations Copyright 2007, Adamant Entertainment.: Author: Walt Ciechanowski
 Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.
 Skull & Bones © 2003, Green Ronin Publishing, LLC; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.
 Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.
 Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.
 Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.
 Spheres of Power. © 2014, Drop Dead Studios
 Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyga.
 Spycraft Copyright 2002, Alderac Entertainment Group.
 Supporting Roles: Combat Style Feats. Copyright 2012, Amora Game; Author: Amora Game
 Swords of Our Fathers Copyright 2003, The Game Mechanics.
 Tactical Implant: The Definitive D20 Guide to Cyberpunk Combat Options copyright 2005, Adamant Entertainment.: Author: Malcolm Sheppard
 Tales of Freepport, © 2003, Green Ronin Publishing, LLC; Author Graeme Davis.
 Temporary Enchantments Copyright 2006, Adamant Entertainment.: Author: Barak Blackburn
 Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.
 Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.
 Terror in Freepport Revised, © 2001-2004, Green Ronin Publishing, LLC; Author Robert J. Toth.
 Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.
 Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
 The Tome of Horrors II © 2004, Necromancer Games, Inc.; Author: Scott Greene.
 Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.
 Tome of Secrets, Copyright 2009, Adamant Entertainment, Inc. Authors: Walt Ciechanowski and Gareth-Michael Skarka.
 Transcendent 10 – Systems of Skill – Expanded Skill Checks. © 2012, Lost Spheres Publishing. Author: Christen N. Sowards
 Transcendent 10 – Feats of Offense – Spellcasting & Metamagic. © 2012, Lost Spheres Publishing. Author: Christen N. Sowards
 Transcendent 10–Spells of Synergy – Multiclass & Melee. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards
 Transcendent 10–Psonics of Conflict – Zones of Power. © 2013, Lost Spheres Publishing. Author: Christen N. Sowards
 Trapper from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
 Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole.
 Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.
 Ultimate Antipodism Drawn from Light and Darkness, Copyright 2015, Interjection Games, LLC; Author: Bradley Crouch.
 Ultimate Charisma © 2015, Everyman Gaming, LLC; Author Alexander Augunas.
 Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.
 Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman
 The Unholy Warrior's Handbook, © 2003, Green Ronin Publishing, LLC; Author Robert J. Schwalb.
 Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 The War of the Goblin King Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway
 Wayfinder #5. © 2011, Paizo Fans United; Authors: Ryan Costello, Jr., Liz Courts, Paris Crenshaw, Darrick Dahl, Adam Daigle, Blake Davis, Jess Door, Jeffrey Erwin, J. Russell Estes, Charles Evans, Dawn Fischer, Christoph Gimmmler, Robert Gresham, Jesper Haglund,
 Eric Hindley, Michael Kelley, Michael Kortes, Michael Lane, Thomas LeBlanc, Jeffrey Lee, Tom McQueen, Kevin Andrew Murphy, Tom Phillips, Dane Pitchford, Marc Radle, John C. Rock, Carl Rossi, Joseph Scott, K. Neil Shackleton, Justin Sluder, Neil Spicer, David Schwartz, Ian Turner, Brandon Waldenberg, and Mike Welham.
 Witch's Handbook, Copyright 2002, Green Ronin Publishing; Author Steve Kenyon
 Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
 Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
 Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyga.

Form Blazing Sword! – Bringing Your Own Toys: The Conduit © 2015, Lost Spheres Publishing. Author: Christen N. Sowards

Lost Spheres – Find the Hero Within. © 2015, Lost Spheres Publishing. Author: Christen N. Sowards

Legacy of the Dragons, Copyright 2004 Monte J. Cook.
 Mystic Secrets: The Lore of Word and Rune, Copyright 2004 Monte J. Cook.
 Akashic Nodes: The Home of Memory, Copyright 2005 Justin D. Jacobson.
 Wild Spellcraft Copyright, 2002 ENWorld.
 Castlemourn Campaign Setting Copyright 2007, Margaret Weis Productions, Ltd.
 E.N. Guild – Monster Hunters' Guild, Copyright 2005, E.N. Publishing; Author Aeryn Rudel.
 Dynasties and Demagogues, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.
 Occult Lore, Copyright 2002, Trident, Inc. d/b/a Atlas Games; Authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.
 Crime and Punishment, Copyright 2003, Trident Inc. d/b/a Atlas Games; author Keith Baker.
 Fading Suns: D20, Copyright 2001, Holistic Design, Inc; Authors Bill Bridges and Andy Harmon.
 D20 Modern System Reference Document, Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
 Traps and Treachery, Copyright 2001, Fantasy Flight Inc.; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stoecker, Wil Upchurch.
 Love and War, Copyright 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart.
 Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook.
 Poisoncraft: The Dark Art, Copyright 2004, Justin D. Jacobson.
 Skreyn's Register: The Bonds of Magic, Vol. 1: Cabal and Skreyn's Register: The Bonds of Magic, Vol. 2: The Faithful Copyright 2002 Sean K Reynolds. All rights reserved.
 The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and Book of Eldritch Might III: The Nexus Copyright 2001, 2002 Monte J. Cook. All rights reserved.
 50 New Ways to turn things into other things: Transmutation copyright Silven Publishing and Matthew J. Hanson.
 50 New Ways to Blow Things Up: Evocation copyright Silven Publishing and Matthew J. Hanson.
 Curses! Copyright ©2002 Kosala Ubayasekara. All Rights Reserved. Author Eytan Bernstein
 Encyclopedia Arcane: Necromancy – Beyond the Grave Copyright 2001, MongOOSE Publishing.
 The Compleat Librum of Gar.Udok.s Necromantic Artes Copyright 2002, Ambient Inc.; Authors M Jason Parent, Denise Robinson, Chester Douglas II
 Encyclopedia Arcane: Necromancy - Beyond the Grave Copyright 2001, MongOOSE Publishing.
 Spells & Spellcraft Copyright 2002, Fantasy Flight, Inc.
 Joe.s Book of Enchantment Copyright 2002, Joseph Mucchiello, Jr. Published by Throwing Dice Games.
 Plexus – Potent Portals Copyright 2002 Mark Alexander Clover.
 Plexus -Open Spells Collection Copyright 2002 Mark Alexander Clover.
 Interludes: Brief Expeditions to Bluffsides Copyright 2001,
 Thunderhead Games, Inc., and Mystic Eye Games, LLC.
 Bluffsides: City on the Edge Copyright 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
 Original Spell Name Compendium Copyright 2002 Clark Peterson; based on NPCnamed spells from the Player's Handbook that were renamed in the System Reference Document. The Compendium can be found on the legal page of <http://www.necromancergames.com>.
 Eldritch Sorcery Copyright 2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.
 Oathbound: Mysteries of Arena, Copyright 2004, Bastion Press
 Wildwood, Copyright 2004, Bastion Press, Inc.
 Minions: Fearsome Foes, Copyright 2001, Bastion Press
 Oathbound: Domains of the Forge, Copyright 2002, Bastion Press
 Oathbound: Arena, Copyright 2004, Bastion Press
 Oathbound: Wrack & Ruin, Copyright 2003, Bastion Press
 Pantheon and Pagan Faiths ©2004 Mystic EyeGames.
 Book of Beyond: Spells of Boon and Burden ©2016 Lost Spheres Publishing, Author: Christen N. Sowards
 Book of Beyond: Liminal Power ©2016 Lost Spheres Publishing, Author: Christen N. Sowards
 City of 7 Seraphs: Species of Hyaeatan ©2018 Lost Spheres Publishing, Author: N. Jollu, Thilo Graff, Christen N. Sowards
Classes of the Lost Spheres: Successor ©2018 Lost Spheres Publishing, Authors: Sasha Lindley Hall, Christen N. Sowards

CLASSES OF THE LOST SPHERES:

SUCCESSOR

An elder ring said to carry a terrible curse. A sword sworn to turn back the armies of darkness. A simple cloak that makes a young girl unseen. What hero can master all these items and more?

The Successor.

Born of ancient lineages and destined to awaken the powers of heirlooms of fantastic power the successor is a new base class for the ***Pathfinder Roleplaying Game***. Mastering heirlooms of four different legacies, the successor takes the mastery of item based magic to a new level.

This base class includes:

Four legacies to allow you to further expand the powers of magic items.

Dozens of Legacy Powers to unlock your items secrets.

New feats and favored class bonuses.

5 Archetypes to allow new options to explore heirlooms with other classes.

New lore about the class and its connections to the *City of 7 Seraphs*.



BRYAN
SYME

Lost Spheres



Publishing