





Alex Ríggs, Joshua Zaback



A Necromancer's Almanac





Alex Riggs, Joshua Zaback

Credits

Designers

Alex Riggs, Joshua Zaback

Editor Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Roleplaying Game Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

AA1: Advanced Arcana Volume 1	APG: Pathfinder Roleplaying Game: Advanced Player's Guide	LV: Liber Vampyr
AA2: Advanced Arcana Volume 2	ARG: Pathfinder Roleplaying Game: Advanced Race	NA12: Necromancer's Almanac 2012
AA3: Advanced Arcana Volume III	Guide	NA13: Necromancer's Almanac 2013
AA4: Advanced Arcana Volume IV	B2: Pathfinder Roleplaying Game: Bestiary 2	OA: Pathfinder Roleplaying Game: Occult Adventures
AA5: Advanced Arcana Volume V	B3: Pathfinder Roleplaying Game: Bestiary 3	UC: Pathfinder Roleplaying Game: Ultimate Combat
ACG: Pathfinder Roleplaying Game: Advanced Class Guide	B4: Pathfinder Roleplaying Game: Bestiary 4	UM: Pathfinder Roleplaying Game: Ultimate Magic
	B5: Pathfinder Roleplaying Game: Bestiary 5	om runginger Kolepinying Gume. Olimate Magie

Introduction

Thank you for purchasing this book. Whether you are a longtime fan of Necromancers of the Northwest, or this is your first time hearing of us, and you're still not quite sure why this book is called "*A Necromancer's Almanac*," we are confident that you will not be disappointed by what we have assembled in this tome.

If you aren't familiar with Necromancers of the Northwest, the content in this book is a compilation of material from articles that we have produced on our website over the course of 2015. Since the very beginning of our company about six years ago, we have been producing free content on our website just about every week. The nature of the articles may have changed a few times, and we've certainly grown as designers since those first, early days, but we've been pretty steady about producing material.

The only problem was that it wasn't very organized, and digging through years worth of articles to find that one spell or magic item could be a real pain. Plus, some people don't have access to the internet while they're gaming (or just don't want to be tempted). We want people to use our content (even the free stuff), and so we wondered what we could do to try to solve this problem, and make things more accessible for everyone. The result was *A Necromancer's Almanac 2012*, a book very much like this one, but which compiled all of our content from the year 2012. The book was a huge success, and we knew right away that when the time came, we'd be doing the same thing again in following years.

If there's one thing that we learned in the course of compiling these products, it's that we write a lot of stuff in one year. For those of you who don't know, we put out a weekly product with about 4-5 pages of content, larger books of about 20-40 pages every other month or so, and an annual edition of our *Advanced Arcana* series, which are among our largest products, and tend to clock in at around 100 pages, which is quite large for us. This book is almost 200 pages long! And it's just the content from the last year!

There are a couple of things from throughout the year that didn't quite make it into the book, mostly the articles that were previews of material found in other books, which doesn't need to be collected into an anthology like this one. But despite that, we're confident that with the massive amounts of archetypes, alternate class features, magic items, monsters from CR 1 to 20, new player character races, NPCs, templates, and spells galore, that no player should have any problem finding something that interests them here, and GMs will have more than enough ammunition to throw at their players, whether using monsters and NPCs directly from the book, or giving the treats and goodies from the player-oriented sections to their own monsters and NPCs.

The book is divided into four sections, based on the four articles that we released throughout the year. The first, Best in Class, handles alternate class features and archetypes. The second, Obscure Arcana, provides a wide array of spells for every spell list. The third section, Magic Market, contains a warehouse worth of exciting new magic items and some flavorful descriptrions of art objects and similar mundane treasures, and the fourth and final section, Exotic Encounters, is contains a wide variety of content, including new monsters from CR 1 to 20, new races, new templates, and an assortment of flavorful NPCs.

A lot of time and effort went into gathering all the content from the website and putting it all together in one nice, neat, easy-to-use place. More time and effort than it takes us to write some of those 20-40 page books. But now that it's done, and it's all put together, we're confident that it was worth it, and hope that you'll feel the same way.

So please, don't waste any more time reading an introduction. Jump into the book. Find something you like, something you can use in your game. Go play. And when you have, if you remember, consider visiting our website, www.necromancers-online.com. Not only will you get to see all the content that will be in next year's almanac, and be able to play with it right away, but you can also contact us, either by e-mail or in our forum. Let us know what you've been playing, and how it's been working out for you. What spells you like, what archetypes you plan to use, what magic items you're saving up for. We'd love to hear all about it.

Chapter 1: Best in Class



Best in Class is our weekly article devoted to providing class options for a variety of characters. In 2015, we created 40 new archetypes and similar content (such as bloodlines, spirits, etc.) covering every class from the *Pathfinder Roleplaying Game: Advanced Class Guide* twice, and every class from the *Pathfinder Roleplaying Game: Occult Adventures* three times, plus we introduced a brand new base class, the cultist, and a bonus cult for that class. This chapter contains all the content from Best in Class over the course of 2015. The class options are arranged in alphabetical order by the class that they are associated with.

New Base Class: The Cultist

Generally drawing their ranks from the dispossessed and the downtrodden, cultists throw in their lots with powerful (and often evil) outsiders in exchange for secret knowledge, magical power, and the promise of great rewards at a future date. The motives behind joining a cult vary widely; some become cultists to fulfill a dark lust for revenge against wrongs real or imagined. Others seek great wealth and power to sate their greed or pride. A small handful become cultists from idealism and a genuine, if slightly naïve, desire to create a positive change in the world around them. Whatever their reasons, becoming a cultist is often an act of desperation, a final choice for those who feel they have no other options.

Role: Cultists fulfill a similar role to wizards, providing a wide variety of magical support. Though they draw from the same spell list, their spellcasting progression is slower than wizards, but they help make up for this by being more effective combatants, allowing them to help serve in that capacity, if needed. Though their healing ability is limited, cultists are capable of providing a certain amount of healing, especially depending on the cult that they choose, and can serve in that capacity, as well.

Alignment: Any, although certain cults are only available to cultists of certain alignments.

Hit Die: d8

Starting Wealth: 3d6x10 (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The cultist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Intelligence modifier.

Class Features

The following are class features of the cultist.

Weapon and Armor Proficiency: Cultists are proficient with all simple weapons, plus the kukri, sap, scimitar, and starknife. A cultist is also proficient with light armor and shields (except for tower shields). He can cast cultist spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a cultist wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass cultist still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A cultist casts arcane spells drawn from the sorcerer/wizard spell list. His choice of cult, however, can restrict him from casting certain spells opposed

Sidebar: More Cults

While this book contains all the content printed for the cultist on www.necromancers-online.com in 2015, we also produced a supplemental book, *Esoteric Orders: The Cultist*, which presents 13 additional cults beyond the ones found here.

to the moral and ethical views of his cult; see the Restricted Spells section. A cultist must choose and prepare his spells in advance.

A cultist's highest level of spells is 6th. Sorcerer/ wizard spells of 7th level and above are not on the cultist class spell list, and a cultist cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of sorcerer/wizard spells of 7th level or higher.

To prepare or cast a spell, a cultist must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a cultist's spell is 10 + the spell's level + the cultist's Charisma modifier.

Like other spellcasters, a cultist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cultist. In addition, he receives bonus spells per day if he has a high Charisma score.

A cultist may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the cultist decides which spells to prepare.

Starting Spells (see Spellbooks, below): A cultist begins play with a spellbook containing eight o-level wizard spells of his choice, plus three ist-level spells of his choice. At each new cultist level, he gains two new spells of any spell level or levels that he can cast (based on his new cultist level) for his spellbook. At any time, a cultist can also add spells found in other cultists' spellbooks (or the spellbooks of characters of other classes, such as wizards) to his own.

Restricted Spells: Certain cults may bar the cultist from casting certain spells that conflict with the goals, beliefs, or tastes of that cult. If a cult has such restrictions, it will be listed in its individual entry. The cultist is unable to prepare or cast such spells, unless he is able to do so from abilities gained in another class, or from some other source.

Cantrips: Cultists can prepare a number of cantrips, or o-level spells, each day, as noted on Table 1: The Cultist. These spells are cast as any other spell, but aren't expended when cast, and can be used again.

Cult: At 1st level, a cultist must select a specific cult to which he devotes himself in exchange for power and the promise of future rewards. These cults are generally devoted to powerful entities from other planes of existence, or groups of such entities. The cultist's cult determines a number of the class features that he gains. Two cults are presented at the end of this section.

Table 1	-1: The Cult	ist	3.4			32					1	
	Base				and the second							
g area	Attack	Fort	Ref	Will								
Level	Bonus	Save	Save	Save	Special	oth	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, cult, secret of the first circle	3	1	-	-	-	-	- 2
2nd	+1	+0	+0	+3	Hex	4	2	-	-	-	- 4	-
3rd	+2	+1	+1	+3	Maddened mind	4	3	-	-	-	1	
4th	+3	+1	+1	+4	Channel energy 2d6	4	3	1	-	-	-	-
5th	+3	+1	+1	+4	Familiar	4	4	2	-	-	-	-
6th	+4	+2	+2	+5	Hex	5	4	3	-	-		-
7th	+5	+2	+2	+5	Spread the faith	5	4	3	1	-	-	
8th	+6/+1	+2	+2	+6	Channel energy 3d6	5	4	4	2		8 - 1	_
9th	+6/+1	+3	+3	+6	Secret of the second circle	5	5	4	3	-	-	
10th	+7/+2	+3	+3	+7	Hex	5	5	4	3	1	-	-
11th	+8/+3	+3	+3	+7	Cooperative spellcasting	5	5	4	4	2		
12th	+9/+4	+4	+4	+8	Channel energy 4d6, gatewatcher	5	5	5	4	3	-	-
13th	+9/+4	+4	+4	+8	Death curse	5	5	5	4	3	1	- 7
14th	+10/+5	+4	+4	+9	Hex	5	5	5	4	4	2	
15th	+11/+6/+1	+5	+5	+9	Sacrifice	5	5	5	5	4	3	
16th	+12/+7/+2	+5	+5	+10	Channel energy 5d6, gatekeeper	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Secret of the third circle	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Hex	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Gatemaster	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Ascension, channel energy 6d6	5	5	5	5	5	5	5

Secret of the First Circle: At 1st level, the cultist gains access to a special ability known only to members of his chosen cult. The exact nature of the ability depends on the chosen cult, and is included in the cult's description.

Hex: At 2nd level, and every 4 levels thereafter, the cultist learns a hex, which grants him powers or weakens his foes. The cultist can select from any of the following hexes, or from any of the hexes listed in the description of his chosen cult. A cultist cannot select a hex more than once unless noted otherwise.

Unless otherwise noted, using a cultist secret is a standard action that doesn't provoke attacks of opportunity, and the DC of any saving throw made to resist a cultist secret's effects is equal to 10 + 1/2 the cultist's class level + the cultist's Charisma modifier.

Blight (Su): The cultist can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the cultist and his familiar must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A cultist can affect an area with a radius equal to his class level x 10 feet. Blighting a creature is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse:

Blight Hex—type curse; save Will negates; frequency 1/day; effect 1 Con damage.

Both types of curse can be removed with a *remove curse* or similar magic, using the save DC as the DC to remove the curse. A cultist can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

Chant (Ex): A cultist can chant as a move action. Any creature that is within 30 feet that is under the effects of the cultist's charm, evil eye, fortune, fury, or misfortune hex has that effect's duration extended by 1 round. A cultist cannot select both this hex and the witch's cackle hex.

Charm (Su): A cultist charms an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the cultist had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the cultist's Charisma modifier (minimum 1). A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. At 8th level, this effect improves the attitude of the creature by 2 steps. This is a mind-affecting charm effect.

Disguise (Su): A cultist can change his appearance for a number of hours per day equal to his class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

Evil Eye (Su): The cultist causes doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (cultist's



choice): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts a number of rounds equal to 3 + the cultist's Charisma modifier. A successful Will saving throw reduces this to just 1 round. At 8th level, the penalty increases to -4.

Fetish (Ex): The cultist receives Craft Wondrous Item as a bonus feat and gains a +4 insight bonus on Spellcraft checks to identify magic items permanently.

Fortune (Su): The cultist grants a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing it to roll any ability check, attack roll, saving throw, or skill check twice and take the better result. The target creature must to decide to use this ability before the first roll is made. At 8th and 16th levels, the duration of this hex increases by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Fury (Su): A cultist incites a creature within 30 feet into a primal fury. The target receives a +2 morale bonus on attack rolls and a +2 resistance bonus on saving throws against fear for a number of rounds equal to the cultist's Charisma modifier. At 8th and 16th levels, these bonuses increase by 1. Once a creature has benefited from the fury hex, it cannot benefit from it again for 24 hours.

Healing (Su): A cultist soothes the wounds of those he touches. This acts as *cure light wounds*, using the cultist's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this acts as *cure moderate wounds*.

Misfortune (Su): The cultist causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Scar (*Su*): This hex curses a single target touched with horrible scars of the cultist's choosing, whether something as simple as a single letter on the target's forehead or blotchy, burn-like scars on her body. The target may make a Will save to resist this hex. These scars do not interfere with the target's senses or prevent it from using abilities, but may affect social interactions. The cultist can use his hexes on the scarred target at a range of up to 1 mile, and he is considered to have a body part from the target for the purpose of *scrying* and similar divination spells. They persist through disguises and shapechanging.

The cultist can withdraw this hex from a target as a move action at any range. The number of supernatural scars the cultist can maintain at once is equal to his Charisma bonus; once he reaches this limit, he must remove the scar from a current victim in order to mark another. Effects that remove curses can remove the scar.

Secret (Ex): The cultist receives one metamagic feat as a bonus feat. The cultist must meet the prerequisites for the feat.

Tongues (Su): The cultist understands any spoken language for a number of minutes per day equal to his level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a cultist can use this ability to speak any language, as *tongues*.

Ward (Su): The cultist places a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This effect lasts until the warded creature is hit or fails a saving throw. A cultist knows when a warded creature is no longer protected. A cultist can have only one ward active at a time. If the cultist uses this hex while a previous ward is still active, that previous ward immediately ends. A cultist cannot use this ability on himself. At 8th and 16th levels, the bonuses provided by this ward increase by 1.

Maddened Mind (Ex): By 3rd level, the cultist's dabbling into the occult and meddling with otherworldly forces has taken a toll on his mind, though by now he hardly even notices, and rather than interfere with his affairs, it only serves to strengthen his resolve. The cultist becomes immune to the confused condition, and gains a +2 bonus on saving throws made to resist compulsion effects.

Channel Energy (Su): Beginning at 4th level, a cultist can release a wave of energy by channeling the power of his otherworldly patron. This energy can be used to cause

or heal damage, depending on the type of energy channeled and the creatures targeted.

A cultist will channel either positive or negative energy depending on his choice of cult. A cultist who channels positive energy can choose to deal damage to undead creatures or to heal living creature. A cultist who channels negative energy can choose to deal damage to living creatures or to heal undead creatures.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cultist. The amount of damage dealt or healed is equal to 2d6 points of damage, plus an additional 1d6 points of damage for every four cultist levels beyond 4th (3d6 at 8th, 4d6 at 12th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cultist's level + the cultist's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cultist may channel energy a number of times per day equal to 1/2 his class level. This is a standard action that does not provoke an attack of opportunity. A cultist can choose whether or not to include himself in this effect.

Unlike a cleric, a cultists does not need to present a holy symbol to use this ability.

Familiar: At 5th level, a cultist's patron sends him a familiar, who both aids him in his endeavors, and keeps an eye on him to ensure that he is following his cult's wishes. The cultist gains the Improved Familiar feat as a bonus feat, even if he does not meet the prerequisites, and gains a specific type of improved familiar, determined by his choice of cult.

Spread the Faith (Ex): By 7th level, a cultist is well-established enough that he is well-suited to training followers and creating his own branch of his chosen cult. The cultist gains a +2 bonus on Bluff, Diplomacy, and Intimidate checks made against characters that know of his status as a cultist. Additionally, if the cultist takes the Leadership feat at any time, he is automatically treated as having great renown and a special power, and does not suffer any penalties to his leadership score for having a reputation for cruelty, or for causing the deaths of cohorts or followers. Finally, all of the cultist's followers have levels in PC classes (typically cultists, devoted to the same cult).

Secret of the Second Circle: At 9th level, the cultist gains access to a special ability known only to followers of his chosen cult who have proven themselves worthy of it. The exact nature of the ability depends on the chosen cult, and is included in the cult's description.

Cooperative Spellcasting (Su): Beginning at 11th level, a cultist learns secrets of cooperative spellcasting, allowing him to join forces with like-minded individuals to improve their magic. Whenever the cultist casts a spell, any ally within 30 feet can expend a prepared spell or unused spell slot of the same spell level or higher in order to provide magical energy to further fuel the spell that the cultist casts. Doing so is an immediate action that does not provoke attacks of opportunity. This can have any of the following effects:

- Increase the spell's saving throw DC by +1 (multiple instances stack, to a maximum of +5)
- Increase the spell's caster level by +2 (multiple instances stack, to a maximum of +10)
- Apply the effects of the Enlarge Spell metamagic feat to the spell
- Apply the effects of the Extend Spell metamagic feat to the spell

The spell's caster chooses which effect to apply for each ally who expends spell energy in this way. Additionally, whenever one of the cultist's allies within 30 feet casts a spell, the cultist can expend a prepared spell or unused spell slot in the same way, to provide one of these benefits to the caster.

Gatewatcher (Sp): At 12th level, a cultist adds the spells *lesser planar ally* and *lesser planar binding* to his spellbook. He treats these as 4th-level sorcerer/wizard spells.

Death Curse (Sp): By 13th level, a cultist learns the secrets of leveling a powerful death curse, allowing him to strike back at his foes in the moment of his death. If the cultist would die for any reason, he can unleash a death curse as a free action that he can take even if it is not his turn. The cultist must choose a single spell that he had prepared that day. The chosen spell can be of any spell level, and can even be a spell that has been expended and is no longer available for him to cast normally. The death curse replicates the effects of that spell, except that the spell's range changes to close (25 ft. + 5 ft./2 levels), and its saving throw DC, if any, changes to be equal to 13 + 1/2 the cultist's class level + the cultist's Charisma modifier. If the chosen spell was prepared with metamagic, the metamagic applies.

Any effect that would prevent the cultist from dying also prevents the death curse from being used—once the death curse takes place, the cultist dies instantly, with no time for others to intervene between the two events. A death curse can be countered, but only with *dispel magic* or similar effects (even if the spell it is mimicking could normally be countered by specific spells, such as *daylight* and *darkness*), and the DC of the caster level check to dispel it increases by +5. A cultist can only use his death curse once per day; if he is resurrected and slain again on the same day, he cannot use the death curse ability again.

Sacrifice (Su): By 15th level, a cultist learns to dedicate a special sacrifice to his otherworldly patron in order to regain spent magical energy. Depending on the cult to which the cultist belongs, this may take the form of a blood sacrifice, or a wealth sacrifice.

Animal Sacrifice: An animal sacrifice functions identically to a blood sacrifice, except that only creatures of the animal, dragon, magical beast, or vermin creature types can be sacrificed, and only if they have an Intelligence score of 2 or less, or are mindless.

Blood Sacrifice: In order to perform a blood sacrifice, the cultist must perform a *coup de grace* action with a light or one-handed piercing melee weapon, which must result in the death of the target. If he does so, he may immediately regain a single expended spell which he had prepared and cast that day, allowing him to cast that spell again. The cultist can use this ability three times per day.

Burnt Offering: A burnt offering functions similarly to either a blood sacrifice or a wealth sacrifice, but the sacrifice must be burned. When functioning as a blood sacrifice, the creature to be sacrificed must be lit on fire, and then burned to death, rather than being killed in a normal fashion. A helpless or willing creature can be doused in 1 pint of oil as a move action, and lit on fire with a torch or similar source of flame as a standard action. The normal rules for creatures catching on fire apply (including how much damage they take per round, and what they can do to put out the flames). See the Pathfinder Roleplaying Game Core Rulebook for more information about catching on fire. If the sacrifice suffers any damage that is not fire damage while burning in this way, the sacrifice fails, and has no effect. The cultist does not gain the benefits of the blood sacrifice until the creature is slain, but he gains twice the normal benefit of a blood sacrifice, allowing him to regain two expended spell slots.

When functioning as a wealth sacrifice, a burnt offering functions normally, except that the wealth must be destroyed by fire, rather than through other means.

If the cultist is able to make blood or wealth sacrifices normally, any burnt offerings he makes in a day count against the daily number of blood or wealth sacrifices he can make, accordingly.

Fast: In order to perform a fast, the cultist must have ready access to food and drink, and must choose to abstain from one or both of them. The cultist does not gain any benefits from fasting until he has taken at least 5 points of nonlethal damage from hunger or thirst. Once he does, if he still has that nonlethal damage the next time he prepares spells, he may prepare additional spells, based on the amount of nonlethal damage that he is currently suffering at the time that he prepares spells, as indicated on the table below.

Table 1-2: Fasting

-	Additional Prepared Spells						
Nonlethal Dan	nage	ıst	2nd	3rd	4th	5th	6th
5 - 10	20	1	-		-	-	-
11 - 20	1.1	2	1	-	-	-	-
21 - 30		2	2	1	-	-	-
31 - 50	15	3	2	2	10	-	-
51 - 75		3	3	2	2	1	-
76 - 100		3	3	3	2	2	1
101 - 130		4	3	3	3	2	2
131 - 160		4	4	3	3	3	2
161 - 200		4	4	4	3	3	3
201 - 250		4	4	4	4	3	3
250+		5	4	4	4	4	3

These additional spells are closely tied to the effects of hunger upon the cultist's body. If the cultist is healed of the nonlethal damage inflicted by his fast, he loses any prepared spells that his new amount of nonlethal damage could not support (for example, a cultist with 15 points of nonlethal damage who healed 6 points of it would immediately lose the additional 2nd-level spell he prepared that morning, as well as one of the two 1st-level spells he prepared). If he has already cast a spell that is to be lost in this way, the magical backlash causes him to be able to prepare one less spell of that spell level the next time that he prepares spells.

Life Sacrifice: In order to perform a life sacrifice, the cultist must slice open his palm with a bladed weapon (a move action), and declare the offering of his life force. His vitality is then magically drained from the cut, and he immediately suffers 1d4 points of damage per cultist level. Further, his maximum hit point score is permanently reduced by 3. For every 5 points of damage that the cultist suffers from this wound, he can immediately prepare 1 spell level's worth of spells from any spellbook in his possession. He can divide these spell levels as he chooses (for example, if he suffered 45 points of damage, he would have 9 spell levels available. He could prepare one 4th-level spell and one 5th-level spell, three 3rd-level spells, or nine 1st-level spells). Spells prepared in this way do not use his normal spell slots, allowing him to prepare more spells than he would ordinarily be able to. The prepared spells last for 1 hour, and if they have not been used by that time, they are wasted. The cultist can use this ability once per day.

Profane Sacrifice: A profane sacrifice functions similarly to either a blood sacrifice or a wealth sacrifice, but can only be used to sacrifice creatures or objects of religious significance. When functioning as a blood sacrifice, the creature to be sacrificed must be a divine spellcaster, or must otherwise be the direct servant or champion of a deity. When the cultist performs a profane sacrifice of a living creature in this way, he gains twice the normal benefit of a blood sacrifice, allowing him to regain two expended spell slots. If the cultist is not aware of the sacrifice's divine nature, it is treated as a normal blood sacrifice, instead.

When functioning as a wealth sacrifice, the objects to be sacrificed must be objects of religious significance, but the gp value required to perform the sacrifice is halved, and is equal to 50 gp per class level, instead of 100 gp per class level. For the purposes of this ability, artifacts with religious significance are always considered to be of sufficient value for a wealth sacrifice, regardless of the cultist's level (although the cultist still needs a way to destroy them).

The GM is the final arbiter of what creatures or objects have a significant enough religious significance to qualify for profane sacrifice. Profane sacrifices share the same daily limits as blood sacrifices and wealth sacrifices, respectively. If the cultist is able to make blood or wealth sacrifices normally, any profane sacrifices he makes in a day count against the daily number of blood or wealth sacrifices he can make, accordingly.

Soul Sacrifice: In order to perform a soul sacrifice, the cultist must willingly offer up his soul to his patron. To do so, the cultist must perform a short 10 minute ritual to prepare his soul, and then loudly proclaim the offer (a swift action). The two do not need to occur at the same

time, and most cultists who consider this drastic sacrifice perform the ritual every morning, so that if they need to offer up their soul, they can do so at a moment's notice. Once the offer is made, the soul is immediately taken, and the cultist regains all of his expended spells, and is able to cast them again. He is also restored to full his points, and may make a new saving throw at a +4 bonus to resist each curse, disease, poison, and harmful spell he is currently suffering from. Finally, he gains a burst of energy and power, and gains a +6 enhancement bonus to each of his ability scores for 10 minutes.

If the cultist later dies, he cannot be resurrected by any means, unless a wish or miracle spell is first used to reclaim his soul (or his soul is reclaimed by other means). Even if the cultist later regains his soul, he can only ever perform a soul sacrifice once: his soul is marked by the transaction, and it is obvious to all that he has sold and reclaimed it before, making those who deal in souls unwilling to risk the same thing happening again.

Wealth Sacrifice: In order to perform a wealth sacrifice, the cultist must destroy a total amount of wealth (including art objects, magic items, gold, gems, and so on) equal to 100 gp per class level. The wealth need not belong to him, but it does need to have been in his possession for at least 24 hours before he can benefit from destroying it in this way. If he does so, then for each spell level he can cast, he may immediately regain a single expended spell which he had prepared and cast that day, allowing him to cast that spell again. The cultist can use this ability once per day.

Gatekeeper (**Sp**): At 16th level, a cultist adds the spells *planar ally* and *planar binding* to his spellbook. He treats these as 5th-level sorcerer/wizard spells.

Secret of the Third Circle: At 17th level, the cultist gains access to a special ability known only to followers of his chosen cult who have proven themselves worthy of it. The exact nature of the ability depends on the chosen cult, and is included in the cult's description.

Gatemaster (**Sp**): At 19th level, the cultist adds the spells *greater planar ally, greater planar binding*, and *gate* to his spellbook. He treats these spells as though they were 6th-level sorcerer/wizard spells.

Ascension (Ex): At 20th level, a cultist ascends, becoming himself one of the powerful outsiders that he previously served. He is forevermore treated as an outsider rather than a humanoid (or whatever his creature type was) for the purposes of spells and magical effects. He no longer needs to eat or sleep. Unlike other outsiders, the cultist can still be brought back from the dead as if he were a member of his previous creature type. The cultist gains additional benefits of ascending, determined by his chosen cult.

Cults

The following section presents three cults for cultists, which are presented in alphabetical order.



Brotherhood of Blissful Slaughter

The Brotherhood of Blissful Slaughter is nominally devoted to the forces of the Abyss, but many members are more devoted to the ideals of destruction, slaughter, and mayhem than they are to demons in specific. The Brotherhood of Blissful Slaughter promises little in the way of rewards to its members, other than that, by working together, they can engage in the depraved acts of violence that they all enjoy, and protect each other from being caught. While many members of the Brotherhood seek to bring demons into the world, and even open up permanent gateways to the Abyss, they do so not because they think it will bring them greater power or glory, but merely because they want to see-and take part in-the massive wave of death and destruction that will be caused, and because they envision a world in which there is no one to stop them from engaging in all of their darkest urges.

There are numerous different branches of the Brotherhood of Blissful Slaughter, most of which were created when the surviving members of a failed branch one which was hunted down and broken up by inquisitors, paladins, and the like—split up and each create their own new branches to carry on the cult's work. Different branches of the cult are often run in wildly different ways: one branch might focus heavily on attempts to bring demons into the world, to the exclusion of other activities, while another branch might focus its energies on running gladiator fights with captured slaves or similar activities of bloody entertainment, and yet another branch might wage an ongoing war against local law forces, terrorizing the local populace with senseless acts of criminal slaughter. No matter how different one branch of the cult might be from another, and how devoted the cult as a whole might be to slaughter and violence, the different branches of the cult generally get along surprisingly well on the occasions that they do interact, and almost always collaborate to turn their violence outward, rather than infighting, something that can be common in other cults.

Their symbol is a blood-red "X," and it is usually simply painted on a wall or other structure in the blood of one of their victims, but in the rare occasion where flags, banners, or other items are made where the symbol appears on a background, it is always black. Their ceremonial garb is black robes with hoods and red ceramic masks featuring grinning and leering demonic faces.

Alignment: Members of the Brotherhood of Blissful Slaughter cannot be good or lawful.

Restricted Spells: Members of the Brotherhood of Blissful Slaughter cannot cast spells with the good or lawful descriptors.

Channeled Energy: Negative.

Familiar: Quasit.

Sacrifice: Blood.

Hexes: Members of the Brotherhood of Blissful Slaughter can select from the following hexes.

Abyssal Resilience (Ex): The cultist gains a +4 bonus on saving throws made to resist poison, and an amount of electricity resistance equal to his class level. At 12th level, he gains an amount of acid, cold, and fire resistance equal to 1/3 his class level.

Claws of the Abyss (Su): As a move action, the cultist can cause his hands to twist and gnarl into horrible claws. He gains two primary claw natural attacks, which deal 1d6 points of slashing damage on a successful hit (or 1d4 points of slashing damage if the cultist is Small). If the cultist is at least 6th level, he can transform his hands in this way as a swift action, instead. If the cultist is at least 10th level, the critical threat range for the claws increases to 19-20. If the cultist is at least 14th level, the critical multiplier for the claws increases to x3. The cultist can use the claws for a number of minutes per day equal to 1/2 his class level. These minutes need not be consecutive, but must be spent in 1-minute increments.

Frenzied Rage (Sp): As a standard action, the cultist can evoke a terrible rage in a single creature within 60 feet. The creature must succeed on a Will save or be driven into a rage. This effect is identical to the barbarian's rage ability, except that the target cannot end the rage

voluntarily: he must succeed on a Will save (which he can make at the beginning of his turn each round) in order to do so. The rage lasts for a maximum number of rounds equal to 1/2 the cultist's class level. The target is not fatigued at the end of the rage. Once a creature has been targeted by this hex, whether he succeeds or fails on his saving throw, he cannot be the target of this hex again for 24 hours.

Sneak Attack (Ex): The cultist gains sneak attack, as the rogue class feature of the same name. At 1st level, his sneak attack damage is 1d6. At 7th level, it increases to 2d6, and at 14th level, it increases to 3d6.

Vicious Weapon (Sp): As a swift action, the cultist can cause any melee weapon he is currently wielding to gain the vicious magic weapon special ability. Alternatively, he can apply the vicious magic weapon special ability to one or more of his natural attacks. This effect lasts for a number of rounds equal to his Charisma modifier. The cultist can use this ability a number of times per day equal to 1/2 his class level.

Love of Slaughter (Secret of the First Circle) (Ex): Beginning at 1st level, whenever the cultist kills a living creature, he gains a +2 morale bonus on attack and damage rolls. This bonus lasts for a number of rounds equal to the cultist's Charisma modifier.

Wicked Strike (Secret of the Second Circle) (Su):

Beginning at 9th level, the cultist can channel his rage and hatred into a single attack. As a standard action, the cultist makes a single attack with a melee weapon. He gains a bonus on the attack roll equal to his Charisma modifier, and if the attack hits, it deals an additional amount of damage equal to his class level. This additional damage is doubled if the target is both good and lawful. Regardless of the target, this attack bypasses any damage reduction the target may possess. The cultist can use this ability once per day. At 13th level, and again at 17th level, he gains an additional daily use of this ability.

Demonic Toughness (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist gains DR 10/cold iron and good.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the chaos, demon, and evil subtypes, and all the traits associated with those types. If the cultist has the abyssal resilience hex, he may immediately replace it with a different hex for which he qualifies. Additionally, once per day, he can summon any demon of CR 22 or less as a full-round action that does not provoke attacks of opportunity. This summons has a 50% chance of success. The summoned creature serves him faithfully for up to 1 minute, and this otherwise functions as the spell *summon monster IX*.

Cult of the Ghost

The Cult of the Ghost is a secret society of spiritualists and assassins devoted to the creation and stewardship of what they call the "great society." This great society will, according to cult members, be a single culture of high art and free thinking which does not end with death, but continues into the afterlife, and which will take place wholly on the Material Plane. To accomplish their ends, members of the Cult of the Ghost commit assassinations coupled with secret rituals, meant to condemn the souls of the unworthy to the afterlife, and to preserve as spectral undead the souls of the worthy. In addition to carefully debated assassinations, the cult quietly meddles in social and political affairs to advance their cultural agenda and particular brand of spiritualism. The cult holds regular meetings at each new moon and each full moon, wherein members of local chapters gather in secret, usually at the estate of a wealthy member, to attend lavish parties attended by cultists and the ghostly forms of those spirits which have joined in the vision of the grand society. Following these affairs, which end 1 hour before dawn, the cult members meet in secret to perform necessary rituals and discuss their upcoming affairs. While the Cult of the Ghost lacks a single central leader, several high ranking members, both living and undead, form a sort of high governing body called the Spirit Parliament, which determines the overall direction of the cult, as well as seeking out and removing threats to their existence.

The symbol of the Cult of the Ghost is a plume of black smoke shaped into an ankh on a white, or sometimes red, background. Their ceremonial garb is largely informal, though colors are expected to be dark grey or black and masks are required. Those who have received a familiar as a gift of the great society are required to wear their spirit oni as a mask during rituals.

Alignment: Members of the Cult of the Ghost cannot be good and must be lawful.

Restricted Spells: Members of the Cult of the Ghost cannot cast spells with the good or chaotic descriptors.

Channeled Energy: Negative.

Familiar: Spirit oni^{B3}.

Sacrifice: Blood.

Hexes: Members of the Cult of the Ghost can select from the following hexes.

Create Ghost (Su): The cultist learns how to allow the spirit of a worthy subject to return to the Material Plane as a ghost. Once per week, as a special ritual which requires 1 minute to perform, the cultist can cause a recently dead humanoid to rise as a ghost 1 hour after the ritual is completed. The subject's body must be present for this ritual. The subject can have been dead for no more than 1 hour when this ritual is to be performed, and the subject is entitled to a Will save (DC 10 + 1/2 the cultist's level + the cultist's Charisma modifier) to resist the effect as though she were still alive. If the subject succeeds on this Will save, she is immune to all future attempts to use this hex on her, by any cultist. If the

ritual is successful, the subject rises as a ghost, though it is under no compulsion to obey the cultist (but may be coerced or controlled by other means). A ghost raised in this way may choose to depart to the afterlife at dawn on any day beginning after a new moon or a full moon; however, the cultist can prevent the ghost from departing on a particular day by performing a special 1-minute ritual during the night before.

Condemn Spirit (Su): The cultist learns how to force the spirit of an unworthy subject into the afterlife, as a full-round action. The effect of this ability depends on how it is used. If used to target an incorporeal undead, the subject must succeed on a Will save (DC 10 + 1/2 the cultist's level + the cultist's Charisma modifier) or suffer 1d6 points of damage per 2 cultist levels. If this damage is sufficient to destroy the undead, it is sped on to the afterlife and cannot return by means of the rejuvenation ability or similar effects, though the creature can be brought back as normal. This hex can also be used to counter any spell which returns a target to life; this works in the same way as casting a spell as a counterspell.

Smoke Form (Su): Once per day, as a standard action, the cultist can assume a form of a black cloud of smoke for 1 round. This functions identically to the spell gaseous form, except that the cultist's fly speed is 100 feet (perfect maneuverability). At 5th level, and every 5 levels thereafter, the cultist can use this ability an additional time each day.

Spirit Strike (Su): As a move action, the cultist can imbue the next melee attack he makes that round with the energy of dark spirits. If it hits, it deals an additional 1d6 points of damage and the target is staggered for 1 round unless she succeeds on a Fortitude save (DC 10 + 1/2 the cultist's level + the cultist's Charisma modifier). This extra damage is not multiplied in the case of a critical hit and does not function against creatures which do not have a soul, such as constructs and some undead. At 4th level, and every 4 levels thereafter, the damage dealt by this ability increases by 1d6.

Summon Spirit: As a full-round action, the cultist can attempt to summon a ghost he created with his create ghost hex, causing it to appear in a designated square within close range. The ghost may attempt a Will save (DC 10 + 1/2 the cultist's level + the cultist's Charisma modifier) to resist the summons. A ghost who resists the summons cannot be summoned in this way for 24 hours. A cultist must have the create ghosts hex before he can gain this hex.

Lesser Ghost Form (Secret of the First Circle) (Su): At 1st level, the cultist becomes partially incorporeal, gaining the ability to easily interact with incorporeal creatures and even pass through some barriers. The cultist treats any weapon he wields or armor he wears as though it had the ghost touch special ability. Additionally, the cultist can pass through solid objects of less than 5 inches of thickness as though they were not there.

Ghost Form (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist can become like a ghost himself. As a free action, the cultist can become incorporeal, gaining



the incorporeal subtype and a fly speed equal to his land speed (perfect maneuverability). He may use this ability for a number of rounds each day equal to his cultist level; these rounds need not be contiguous.

Walk Unseen (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist can transport himself and up to one willing creature per point of Charisma bonus to the Ethereal Plane, as though by the spell *etherealness*. For the purpose of this ability, the cultist's caster level is equal to his cultist level. He may use this ability once per day at 17th level, and an additional time per day at 20th level.

Ascension: At 20th level, the cultist can become incorporeal whenever he wishes, able to suppress or resume his ghost form ability as a swift action at will.

Hermetic Order of the Infernal Crown

The Hermetic Order of the Infernal Crown is devoted to the diabolical rulers of the nine Hells. Those who join the cult are promised not only magical power and influence over others in this life, but are also promised positions of great power and importance in Hell once they pass on to the afterlife. Often, the cult presents itself as a sort of social networking group, such as a gentleman's club or a lodge, and attracts members by strongly implying that many influential public officials are members of the order, and that those interested in making connections to the halls of power in their society would be well-served to join the order and have chances to meet these people. Of course, most of the time, these are bald-faced lies, and the ranks of the cult are filled primarily with ambitious individuals who have no real power or connections, all pretending to be more important than they are, so as not to be snubbed.

Their symbol is a nine-pointed crown turned so that its points face towards the ground. Their ceremonial garb is burgundy-red robes trimmed with gold, with large cowls that conceal their faces.

Alignment: Members of the Hermetic Order of the Infernal Crown cannot be good or chaotic.

Restricted Spells: Members of the Hermetic Order of the Infernal Crown cannot cast spells with the chaos or good descriptors.

Channeled Energy: Negative.

Familiar: Imp.

Sacrifice: Blood or wealth.

Hexes: Members of the Hermetic Order of the Infernal Crown can select from the following hexes.

Corrupting Whisper (Sp): As a standard action, the cultist can mentally compel a single creature within 60 feet to perform a single evil act, such as theft, murder, or other actions that involve hurting another for personal gain or enjoyment. The act in question must be able to be described in 100 words or less, and must take no more than 24 hours to complete. The target is entitled to a Will save to resist this effect, and gains a +4 bonus on the save if performing this action will have obvious negative consequences (such as violating a law in front of the town guard, or breaking an important promise to a loved one). If the target succeeds on the Will save, he identifies the cultist as the source of the mental compulsion. Whether the target succeeds or fails his Will save, he cannot be the target of this hex again for 24 hours. The cultist can use this ability a number of times per day equal to his Charisma modifier.

Devilish Wound (Su): Whenever the cultist scores a critical hit with a melee weapon, he can choose to leave a

devilish wound. If he does, the damage inflicted by that critical hit cannot be healed naturally, and even magical healing fails to affect it unless the caster succeeds on a caster level check (DC n + the cultist's class level). A creature that has been affected by this ability cannot be affected by another devilish would until the first one has been successfully healed.

Diabolical Contract (Su): With one minute of work, the cultist can draw up a diabolical contract which is magically binding to those who sign it. A character that is forced to sign the contract by magical compulsion is unaffected, as is a character who is somehow tricked into signing the document without realizing that it is a contract (such as with *illusory script*), but anyone who signs it willingly (even under duress) is bound by the letter of the contract as though by a *geas/quest* spell. The first time that a signatory actively tries to break the letter of the agreement, he may make a Will save. Creatures that were not under any particular duress at the time that they signed the contract suffer a -4 penalty on this saving throw. Success on this saving throw indicates that the creature is able to break the contract. Failure indicates that he is magically compelled to uphold his end of the contract, and he cannot attempt another saving throw at any time.

A creature can be freed of the *geas/quest* effect in several ways. First, once the terms of the contract are completed, the effect ends, although if the terms of the contract call for an open-ended task on the part of one or more signatories, this may never occur. Second, if any signatory successfully breaks the letter of the agreement (by succeeding on his Will save), the effect ends immediately for all signatories. Finally, if all other signatories agree to release one or more of the signatories from the contract, they can do so, ending the effect for just the chosen signatories.

The cultist can create a number of diabolical contracts per week equal to his Charisma modifier.

Flames of Perdition (Su): As a standard action, the cultist can surround himself with an aura of hellish flames. This aura has a radius of 5 feet, plus 5 additional feet for every 5 class levels the cultist possesses (to a maximum of a 25-foot radius at 20th level). Each creature that enters the aura, or begins its turn in its area, suffers 1d6 points of fire damage. A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. At 4th level, and every 3 levels thereafter, the damage inflicted by the aura increases by 1d6 (to a maximum of 7d6 at 19th level). The cultist is never harmed by his own flames of perdition ability. The cultist can use this ability for a total number of rounds per day equal to his Charisma modifier (minimum 1).

Infernal Resistance (Ex): The cultist becomes immune to poison, and gains an amount of fire resistance equal to



his class level. At 10th level, he also gains an amount of acid and cold resistance equal to 1/2 his class level.

Devil's Sight (Secret of the First Circle) (Su): Beginning at 1st level, the cultist can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Harness Hellfire (Secret of the Second Circle) (Su):

Beginning at 9th level, whenever the cultist casts a spell that deals fire damage, he can choose to make the damage hellfire, instead. If he does, then half of the damage inflicted by the spell is not subject to fire resistance or immunity. Further, any good creature damaged by the spell suffers an additional amount of fire damage equal to the cultist's class level. This damage is also not subject to fire resistance or immunity.

Hell's Black Wings (Secret of the Third Circle) (Ex): Beginning at 17th level, as a move action, the cultist can grow a pair of fearsome bat-like wings, which grant him a fly speed of 60 feet with good maneuverability. The wings can be dismissed as a free action.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the devil, evil, and lawful subtypes, and all the traits associated with those types. If the cultist has the infernal resistance hex, he may immediately replace it with a different hex for which he qualifies. Additionally, once per day, he can summon any devil of CR 16 or less as a full-round action that does not provoke attacks of opportunity. This summons has a 100% chance of success. The summoned creature serves him faithfully for up to 10 minutes, and this otherwise functions as the spell *summon monster IX*.

Archetypes and Class Features

The following section presents a number of new archetypes, as well as similar class features such as bloodrager bloodlines, psychic disciplines, shaman spirits, and so on. They are presented in alphabetical order based on the class that they belong to, with archetypes belonging to the same class being further arranged alphabetically.

Each class from the *Pathfinder Roleplaying Game: Advanced Class Guide* has two archetypes or similar class features in this section, and each class from *Pathfinder Roleplaying Game: Occult Adventures* has three.

New Arcanist Archetype

Eldritch Craftsman

The ways of magic are mysterious and complex, and the mechanics of binding magic to physical items is even more difficult to comprehend, for most. But to some, when magic is laid out on a scroll, bound in a wand, or otherwise attached to the physical world, its secrets reveal themselves more easily. Eldritch craftsmen are devoted students of the arcane who do their best magical work with magical items.

Eldritch Craft (Su): When crafting a magic item, an eldritch craftsman can expend points from her arcane reservoir in order to ignore spell requirements of crafting that item, without increasing the DC to craft the item. She must spend 1 point for each spell requirement that she ignores.

Additionally, whenever an eldritch craftsman drinks a potion that she created, casts a spell from a scroll, staff, or wand that she created, or uses a spell-like ability from an item that she created that replicates a spell exactly, she may expend 2 points from her arcane reservoir. If she does, the spell's caster level and saving throw DC are not based on those used in the item, and the spell instead uses her actual caster level and primary ability score. This has no effect on items that the eldritch craftsman did not create herself, or on spell-like abilities which function similarly to existing spells, but with slight differences.

This ability replaces the arcanist exploit gained at 1st level.

Empower Magic Items (Su): Beginning at 3rd level, the eldritch craftsman can draw upon her arcane reservoir in order to provide power to a potion, scroll, staff, or wand. Whenever she uses a potion or scroll, she may expend a number of points from her arcane reservoir equal to the level of the spell contained in the item. If she does, then the potion or scroll is not expended, and can be used again. Similarly, whenever she uses a wand or staff, she may expend a number of uses from her arcane reservoir equal to 1/2 the level of the spell contained in the item (rounded down, minimum 1 point). If she does, that use of the wand or staff expends one less charge than it otherwise would (to a minimum of o charges). This item in question must still have at least one charge (in the case of staves and wands), and must not have been otherwise expended or destroyed. This ability has no effect on other items that use charges.

The eldritch craftsman cannot use this ability when using a potion, scroll, staff, or wand to replicate or cast a spell that has costly material components. If she fails to use the item (such as because she fails a caster level check to use it), she still loses the points spent on this ability.

This ability replaces the arcanist exploit gained at 3rd level.

Arcane Dabbler (Su): Beginning at 7th level, an eldritch craftsman can use scrolls, staves, and wands which contain spells that are not on her spell list. In the case of scrolls, the eldritch craftsman can choose to ignore the requirements that the spell be of the correct type (arcane or divine), and the requirement that she have the spell on her class's spell list. However, if she chooses to do so, she treats her caster level as 4 lower for the purposes of determining if her caster level is high enough to automatically activate the spell without a check. If this causes her to have to make a caster level check to cast the spell, the -4 penalty applies on that check, as well.

In the case of staves and wands, the eldritch craftsman can attempt to activate a staff or wand even if the spell contained in the staff or wand is not on her spell list. In order to do so, she must succeed on a caster level check (DC 10 + twice the spell level). If she succeeds on this check, she is able to cast the spell from the staff or wand as though it were on her spell list. If she fails, the charge from the staff or wand is still expended, but there is no effect.

This ability replaces the arcanist exploit gained at 7th level.

New Arcanist Exploits

The following arcanist exploits are available to arcanists, in addition to those listed in the *Advanced Class Guide*, and are presented in alphabetical order.

Arcane Armor (Su): The arcanist can expend 1 point from her arcane reservoir in order to surround herself with protective force armor. She gains a deflection bonus to her AC equal to 4 + her Charisma modifier (maximum bonus +10), which lasts for 1 minute.

Hex Development (Su): The arcanist selects a single witch hex upon taking this exploit. If the hex lists any specific prerequisites, the arcanist must meet them in order to select it. Major hexes and grand hexes cannot be selected in this way. By spending 1 point from her arcane reservoir, the arcanist can use the selected hex. The arcanist uses her arcanist level for her witch level, and uses her Charisma modifier instead of her Intelligence modifier for the purposes of determining the hex's effects and saving throw DC. Any restrictions included in the hex about how often it can be used still apply, in addition to needing to spend a point from her arcane reservoir.

Instill Reality (Su): Whenever the arcanist casts a spell of the shadow subschool which states in the spell's description that it is only a certain percent real (such as *shadow conjuration* or *shadow evocation*), she can expend 1 point from her arcane reservoir. If she does, the spell is 10% more real than it would otherwise be (it deals more damage, has more hit points, etc., if it is disbelieved).

Obscure Sensor (Su): Whenever the arcanist casts a spell of the scrying subschool, she can expend 1 point from her arcane reservoir. If she does, the Perception check to notice the scrying sensor increases by an amount equal to her class level + her Charisma modifier (for a total DC equal to 20 + the spell's level + the arcanist's class level + the arcanist's Charisma modifier). Additionally, this grants the spell a 40% chance to function through lead barriers of up to 3 inches in thickness.

Supportive Summoner (Su): The arcanist can expend 1 point from her arcane reservoir in order to heal a creature that she has summoned. The creature regains a number of hit points equal to twice the arcanist's class level. The creature to be affected must be within 30 feet of the arcanist, and must be a creature that she summoned with a spell of the summoning subschool.

New Greater Exploits

The following greater exploits are available to arcanists, in addition to those listed in the *Advanced Class Guide*, and are presented in alphabetical order.

Imbue Familiar (Sp): As a standard action, the arcanist can expend 3 points from her arcane reservoir in order to imbue her familiar with a single 1st-level spell. Doing so requires that she touch her familiar. The spell in question must be one that the arcanist currently has prepared. The familiar gains the ability to cast the chosen spell once. The caster level, saving throw DC, and all other aspects of the spell are calculated as though the arcanist were the one who had cast the spell. The familiar must still provide any components required by the spell (any familiar that has the speak with master ability is considered able to "speak" for the purposes of verbal components; the familiar is able to provide somatic components as long as it is able to move freely, regardless of its anatomy, but cannot do so if bound or otherwise made immobile). If the familiar does not cast the imbued spell within 24 hours, this ability is wasted.

At 15th level, the arcanist can expend 5 points from her arcane reservoir in order to imbue her familiar with a 2ndlevel spell, instead. This otherwise functions identically to imbuing a 1st-level spell.

The arcanist must have a familiar in order to select this exploit.

Prepared Spell Defense (Su): Whenever the arcanist makes a saving throw to resist a spell, if she currently has that spell prepared, she can expend 1 point from her arcane reservoir in order to use her practical knowledge of that spell to help her resist it. The arcanist must successfully identify the spell in question in order to use this ability, and must do so before making her saving throw. She gains a bonus equal to 2 + her Charisma modifier on the saving throw made to resist the spell. Additionally, if she succeeds on the saving throw, and the spell would normally have a lesser effect on her (such as a *fireball* spell dealing half damage on a successful saving throw, or an *irresistible dance* spell, which would cause her to dance for 1 round even if she succeeded on the saving throw), the spell has no effect on her, instead.

New Bloodrager Archetype

Ecstatic Berserker (Troll-Kin Racial)

To trolls, and their troll-kin descendants, there is a certain transcendent bliss to the battlefield, and a kind of zen peace in dealing out terrible carnage to one's foes. While it is rare to find a troll-kin whose lineage not only contains troll blood but also blood from a potent magical bloodline, the intermingling of the two can lead to some powerful results, awakening some of the troll-kin's feral savagery, as well as the potent and legendary healing powers of his troll lineage, albeit at the cost of some of the benefits of his other extraordinary blood.

The following archetype is only available to troll-kin bloodragers.

No Weak Spot (Ex): By 2nd level, an ecstatic berserker's body is capable of taking a great deal of punishment, and even his most vulnerable areas are tough and difficult to damage. Whenever the ecstatic berserker would be affected by a critical hit or precision-based damage (including sneak attack), there is a 25% chance that the critical hit or precision-based damage is negated, and damage is instead rolled normally.

At 5th level, this increases to a 50% chance, and at 8th level, it increases to a 75% chance.

This ability replaces the uncanny dodge and improved uncanny dodge class features.

Savage Counterattack (Ex): Beginning at 3rd level, whenever an ecstatic berserker's no weak spot class feature protects him from a critical hit (but not when it protects him from other precision-based damage), he may make an attack of opportunity against the creature that scored the critical hit. If the ecstatic berserker is unable to make an attack of opportunity (such as because the target is out of range, or because the ecstatic berserker has already made an attack of opportunity that round), this ability is wasted.

This ability replaces the blood sanctuary class feature.

Primal Magic: An ecstatic berserker's spellcasting is of a primal and natural sort. The ecstatic berserker is treated as a divine spellcaster, rather than an arcane spellcaster. Additionally, the ecstatic berserker uses his Wisdom modifier, rather than his Charisma modifier, for the purposes of determining the highest level spell he can cast, the saving throw DCs of spells that he casts, and any bonus spells per day that he may gain as a result of a high ability score.

This ability modifies the spellcasting class feature.

Limited Regeneration (Ex): Beginning at 8th level, as long as an ecstatic berserker is bloodraging, he gains an amount of fast healing equal to 1/2 his class level. If the ecstatic berserker suffered any amount of acid or fire damage since the beginning of his last turn, this fast healing does not function for this turn. Additionally, each round, when the ecstatic berserker is healed in this way, he can choose to expend an additional round of bloodrage to increase the amount of his fast healing for that turn to be equal to his class level, instead.

This ability replaces the bloodline power gained at 8th level. At 12th level, and any other time that the ecstatic berserker gains a bloodline power, he may choose to gain the bloodline power that he would have gained at a previous level, but did not gain, instead of the bloodline power that he would normally gain at that level (for example, at 12th level, the bloodrager could gain the bloodline power he would normally gain at 8th level, and at 16th level, he could gain the bloodline power that he would normally gain at 12th level, or he could gain the bloodline power he would normally gain at 16th level, instead).

New Bloodrager Bloodline

Peace-Touched

Your blood has been touched so strongly by peaceful influence that you have been gifted with unique powers that allow you to solve problems without needless bloodshed. Whether your strength comes from a powerful saint or other devout figure, or from the blessings of a god with high moral character, you can channel your inner strength to enhance your high-minded righteous fury.

Bonus Feats: Combat Expertise, Dodge, Endurance, Fleet, Improved Disarm, Merciful Spell, Persuasive.

Bonus Spells sanctuary (7th), shield other (10th), hold monster (13th), statue (16th).

Bloodline Powers: The lingering essence of your peaceful ancestor gives you greater control over your bloodrage, allowing you to act in accordance with your conscience so that you can choose to subdue foes without killing them.

Merciful Attacks (Su): At 1st level, you may choose to have all damage dealt by weapons you wield be nonlethal damage instead of lethal damage, including energy damage (such as fire damage from a *flaming* weapon), and precision-based damage (such as from a sneak attack). Such damage retains its other properties, in addition to being nonlethal (so nonlethal fire damage would still deal extra damage to creatures vulnerable to fire, would still interfere with a troll's regeneration, and would still be resisted by creatures with resistance or immunity to fire). You may choose with each attack whether it will deal lethal or nonlethal damage.

Additionally, while in a bloodrage, all your attacks that deal nonlethal damage also deal an additional 1d6 points of nonlethal damage. At 12th level, this bonus nonlethal damage increases to 1d8, and at 20th level it increases to 2d6.

Serene Bloodrage (Ex): At 4th level, when you enter a bloodrage, you maintain a sense of clarity and can perform Intelligence-, Wisdom-, and Charisma-based skills and perform actions which require concentration during your bloodrage. Additionally, you gain a +2 bonus on concentration checks made while bloodraging. Destroy Arms (Su): At 8th level, whenever you successfully deal damage to a weapon while bloodraging, that weapon must succeed on a Fortitude save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or gain the broken condition. If the item already had the broken condition and fails its saving throw, it is instead reduced to dust as though by the spell *disintegrate*. The weapon's wielder may choose to drop it in order to negate this effect.

Majestic Presence (Su): At 12th level, while in a bloodrage, you manifest a tangible presence of serenity, making it difficult to attack you. The first time that any given creature tries to attack you while you are in a bloodrage, he must succeed on a Will saving throw (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or be unable to do so, causing that attack to miss automatically. Whether the target succeeds or fails on that saving throw, he may thereafter attack you normally, although if he failed the saving throw, he suffers a -2 penalty on all attack rolls made against you until the end of your bloodrage.

Voice of the Peaceful (Su): At 16th level, once per day you may choose to manifest an aura of majestic calm when you end your bloodrage. If you do, you gain a +20 circumstance bonus to all Charisma checks and Charisma-based skill checks against creatures who witnessed your bloodrage for at least 3 rounds. This bonus lasts for 24 hours, and doesn't stack with itself.

Peaceful Spells (Su): At 20th level, you can supplement the power of friendly spells with your peace-touched blood, greatly increasing their duration. All spells that could be affected by the Extend Spell feat that are cast on you by your allies, or that you cast on yourself or on your allies, have their duration doubled. This benefit applies even when you are not bloodraging.

New Brawler Archetypes

Rikishi

Rikishi are brawlers who have devoted themselves to the art of sumo wrestling, a combat style known for its devastating strikes, shoves, and slams. While most are trained to battle in controlled conditions, living the life of a sumo wrestler and competing against one another, some are blessed by priests or cursed by ancient spirits or gods to do battle with otherworldly forces, testing the strength of humankind and fighting to ensure the intercession or appeasement of heavenly forces.

Weapon and Armor Proficiency: A rikishi is proficient with all simple weapons and is not proficient with any kind of armor or shields.

This ability modifies the weapon and armor proficiency class feature.

Unarmored Tradition (Ex): A rikishi must not wear armor while participating in sumo. If the rikishi wears armor of any kind, she loses all benefits of this archetype until she removes the armor. A rikishi may wear magical robes or bracers which grant an armor bonus and may benefit from spells which grant an armor bonus without penalty, however.

Sumo Training (Ex): A rikishi spends her life training in the art of sumo, either formally at a stable or in the world at large. At 1st level, the rikishi gains a bonus to her CMD equal to 1/2 her level (rounded down, minimum 1).

Sumo Strikes (Ex): A rikishi's special training allows her to make a series of potent strikes, culminating in a move designed to defeat her opponent. At 2nd level, whenever the rikishi attacks with an unarmed strike, she is treated as having the Two-Weapon Fighting feat, and she does not need to use two different weapons to use this ability. Additionally, if she successfully hits with 2 unarmed strikes against the same target in a single round, she may choose to make a bull rush combat maneuver against that character as a free action. At 8th level, if the rikishi hits a single target with 3 unarmed strikes, she may choose to make a trip combat maneuver as a free action, instead. At 15th level, if the rikishi hits a single opponent with 4 unarmed strikes, she may choose to initiate a grapple against that character as a free action, instead.

This ability replaces the brawler's flurry class feature.

Damage Reduction (Ex): As long as a rikishi wears no armor, she can strengthen her body against blows. At 4th level, the rikishi gains DR 2/–. At 9th level, and every 5 levels thereafter, this DR further improves by 1.

This ability replaces the AC bonus class feature.

Body Slam (Ex): The most potent ability of the rikishi is the mighty body slam which represents the height of the sumo art. At 16th level, the rikishi can choose to do a body slam whenever she successfully maintains a grapple. If she does, she deals damage as appropriate for her unarmed strike and hurls her foe to the ground, inflicting an additional amount of damage equal to 1d6 + the rikishi's Strength modifier, and immediately ending the grapple and knocking her foe prone. The target must also succeed on a Fortitude save (DC 10 + 1/2 the rikishi's level + the rikishi's Strength modifier) or be stunned for 1 round.

This ability replaces the awesome blow class feature.

Yokozuna's Slam (Ex): A rikishi which reaches the highest rank in sumo wrestling can perform an even mightier body slam, which can potentially kill its target. Whenever the rikishi successfully maintains a grapple on a pinned creature, she may choose to use this technique. If she does, she slams the target to the ground, ending the grapple and knocking the target prone. Additionally, the target must succeed on a Fortitude save (DC 10 + 1/2 the rikishi's level + the rikishi's Strength modifier) or be instantly slain. If the target succeeds on this saving throw, he is instead staggered for 1d6 rounds.

This ability replaces the improved awesome blow class feature.

Ruthless Thug

There are few characters who demonstrate the difference between brawlers and monks as clearly as ruthless thugs. While these underhanded fighters are by no means afraid of a fair fight, they just don't see any reason why they shouldn't do everything in their power to win, and aren't willing to limit themselves to fighting in a way that's "honorable" or "fair" or "decent." Ruthless thugs prefer the thrill of a combat where it's no-holds-barred, anything goes, and the only rule is that there are no rules.

Improved Dirty Trick: A ruthless thug must select Improved Dirty Trick for her bonus combat feat at 2nd level, and can select it even if she does not meet the prerequisites. If she already has Improved Dirty Trick, she may select her bonus combat feat normally. A ruthless thug cannot learn new bonus combat feats in place of Improved Dirty Trick at later levels, as she can with other bonus combat feats.

Fast Trick (Ex): By 5th level, a ruthless thug is so used to using underhanded tactics in combat that she can do so much more easily than most. The ruthless thug can use a dirty trick combat maneuver in place of a melee attack when using the full-attack action, instead of having to do so as a standard action. If she chooses to make the dirty trick combat maneuver in place of a melee attack other than the one with the highest base attack bonus, the penalty to that attack applies to the combat maneuver check (*for example, a 6th-level ruthless thug who used this ability to make a dirty trick combat maneuver instead of her second attack would make the combat maneuver check as though her base attack bonus were +1, instead of +6).*

This ability replaces the bonus combat feat gained at 5th level.

Greater Dirty Trick: A ruthless thug must select Greater Dirty Trick for her bonus combat feat at 8th level, and can select it even if she does not meet the prerequisites. If she already has Greater Dirty Trick, she may select her bonus combat feat normally. A ruthless thug cannot learn new bonus combat feats in place of Greater Dirty Trick at later levels, as she can with other bonus combat feats.

Persistent Trick (Ex): By 11th level, a ruthless thug knows how to ensure that once she uses a dirty trick to disable an opponent, he stays disabled. The effects of her dirty tricks last for 1 additional round. At 15th level, and again at 19th level, the amount of time that the effects of the dirty trick lasts increases by an additional round (to a maximum of 3 additional rounds at 19th level).

Additionally, the action required to remove the effects of the dirty trick is increased to a full-round action, which provokes attacks of opportunity. At 19th level, the target cannot remove the effects of the dirty trick at all.

This ability replaces the bonus combat feat gained at 11th level.

Painful Trick (Ex): Beginning at 14th level, whenever a ruthless thug performs a dirty trick combat maneuver, she can choose to suffer a -2 penalty on the combat maneuver check, in addition to any other penalties that may apply. If



she does, and the combat maneuver check is successful, she also damages the target as though she had hit him with a held melee weapon (or an unarmed strike, if she has no held melee weapon, or would rather use her unarmed strike).

This ability replaces the bonus combat feat gained at 14th level.

New Hunter Archetypes

Animal Friend

Animal friends are hunters who form especially close bonds with a single animal. Because of their intense love of animals, they are somewhat less skilled in the art of the hunt than other hunters. To offset this, they have a learned to use the close bond of friendship they form with their animal companion to unlock their full potential, casting spells upon them more quickly, healing their wounds without need to expend magic, and end even imbuing them with extraordinary powers far beyond that of other animal companions.

Stunted Spellcasting: An animal friend is less focused on spellcasting than other hunters and receives one less spell per day of each spell level than she would normally receive. If this would reduce her to o spells per day of a given level, she can only cast spells of that level if her Wisdom modifier is high enough to allow her access to bonus spells of that level.

This ability modifies the spell casting class feature.

Exceptional Animal Companion (Ex): An animal friend's animal companion is more powerful than other animal companions and has a number of benefits which exceed those of lesser creatures of the same type. An animal friend's animal companion receives maximum hit points for each Hit Dice. Additionally, both the animal companion and the animal friend grant each other a +1 circumstance bonus on attack rolls when they are both flanking the same target, and provide a +2 dodge bonus to AC to each other as long as they are adjacent to one another. Finally, whenever either the animal friend or her animal companion use the aid another action to aid the other, the bonus granted by aid another is increased by 2.

This ability modifies the animal companion class feature.

Swift Casting (Ex): An animal friend is able to use her special bond of friendship with her animal companion in order to more quickly cast spells which target it. Whenever the animal friend casts a spell which targets her animal companion, including any spell cast with the share spells ability which does not target any other creature, she may cast that spell as a swift action. This does not apply to spells with a casting time greater than 1 round. When she casts a spell in this way, the animal friend does not use somatic components and may cast this spell even without a free hand to do so.

Empower Companion (Su): As an animal friend's power grows, she can empower her animal companion through their intense bond in order to allow her animal companion to be more effective in combat. At 2nd level, as a swift action, the animal friend may empower her animal companion. If

she does so, then as long as her animal companion remains within 30 feet of the animal friend, it gains a +1 bonus on attack rolls and deals an additional 1d6 points of damage on a successful hit. At 8th level, these bonuses increase to a +2 bonus to attack rolls and an additional +2d6 damage on a successful hit.

This ability replaces the track and improved track class features.

Heal Companion (Su): An animal friend is gifted in simple healing arts and can heal the ailments of animals by laying her hands upon them. At 5th level, as a standard action, the animal friend can remove a single ailment from an animal she touches. At 5th level, this ability can remove the fatigued, shaken, and sickened conditions. At 8th level, this ability can also be used to remove the frightened, exhausted, and nauseated conditions. At 1th level, this ability can also be used to cure diseases and poisons, and can remove the panicked condition. Finally, at 14th level, this ability can be used to remove any curse which could be broken by a *break enchantment* spell, and can be used to remove the confused condition (including permanent insanity), as well as the paralyzed and petrified conditions.

This ability replaces the woodland stride class feature.

Dragonbond Hunter

The dragonbond hunter has a powerful bond with a draconic companion that is gifted with many special abilities which go beyond that of the basic animal companion. In addition to enjoying the benefits of a powerful new ally, the dragonbond hunter has a number of abilities that allow her to enhance her dragon companion.

Dragon Companion (Ex): A dragonbond hunter has a special dragon animal companion which has additional special powers that exceed that of a regular animal companion. A dragon companion has special starting statistics and advances in power at several stages. It still gains all the traits and special abilities associated with an animal companion, though as a dragon it cannot take feats which requires being an animal (though it can still take feats which require it be an animal companion). Because of its increased intelligence, a dragon companion can take any feat it qualifies for, and has skill points and class skills as appropriate for a dragon; additionally, due to its higher intelligence, it can put ranks in any skill (ignore the total skill ranks section on the animal companion table).

Each dragon companion is resistant to one type of energy and has a breath weapon which deals damage of the same energy type. This choice is made when the dragon companion is gained, and cannot be changed later. A dragon companion's resistance and breath weapon must be the same type. Dragon companions can speak Draconic.

DRAGON COMPANION

Starting Statistics

Size Small; **Speed** 10 ft., fly 20 ft. (good maneuverability), and either climb 10 ft. or swim 10 ft.; **AC** +2 natural armor; **Attack** bite (1d4) and 2 claws (1d3); **Ability Scores Str** 10, **Dex** 16, **Con** 14, **Int** 6, **Wis** 8, **Cha** 12; **Special Attacks** breath weapon (15-ft. cone, 2d6 acid, cold, fire or electricity damage, Reflex DC 10 + 1/2 the dragon's HD + the dragon's Constitution modifier for half, usable every 1d4 rounds); **Special Qualities** darkvision, low-light vision, scent, and acid, cold, fire, or electricity resistance 5.

7th-Level Advancement

Size Medium; **Speed** 20 ft., fly 30 ft. (average maneuverability), and either climb 20 ft. or swim 20 ft.; AC +2 natural armor; **Attack** bite (1d6) and 2 claws (1d4); **Ability Scores Str** +4, **Con** +2, **Dex** -2, **Int** +2, **Cha** +2; **Special Attacks** breath weapon (20-ft. cone, 6d6 acid, cold, fire or electricity damage, Reflex DC 10 + 1/2 the dragon's HD + the dragon's Constitution modifier for half, usable every 1d4 rounds); **Special Qualities** acid, cold, fire, or electricity resistance 10.

14th-Level Advancement

Size Large; **Attack** bite (1d8), 2 claws (1d6) and 2 wings (1d4); **Ability Scores Str** +4, **Dex** -2, **Con** +2, **Int** +2 **Cha** +2; **Special Attacks** breath weapon (30-ft. cone, 10d6 acid, cold, fire or electricity damage, Reflex DC 10 + 1/2 the dragon's HD + the dragon's Constitution modifier for half, usable every 1d4 rounds); **Special Qualities** acid, cold, fire, or electricity resistance 15.

20th-Level Advancement

Size Huge; AC +2 natural armor; Attack bite (2d6), 2 claws (1d8), 2 wings (1d6) and tail (1d8); Ability Scores Str +4, Dex -2, Con +2, Int +2 and Cha +2; Special Attacks breath weapon (40-ft. cone, 14d6 acid, cold, fire or electricity damage, Reflex DC 10 + 1/2 the dragon's HD + the dragon's Constitution modifier for half, usable every 1d4 rounds); Special Qualities acid, cold, fire, or electricity immunity.

This ability modifies the animal companion class feature and replaces the improved empathic link, greater empathic link, and master hunter class features.

Dragon Focus (Ex): A dragonbond hunter can call upon her close relationship with dragons to assume a draconic trait. At 1st level, the dragonbond hunter can select one of the following traits as a swift action to gain its benefits. The dragonbond hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but must be spent in 1-minute increments.

Resistance: The dragonbond hunter gains resist acid, cold, fire or electricity 5. She must select the same energy type as the one chosen for her dragon companion's breath weapon.

Senses: The dragonbond hunter gains darkvision and low-light vision

Wrath: The dragonbond hunter gains a +1 bonus on attack and damage rolls.

This ability replaces the animal focus class feature.

Greater Dragon Focus (Su): As she progresses in power, the dragonbond hunter can call upon more powerful draconic traits. At 8th level, she can choose from the following when she uses her dragon focus.

Defense: The dragonbond hunter gains 5 points of damage reduction which can only be overcome by magic weapons.

Flight: The dragonbond hunter sprouts dragon-like wings which allow her to fly with a fly speed equal to her land speed (average maneuverability).

Power: The dragonbond hunter gains a +1 bonus to her caster level.

This ability replaces the second animal focus class feature.

New Investigator Archetypes

Archaeologist

For most investigators, the exciting mysteries are those of the present, and perhaps the future. They apply their cunning intellect and brilliant inspiration to making the world a better place, and to expanding their understanding of the world and its workings. Some, however, look to the past, seeking to rediscover and preserve the lost secrets—as well as solve the ancient riddles and mysteries—of long-lost civilizations. Some are little more than tomb robbers, while others are devoted to using history for the betterment of mankind, but all of them apply the investigator's usual set of skills to an entirely different environment.

Archaeologist's Knack (Ex): An archaeologist has a deep understanding of and appreciation for academia, especially relating to his chosen field. The archaeologist gains a bonus equal to 1/2 his class level on the following: Appraise checks relating to objects more than 200 years old, Knowledge (geography) checks, Knowledge (history) checks, and Knowledge (nobility) checks relating to individuals born over 200 years ago. Additionally, the bonuses that an archaeologist gains on a Knowledge check from referencing a library or similar source is doubled.

This ability replaces the poison lore class feature.

Cunning Linguist (Ex): By 2nd level, an archaeologist is skilled at deciphering unfamiliar writing, and translating passages from one language to another. The archaeologist adds detailed translation information to his formula book. He chooses one language, and as long as he has his formula book available to consult, he is treated as knowing that language, although it takes him twice as long as normal to

converse, write, or read in that language. Each day, he can select a different language to know in this way, and he can change his selected language by studying his translation notes in his formula book for 1 hour. At 5th level, and every 3 levels thereafter, the archaeologist can choose an additional language to know each day (to a maximum of 7 languages at 20th level).

Finally, an archaeologist never risks drawing a false conclusion about a text that he deciphers.

This ability replaces the poison resistance class feature.

Lucky Dodge (Ex): Beginning at 3rd level, the archaeologist develops an uncanny luck when it comes to dodging deadly attacks or avoiding perilous traps, hazards, and curses. Once per day, as an immediate action before attempting a saving throw or before an attack roll is made against him, the archaeologist can gain a bonus equal to his Intelligence modifier to his choice of either his AC or his saving throws. This bonus lasts for a single attack or saving throw. At 6th level, and every 3 levels thereafter, the number of times he can do this per day increases by one (to a maximum of 6 times per day at 18th level).

This ability replaces the trap sense class feature.

Puzzle Solver (Ex): By 4th level, an archaeologist has become familiar enough with the types of puzzles, traps, and riddles often found in ancient tombs and lost cities that he develops a sort of sixth sense for how they work and how to best beat them. Whenever the archaeologist comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Additionally, an archaeologist can study a puzzle, riddle, or similar feature for 1 minute in an attempt to understand the mind of its creator. Doing so requires a successful Sense Motive check (DC 25). In some cases, the GM may choose to allow a different skill check instead, such as Knowledge (arcana) (for riddles involving magical phenomena), Knowledge (history) (for riddles that rely on knowledge of ancient cultures), or Knowledge (religion) (for riddles relating to religious lore), but the archaeologist always has the option to use Sense Motive. If the check is successful, the archaeologist gains a flash of insight into the riddle or puzzle, and is provided with the answer.

This ability replaces the swift alchemy class feature.

Gumshoe

In general, investigators are more urbane than many types of adventurers, but for some investigators, the city feels like a living, breathing thing: a friend and ally that they can count on like no other. These investigators, sometimes referred to as gumshoes, are more at home in a large, sprawling city than anywhere else, and are able to use the city's unique features to aid them in their investigations.

Rumor Has It (Ex): A gumshoe adds 1/2 his class level on Diplomacy checks made to gather information, as well as Knowledge (local) checks made to learn about any settlement with a population of 2,000 or more (including checks made to learn about that settlement's leaders, prominent places, and so on).

This ability replaces the trapfinding class feature.

Dirty Fighter (Ex): By 2nd level, a gumshoe has seen his share of dirty fighting. He knows how to fight dirty, and also how to protect himself from the same sorts of tricks he employs. He gains Improved Dirty Trick as a bonus feat, even if he doesn't meet the prerequisites.

This ability replaces the poison resistance class feature.

Investigator Talents: A gumshoe gains access to the following investigator talents.

Guarded Vitals (Ex): The gumshoe knows how to protect his vitals from the sorts of targeted attacks that rogues and other investigators specialize in. Whenever he would suffer precision damage from a sneak attack, studied strike, or similar ability, there is a 50% chance that he does not suffer that damage. This functions similarly to the *fortification* armor special ability, but only applies to precision-based damage that is expressed as additional damage dice, and does not apply to critical hits. The gumshoe must be at least 7th level to select this talent.

Inconspicuous (Ex): Somehow, by throwing a cloak or greatcoat over himself and covering his face, a gumshoe can become incredibly nondescript, allowing him to avoid detection and scrutiny. While using this ability, any creature with an Intelligence score of 3 or higher that sees the gumshoe must succeed on a Will save (DC 10 + 1/2 the gumshoe's class level + the gumshoe's Intelligence modifier) or completely fail to notice the gumshoe at all. This effect is broken if the gumshoe speaks, casts a spell, or takes any kind of hostile action, including drawing a weapon. A creature that succeeds on its saving throw is immune to this effect for 24 hours. A gumshoe can use this ability for a total number of minutes per day equal to his class level. These need not be consecutive, but must be spent in 1-minute increments. It is a free action to activate this ability.

Side Streets (Ex): As long as he is in a settlement with a population of 2,000 or more, the gumshoe has an incredible sense of direction. He automatically knows the direction and relative distance of any landmarks in the settlement that he has been to previously, relative to his current location. Further, with a successful Knowledge (local) (DC 25) or Knowledge (geography) (DC 20) check, he can find a shortcut through an urban environment, allowing him to travel through that environment more quickly. For the purposes of determining his overland travel speed in urban environments, he is treated as though his movement speed was 20 ft. higher than it actually is. This only applies to movement measured in minutes or hours, and has no effect on the distance he can move in a single round. Finally, the gumshoe gains a +5 bonus on saving throws and ability checks made to avoid or escape mazes, including the maze spell.

Street Smarts (Ex): By 3rd level, a gumshoe has a natural feel for the pulse of a large settlement, and knows when

something bad is about to happen. As long as he is in a settlement with a population of 2,000 or more, he gains a +1 bonus on Perception checks and a +1 bonus on initiative checks. At 6th level, and every 3 levels thereafter, these bonuses increase by +1 (to a maximum of +6 at 18th level).

This ability replaces the trap sense class feature.

New Kineticist Archetypes

Elementalist

Not all kineticists are tied to a particular element. Some allow the power of the elements to ebb and flow through them, gaining a temporary mastery over each element in turn. These kineticists, who focus on each of the four classical elements, though not at the same time, are referred to as elementalists.

Shifting Focus (Su): An elementalist does not gain a single elemental focus, as other kineticists do, instead changing her elemental focus daily. Each day, when the elementalist's burn is removed, she randomly determines a single elemental focus from among the following: air, earth, fire, and water. She gains the basic utility wild talent for the associated element (basic aerokinesis, basic geokinesis, basic pyrokinesis, and basic hydrokinesis, respectively), and all simple blasts associated with that element. If she is at least 2nd level, she also gains the elemental defense wild talent associated with that element. The elementalist is treated as having the element as her elemental focus for the purposes of whether or not she can use wild talents that have it as a prerequisite. These benefits last until the next time that the elementalist's burn is removed.

This ability modifies the elemental focus, kinetic blast, and elemental defense class features.

Mutable Wild Talents: Whenever the elementalist randomly determines her elemental focus for the day, she can exchange certain wild talents she knows for new ones which better fit her element for the day. The utility wild talents an elementalist gains at 2nd, 8th, 14th, and 2oth levels, as well as the infusions she gains at 3rd, 11th, and 19th level, are referred to as mutable wild talents, and can be exchanged each day for any other wild talent of the same type (utility wild talent or infusion, respectively), for which the elementalist qualifies. The new wild talent must be of an effective spell level that she would have qualified for at the time that she initially gained it (1st level for the wild talents gained at 2nd and 3rd level, 4th level for the one gained at 8th level, and so on).

This ability modifies the utility wild talents and infusions class features.

Forced Shift (Su): Beginning at 6th level, an elementalist can prematurely change the element she is currently focused on. Once per day, by meditating for 10 minutes, the elementalist can randomly select a new element, exactly the same way that she does at the beginning of each day (allowing her to change her mutable wild talents, as well).

This ability replaces the internal buffer class feature.

Internalized Element (Su): Beginning at 7th level, an elementalist internalizes a single element of her choice, from amongst air, earth, fire, and water. She permanently gains the basic utility wild talent associated with that element, a single simple blast associated with that element, and a single utility wild talent associated with that element whose prerequisites she meets, and is treated as having that element as her elemental focus for the purposes of qualifying for wild talents.

Additionally, whenever the elementalist randomly determines a new elemental focus for the day, she gains all composite blast wild talents whose prerequisites she meets, based on her new elemental focus and her internalized element. If her elemental focus and internalized element are the same, she is treated as having expanded element for that element for the purposes of qualifying for wild talents.

At 15th level, the elementalist may select another element from amongst air, earth, fire, and water, gaining the same benefits for that element as she gained for the element chosen at 7th level. She cannot choose the same element that she chose at 7th level.

Focused Wilder

Focused wilders are kineticists who have chosen to harness intense concentration and practice their magic in a more traditional fashion in order to keep tight control of their power. They wield raw mental energy to focus the strength of the elements. This allows them to empower their energies at less risk to themselves, but comes with the drawback of being less able to harness burn to their own ends.

Burn (Ex): A focused wilder stresses her mind rather than her body to work her magical charms. A focused wilder gains burn as normal, except that the maximum amount of burn she can accept is equal to her Intelligence modifier, rather than 3 + her Constitution modifier.

This ability modifies the burn class feature.

Heal Burn (Ex): A focused wilder can focus her mind in order to rid it of mental stress. Once per day, at 1st level, as a special ritual which requires 10 minutes to clear her thoughts, the focused wilder can remove all burn she currently has accepted, and immediately recover any nonlethal damage associated with that burn.

At 6th level, and every 5 levels thereafter, the focused wilder can use this ability one additional time per day (to a maximum of 4 times at 16th level)

This ability replaces the gather power class feature.

Focused Defense (Ex): A focused wilder can channel her mental energies to gain potent defenses. At 2nd level, a focused wilder can accept 1 point of burn as a standard action. If she does, she gains a +4 dodge bonus to AC, an amount of damage reduction equal to the number of points of burn she currently has (to a maximum amount equal to her class level; this damage reduction cannot be overcome by any means), and an amount of energy resistance equal to twice the number of points of burn she currently has. When she uses this ability, she may choose the energy type she gains resistance to; if she chooses the energy type associated with her elemental blast, she gains an additional 5 points of energy resistance of that type. These bonuses last for 1 minute.

This ability replaces the elemental defense class feature. A focused wilder may still gain her element's defense wild talent by selecting it as a utility wild talent when she gains new a utility wild talent.

Focused Mind (Ex): A focused wilder is adept at keeping her mind free of mental stress. At 5th level, whenever the focused wilder would accept burn, she ignores 1 point of burn (taking a minimum of 1 point of burn). At 8th level, and every 3 levels thereafter, she ignores 1 additional point of burn (taking a minimum of 1 point of burn).

This ability replaces the infusion specialization class feature.

Delay Burn (Su): A focused wilder can focus her mind in order to temporarily ignore the harsh effects of burn on her body. At 11th level, whenever a focused wilder accepts a point of burn, she can choose to not suffer any nonlethal damage as a consequence of that burn for a number of rounds equal to her Intelligence modifier. If she does, after 1 minute, she suffers twice the amount of nonlethal damage she would have taken as a consequence of that burn.

This ability replaces the supercharge class feature.

Refocus Ray (Su): A focused wilder can unleash the stress on her mind as a powerful energy blast. At 19th level, whenever a focused wilder uses her kinetic blast, she may choose to instantly heal all of her burn and remove the nonlethal damage suffered as a consequence of that burn. If she does, her kinetic blast deals an additional amount of nonlethal damage equal to the amount of nonlethal damage removed this way. The focused wilder can use this ability once per day.

This ability replaces the metakinetic master class feature.

New Kineticist Elemental Focus

Mortis

Kineticists who focus on the element of negative energy, which governs death and the undead, are known as mortikineticists. Mortikineticists manipulate negative energy in a variety of ways, leaving their foes rotting and decaying. Though they are often said to lack subtlety in their art, few can argue with the raw power of a well-placed blast of negative energy.

Class Skills: A mortikineticist adds Heal and Knowledge (religion) to her list of class skills.



Wild Talents: 1st—Corpse Dance, Infuse Illness, Restore the Dead, Sap Energy, Shroud from the Dead, Touch of Death; 6th—Animate Corpse, Deathsight, Vampiric Infusion; 10th— Channel, Greater Animate Corpse; 16th—Spectral Form, Undead Flesh

Simple Blasts

A mortikineticist has access to the following simple blast wild talent.

NEGATIVE ENERGY BLAST

Element mortis; **Type** simple blast (sp); **Level** —; **Burn** o **Blast Type** energy; **Damage** negative energy

You release a pin-point beam of black energy to strike a single foe. Creatures that are not harmed by negative energy (such as most constructs and undead creatures) are immune to this effect.

Composite Blasts

The following composite blasts include the mortis element.

NECROTIC BLAST

Element mortis; **Type** composite blast; **Level** —; **Burn** 2 **Prerequisites:** primary element is mortis, expanded element (mortis)

Spell Resistance yes

You unleash a concentrated blast of deadly energy in the form of a ray that is blacker than the darkest night, and emits an unsettling pulsing sound. This takes the form of a ranged touch attack made against a single target. If the attack hits, the target suffers an amount of damage equal to 2d6 + 1/2your Constitution modifier. Creatures that are not harmed by negative energy (such as most constructs and undead creatures) are immune to this effect. This damage increases by 2d6 for every 2 kineticist levels you possess beyond 1st.

TAINT OF DEATH

Element mortis; Type composite blast; Level —; Burn 2 Prerequisites expanded element (mortis) Spell Resistance yes

Choose any simple blast. You infuse that blast with negative energy. If the blast deals energy damage (such as electricity, force, or fire), half of that damage becomes pure negative energy, and is no longer subject to any elemental resistances or immunities the target might possess (however, this damage has no effect on creatures such as constructs or undead, which are not harmed by negative energy). If the blast deals bludgeoning, piercing, or slashing damage, it deals 1 additional point of damage for each damage dice of that type. This additional damage is negative energy, and has no effect on creatures that are not harmed by negative energy. At 15th level, you can also choose a composite blast to infuse with negative energy. To infuse a composite blast in this way, you must accept 1 additional point of burn.

Defense Wild Talents

A mortikineticist has access to the following defense wild talent.

ENTROPIC REACTION

Element mortis; **Type** defense (Su); **Level** —; **Burn** o As an immediate action, your flesh becomes pallid and waxen, and your body begins to drain energy from those that touch you. Whenever a creature hits you with a natural attack or unarmed strike, that creature must succeed on a Fortitude save (DC 10 + 1/2 your kineticist level + your Constitution modifier) or suffer 2 points of Strength damage. This increases to 4 points of Strength damage at 12th level. This Strength damage stacks with itself, to a maximum of 4 times. This Strength damage is temporary, and fades after 1 minute. You can dismiss this effect as an immediate action, but otherwise it continues until you dismiss it.

Infusions

The following infusions are available to mortikineticists.

CHANNEL

Element mortis; **Type** form infusion; **Level** 6; **Burn** 3 **Prerequisites** kineticist level 10th

Associated Blasts necrotic, negative energy Saving Throw Fortitude half

Instead of focusing on a single target, you release your blast in a dome that explodes outwards from you in all directions. All creatures and objects in a 30-foot-radius burst centered on you suffer half your blast damage (a successful saving throw halves this amount).

INFUSE ILLNESS

Element mortis; Type substance infusion; Level 1; Burn 1 Prerequisites kineticist level 1st

Associated Blasts necrotic, negative energy Saving Throw Fortitude negates

In addition to harming the target's life force directly, you make him feel ill. Whenever a blast with this infusion deals damage to a foe, that foe becomes sickened for 1 minute. If the blast scores a critical hit, the target becomes nauseated, instead.

SAP ENERGY

Element mortis; **Type** substance infusion; **Level** 1; **Burn** 1 **Prerequisites** kineticist level 1st

Associated Blasts necrotic, negative energy Saving Throw Fortitude negates

In addition to harming the target's life force directly, your blast weakens his body. Whenever a blast with this infusion deals damage to a foe, that foe becomes fatigued. At 10th level, if the target fails his saving throw, you can accept 1 point of burn in order to make him become exhausted, instead (this additional point of burn cannot be reduced with the infusion specialization class feature).

TOUCH OF DEATH

Element mortis; **Type** form infusion; **Level** 1; **Burn** o **Prerequisites** kineticist level 1st **Associated Blasts** necrotic, negative energy

Saving Throw none

By making physical contact with the target of your blast, you can create a much more powerful connection, allowing you to infuse even greater amounts of negative energy into your target. The blast's range changes to touch, and must be delivered with a melee touch attack, but it deals 2 additional points of damage per damage die.

VAMPIRIC INFUSION

Element mortis; **Type** substance infusion; **Level** 4; **Burn** 2 **Prerequisites** kineticist level 6th

Associated Blasts necrotic, negative energy Saving Throw none

Your blast channels stolen life energy from the target back to you, and this energy arcs visibly through the air as a trail of glowing red energy. You heal a number of hit points equal to 1/2 the amount of damage inflicted by the blast (rounded down). Damage in excess of the target's hit points is not counted for this effect (so if you hit a creature with 3 hit points with a blast that dealt 15 points of damage, you would still heal only 1 hit point).

Utility Wild Talents

The following wild talents are available to mortikineticists.

ANIMATE CORPSE

Element mortis; Type Sp; Level 4; Burn 3; see text Prerequisites kineticist level 6th, corpse dance You fill one or more corpses with negative energy, causing them to rise as skeletons or zombies under your control. This functions as animate dead. Additionally, you can accept burn in order to maintain control over more Hit Dice worth of undead than you would normally be able to. When you use this wild talent, if it would cause the total Hit Dice of undead you are controlling with this wild talent and similar abilities to exceed 4 HD per caster level you possess, you can accept 1 or more points of burn. For each point of burn you accept in this way, the number of HD of undead that you can control increases by an amount equal to your Hit Dice until the next time you recover burn. Each day, when you recover burn, you can accept 1 or more points of burn in order to maintain this expanded Hit Dice limit for another day. Because this additional burn is not part of the cost associated with this wild talent, it cannot be reduced by the infusion specialization class feature.

ANIMATE CORPSE, GREATER

Element mortis; **Type** Sp; **Level** 6; **Burn** 5; see text **Prerequisites** kineticist level 10th, animate corpse This functions as the animate corpse wild talent, except that you can also create more powerful undead. You can cause the affected creatures to become any type of undead, from among those listed in the spell *create undead*. You must meet the caster level requirement of the type of undead creature chosen, and you use your kineticist level as your caster level for this purpose, as well as any additional requirements for undead creatures of that type. You cannot create incorporeal undead with this ability, and any spawn created by an undead creature you create in this way are not under the control of you or any undead that you control. Undead creatures created in this way count against the number of HD of undead you can control with the animate corpse wild talent, and similar abilities, and you cannot create an undead creature whose Hit Dice would exceed your kineticist level.

CORPSE DANCE

Element mortis; Type Sp; Level 1; Burn 1 Prerequisites kineticist level 1st

You infuse a single corpse with negative energy, causing it to rise temporarily as an undead creature. The target gains the zombie template (or the skeleton template, if it is mostly lacking flesh). It takes 1 full round for the creature to fully animate, and it acts immediately after your turn on the next round. The undead creature obeys your mental commands, and each round on your turn, you must spend a move action to guide the undead creature or it collapses in a pile of broken body parts, ending the duration early. It remains animated for 1 round per caster level, or until destroyed. Corpses of creatures whose Hit Dice exceed your kineticist level are immune to this effect. Once a corpse has been affected by this ability, it suffers extensive structural damage that makes it unsuitable for future animation with this ability, as well as with similar abilities, such as animate dead.

DEATHSIGHT

Element mortis; **Type** Sp; **Level** 4; **Burn** o **Prerequisites** kineticist level 6th

You are able to sense the negative energy that sustains and powers undead creatures. This functions as blindsight with a range of 60 feet, except that you can only use it to detect the presence of undead creatures. At the GM's discretion, certain other creatures or objects that are heavily infused with negative energy may also be visible in this way. Because positive and negative energy are closely linked, you can also use this ability to detect the presence of living creatures (but never things that are neither living nor undead, such as inanimate objects or constructs). Doing so requires accepting 1 point of burn, and the benefits last for 1 hour per kineticist level.

RESTORE THE DEAD

Element mortis; **Type** Sp; **Level** 1; **Burn** 1; see text **Prerequisites** kineticist level 1st **Saving Throw** none; **Spell Resistance** yes You are able to harness negative energy to heal undead creatures. This functions as the kinetic healer wild talent, except that it only functions on undead creatures. Additionally, if you choose to have the recipient take 1 point of burn, then it suffers lethal damage, instead of nonlethal damage, and this damage occurs after the healing granted by the ability. Any damage inflicted to an undead creature in this way is healed after 24 hours, regardless of whether or not the undead creature has rested during that time.

SHROUD FROM THE DEAD

Element mortis; Type Sp; Level 1; Burn 1; see text Prerequisites kineticist level 1st

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

You use faint amounts of negative energy to shield your essence from the view of undead creatures, making it difficult for them to detect you. This functions as the spell *hide from undead*. Instead of paying the burn cost, you can cause the recipient to take 1 point of burn. If you choose to do so, the recipient suffers 1 point of nonlethal damage per Hit Die he possesses that cannot be recovered by any means until he takes a full night's rest.

SPECTRAL FORM

Element mortis; **Type** Sp; **Level** 9; **Burn** 4 **Prerequisites** kineticist level 16th

Your flesh fades away, becoming composed of pure negative energy. You become incorporeal, gaining the incorporeal subtype and incorporeal universal monster ability. These effects last for up to 1 minute per kineticist level. While incorporeal, your blasts deal half damage (rounded down) to corporeal creatures.

UNDEAD FLESH

Element mortis; **Type** Su; **Level** 9; **Burn** 3 **Prerequisites** kineticist level 16th

You suffuse your own flesh with negative energy, allowing it to function even if critically injured. You gain immunity to critical hits and precision-based damage, as well as to bleed damage. These effects last for 1 minute.

New Medium Archetypes

Haunt Hunter

Haunt hunters are mediums who use their connections with the spirit world in order to channel the harmful and malignant energies of haunts. These special mediums take these energies within themselves, channeling the hateful and malevolent ghosts in order to achieve their own goals, though these abilities come at the cost of some of their other spiritual channeling abilities.

Channel Energy (Su): A haunt hunter is adept at channeling divine power in order to banish wicked spirits and to put an end to hauntings. At 1st level, a haunt hunter can allow his spirit to gain 1 additional point of influence over him in order to channel energy. The haunt hunter can channel positive or negative energy, and may choose which type of energy to channel each time he uses this ability. His channel energy heals or inflicts damage as though he were a cleric of his medium level. The saving throw DC for half damage is equal to 10 + 1/2 the haunt hunter's class level + the haunt hunter's Charisma modifier. If the channeled energy is used to inflict damage to a haunt, he inflicts an additional amount of damage equal to his class level.

This ability replaces the spirit surge class feature. Any effect

that would allow the haunt hunter to use his spirit surge class feature without incurring influence allows him to use his channel energy ability without incurring influence in the same way.

Detect Haunts (Su): Beginning at 2nd level, a haunt hunter automatically detects the presence of any haunt within 30 feet, and can use a move action to determine its exact location.

This ability replaces the shared séance class feature.

Absorb Haunt (Su): A haunt hunter is capable not only of neutralizing haunts using his otherworldly power, but is also able to harness the dispersing spirit's energy in order to later unleash its power. At 3rd level, a haunt hunter can absorb a single haunt of any CR, up to his level + his Charisma modifier. In order to absorb a haunt, the haunt hunter must first neutralize the haunt, then spend an immediate action to draw the haunt's malevolent energies into himself. At 8th level, and every 5 levels thereafter, the haunt hunter can absorb an additional haunt whose CR cannot exceed his level + his Charisma modifier. If the haunt hunter ever attempts to absorb a haunt that would exceed his haunt limit, he must choose one of his existing haunts to lose before he can absorb the new haunt.

A haunt hunter is able to unleash the powers of a haunt he has absorbed in a potent wave of malevolent energies. Doing so is a standard action that provokes attacks of opportunity. The haunt springs into existence, spreading out from a point he touches to fill the haunt's maximum area. The haunt acts immediately, and on each subsequent round on the haunt hunter's initiative. At 5th level, and every 6 levels thereafter, the haunt hunter can manifest an additional haunt at any given time.

The haunt hunter does not directly control the haunt's actions, and the haunt affects the haunt hunter and his allies as well as their enemies, with no prejudicial treatment to either side. A haunt that is manifested in this way that would be neutralized is permanently destroyed, instead. If the haunt hunter is the one to neutralize the haunt, he can allow his spirit to gain 1 additional point of influence over him in order to attempt to reabsorb the haunt for later use. Doing so requires the haunt hunter to succeed on a Will save (DC 13 + 1/2 the haunt's CR).

This ability replaces the haunt channeler class feature.

Messenger of the Dead

Not all mediums call the spirits of the dead to them. Some are unable to escape the whispering voices of unbidden spirits who flock to the medium in order to pass on messages to the living. These mediums are often known as messengers of the dead.

Messenger's Trance (Su): A messenger of the dead can enter a serene trance as a move action by allowing his spirit to gain

1 additional point of influence over him. If he does, he gains a +4 morale bonus to any two ability scores of his choice, but suffers a -2 penalty on Will saves made to resist compulsion effects, and any form of mental possession. These benefits and penalties last for a number of rounds equal to the messenger of the dead's Wisdom modifier (minimum 1). At 10th level, the morale bonuses to the chosen ability scores increase to +6, and at 20th level they increase to +8.

This ability replaces the spirit surge class feature.

Messages from the Beyond (Su): By 5th level, a messenger of the dead is so in tune with the spirit world that he is constantly open to whispered messages from the other side, which relate to the people around him. These messages are much stronger when the messenger of the dead first meets a person, but by focusing intently, the messenger of the dead can actively seek out messages even for those that he knows quite well.

Whenever the messenger of the dead meets an intelligent creature for the first time (one with an Intelligence score of 3 or higher), he automatically gains a good sense of that individual's personality, as though he had successfully used the hunch application of the Sense Motive skill. Additionally, the messenger of the dead receives a single message, of no more than 25 words, relating to that individual. Most of the time, these messages are from deceased loved ones, and their content usually relates to how the deceased loved one is happy in the afterlife, loves the individual, and wants them to be happy in life. In some cases, however, the message may contain a cryptic warning or specific instructions. In rare cases, the message may not even be directed to the individual, but rather to the messenger of the dead himself (such as if the message comes from the victim of a murderer, crying for vengeance or warning the messenger of the dead to be wary). The GM determines the exact nature of the message. As a general rule, there is a 10% chance per message, whether it is a generic message of contentment or a more specific message, that it contains some specific detail that would be difficult to know without contacting the dead. If this occurs, the messenger of the dead gains a +4 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against that individual for 1 week.

Additionally, the messenger of the dead can allow his spirit to gain 1 additional point of influence over him in order to deliberately search for messages relating to an intelligent creature within 60 feet. Doing so is a full-round action that provokes attacks of opportunity and requires concentration, but does not involve any obvious physical actions. If there are any spirits or otherworldly entities with particular messages to pass on to the person in question, besides the usual messages of contentment (subject to GM discretion), the messenger of the dead learns them, up to a maximum number of messages equal to 2 + 1 per 5 class levels beyond 5th. Otherwise, the messenger of the dead can instead mentally ask that many yes or no questions about the individual to the spirit world, which are answered as though with the spell *commune*.

This ability replaces the location channel class feature.

Vision of the Deceased (Su): At 7th level, a messenger of the dead can reach out to a deceased creature's spirit,

allowing him to receive a vision of something the spirit experienced. Doing so requires 1 minute of meditation, during which time the messenger of the dead must meditate on the specific spirit he wants to contact. He must then make a Wisdom check to establish a connection to the spirit. The base DC of this Wisdom check is 15, but it is modified by the messenger of the dead's knowledge of the spirit, and any connections he may have to the spirit. These modifiers are identical to those listed for the *call spirit* spell, except that they apply to the DC of the Wisdom check, rather than on a Will save made by the spirit.

If the messenger of the dead establishes a connection, he receives a brief vision of an important moment in the spirit's life, experiencing it exactly as though he had lived through it himself. If there is a particular event that the messenger of the dead wishes to see, he can make that desire known to the spirit, but it is ultimately the spirit who chooses what moment to show. The messenger of the dead can force a spirit to show a particular vision, but doing so requires allowing the messenger of the dead's channeled spirit (from the spirit class feature) to gain 1 additional point of influence over him. If the desired vision does not exist (such as because the event the messenger of the dead sees a different vision, selected by the spirit, instead. The vision may cover up to 10 minutes of events, but is experienced in an instant.

This ability replaces the connection channel class feature.

New Medium Spirit

The Angry Mountain

The Angry Mountain is best known as a spirit of rage, fury, and vengeance, but this does not make it a rash or hasty spirit. In fact, though the Angry Mountain is quick to notice any slights made against it, it is slow to act on them, allowing its anger and rage to build, and then erupting with overwhelming force at just the right moment to strike it's foe off-guard and get revenge for all the indignities, real and imagined, that it has suffered.

Spirit Bonus: When you channel the angry mountain, you apply twice your spirit bonus on melee damage rolls.

Séance Boon: +2 on attack rolls against foes that have damaged you in the last minute.

Favored Locations: government buildings, sports arenas, tavern common rooms, torture chambers, and volcanoes.

Influence Penalty: The angry mountain demands that you respond to all slights made against you, for a slight made against you is a slight made against the angry mountain. If you are successfully hit by an attack or affected by a harmful spell or ability, and do not successfully inflict at least 1 point of damage to the creature that attacked or affected you before the end of your next turn, you suffer a penalty to AC equal to your spirit bonus.

Taboos: Choose one: you must immediately respond to any insult or indignity that is offered to you, insisting on either receiving appeasement or taking vengeance; you must not

cast beneficial spells on your allies, unless the target has done something specifically to benefit you that day, with no other repayment for the deed, and you can cast only one such spell per action taken; you must provide a human sacrifice, which must be burned alive and reduced to ash, or immolated in lava, after which you can act as you please for the remainder of the day.

Opportunistic Strike (Lesser, Su): You may make a number of additional attacks of opportunity each round equal to 1 + 1 per 5 class levels. Additionally, whenever an attack against you results in a critical failure, the attacker provokes an attack of opportunity from you.

Mounting Anger (Intermediate, Su): As long as your current hit points are less than 1/2 your maximum hit points, you gain a +2 bonus to attack and damage rolls. As long as your current hit points are less than 1/10 your maximum hit points, this bonus increases to +4.

Burning Rage (Greater, Su): As a swift action, you can envelop your weapon (including natural attacks and unarmed strikes) in burning flames, causing them to deal an additional 1d6 points of fire damage with each successful hit. You can use this ability for a total number of rounds each day equal to 4 + twice your class level.

Vengeful Magic (Supreme, Su): Whenever a foe successfully confirms a critical hit against you, you immediately regain a single expended spell slot. Additionally, if you cast a spell on your next turn, and the spell would deal damage to the creature that confirmed a critical hit against you, it deals 1 additional point of damage per damage die.

New Mesmerist Archetypes

Auto-Hypnotist

While all mesmerists demonstrate a great degree of control over the mind, using hypnotic stares and potent psychic spells to manipulate their foes and friends alike, a few have turned their powers not on others, but wholly upon themselves. These auto-hypnotists are less skilled in the art of mesmerizing others or bamboozling minds, but have the capacity to use their mental energies to greatly strengthen themselves or others.

Auto-Hypnosis (Su): An auto-hypnotist's most iconic ability is to turn his mental energies and focus onto himself, using his skills to hypnotize himself in order to perform at higher levels. An auto-hypnotist can hypnotize himself by spending 10 minutes entering a state of deep relaxation and then implanting in himself a suggestion, which confers benefits through the day. When he hypnotizes himself, the auto-hypnotist must select a single ability score; he gains a +2 morale bonus to that ability score for as long as he remains hypnotized in this way. The auto-hypnotist can change which ability score this effect applies to by spending another 10 minutes hypnotizing himself. At 3rd level, and every 4 levels thereafter, the bonuses granted by this ability are increased by +1, to a maximum of +6 at 19th level. At 12th level, he can



choose two ability scores to apply the benefits of this ability to, and at 20th level, he can apply these benefits to 3 ability scores. This is a mind-affecting effect.

This ability replaces the bold stare and hypnotic stare class features.

Mantra (Su): At 2nd level, an auto-hypnotist can recite potent mantras infused with his own psychic energy in order to alter his reality to better suit him. As a free action, an autohypnotist can choose to recite a mantra. If he does, he must choose one of the following groups: attack rolls and weapon damage rolls, or ability checks and skill checks, or AC and saving throws. He gains a +1 bonus to the chosen items for as long as he continues to recite the mantra. At 10th level, and again at 20th level, these benefits increase by +1. An autohypnotist can maintain a mantra for a number of rounds each day equal to 4 + his Charisma modifier + his class level.

This ability replaces the towering ego class feature.

Inspiring Hypnosis (Su): An auto-hypnotist eventually learns how to use hypnosis to positively affect creatures other than himself. At 5th level, the auto hypnotist can spend 10 minutes hypnotizing a willing creature in order to impart the benefits of his auto-hypnosis to that creature instead of himself. When he reaches 12th level, he may choose to split the benefits of his autohypnosis ability between himself and another creature (with both himself and the other creature gaining the listed bonus to one ability score each), and at 20th level, he can choose to spread the benefits of that ability among up to 3 separate creatures, including himself.

This ability replaces the mental potency class feature.

Aid Recovery (Su): An auto-hypnotist can use hypnosis to help a creature remember things that have happened to him, even allowing the target to recover magically altered memories. At 11th level, an auto-hypnotist can spend 10 minutes hypnotizing himself or another creature in order to allow the target to recall up to 1 hour of memories in perfect detail. This ability overrides any effect which obscurers or alters the target's memory, but cannot be used to recover memories that were lost due to physical trauma. In order to recover a memory that was lost due to magic, the autohypnotist must succeed on a caster level check (DC 11 + the caster level of the spell or effect which interfered with the target's original memory). This is a mind-affecting ability.

This ability replaces the glib lie class feature.

Mental Bulwark (Su): An auto-hypnotist eventually learns to use hypnosis to protect himself from any form of mental attack. At 20th level, the auto-hypnotist may choose to ignore the effects of any mind-affecting effect he would be subject to.

This ability replaces the rule minds class feature.

Gog Trickster (Gog Racial)

It's uncommon to find a gog who is not treacherous and cunning, but there are some gogs who are able to take these arts to levels unprecedented among even their duplicitous race. These gogs specialize in mind games, misdirection, and, occasionally, well-placed groveling.

The following archetype is only available to gog mesmerists.

Arcane Spellcasting: A gog trickster's magical power comes not from psychic ability, but rather an arcane connection to its infernal home. A gog trickster is an arcane spellcaster, and, as a result, uses verbal and somatic components, rather than thought and emotion components, when casting spells.

Like other arcane spellcasters, a gog trickster is subject to arcane spell failure when wearing armor. However, he can cast mesmerist spells while wearing light armor without incurring the normal arcane spell failure chance. A gog trickster wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component, however, and a multiclass gog trickster still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This ability modifies the spells class feature.

Snivel (Ex): At 2nd level, as a move action, a gog trickster can cower in feigned fear, making itself appear weak and harmless, and sowing doubt and uncertainty in the mind of an attacker. The gog trickster must choose a single intelligent creature (one with an Intelligence score of 3 or higher) within

60 feet to direct this show of weakness towards. That creature suffers a -2 penalty on attack and damage rolls made against the gog trickster until the beginning of the gog trickster's next turn. Additionally, during this time, if the target casts any spells which target the gog trickster or include him in their area of effect, and if those spells allow a saving throw not denoted as harmless, the gog trickster gains a +2 bonus on its saving throw to resist that effect. Each time the gog trickster uses this ability against the same creature within a 24-hour period, the penalty to attack and damage, as well as the bonus on saving throws, decrease by 1 (to a minimum penalty or bonus of o).

At 7th level, and every 5 levels thereafter, the penalty to attack and damage, as well as the bonus on saving throws, increase by 1.

This ability replaces the towering ego class feature.

Infernal Boon (Su): Beginning at 3rd level, a gog trickster can uses its infernal magic to grant a variety of boons. While most gog tricksters leverage these gifts in exchange for goods, services, and promises of one's immortal soul, other gog tricksters hand them out freely, at least amongst their allies and adventuring companions. In order to grant an infernal boon, the gog trickster must perform a brief profane ritual, in which it traces a sigil in blood upon the recipient's brow. This takes 1 minute and requires that the gog trickster touch the target. Once granted, an infernal boon lasts for 24 hours, or until the gog trickster chooses to revoke it (a free action).

At 3rd level, the gog trickster can provide a single minor boon at any given time. At 6th level, he can provide a single moderate boon and a single minor boon at the same time. At 10th level, he can provide a single greater boon, a single moderate boon, and a single minor boon at the same time. At 15th level, he can provide either a single greater boon and two moderate boons, or a single greater boon, a single moderate boon, and two minor boons at the same time. The gog trickster can never grant an infernal boon to himself, and can never grant more than one boon to any given creature at the same time.

Minor boons: +4 profane bonus on initiative checks, +1 profane bonus on saving throws, +1 profane bonus on all skill checks, or +4 profane bonus to a single skill.

Moderate boons: +2 enhancement bonus to a single ability score, +2 profane bonus to AC, +1 profane bonus on attack and damage rolls, +6 profane bonus on initiative checks, +2 profane bonus on saving throws, +2 profane bonus on all skill checks, or +5 profane bonus to a single skill.

Greater boons: +4 enhancement bonus to a single ability score, +3 profane bonus to AC, +2 profane bonus on attack and damage rolls, +8 profane bonus on initiative checks, +3 profane bonus on saving throws, +4 profane bonus on all skill checks, or +6 profane bonus to a single skill.

This ability replaces the touch treatment class feature.

Hypnotist

Many mesmerists develop tricks that aid themselves or their allies in combat, but some focus on a more offensive sort of trick, which negatively affects their foes, instead. These mesmerists, known as hypnotists to some, can be even nastier to fight than their more benign colleagues.

Mesmerist Tricks (Su): A hypnotist can perform subtle psychic tricks similar to those performed by other mesmerists, but he focuses his tricks on confounding and befuddling his opponents, rather than aiding himself and his allies. To implant a trick, the hypnotist must take a swift action and designate a single creature within close range (25 ft. + 5 ft./2 levels) as the target. The mesmerist can activate the trick as a free action when a triggering condition is met (as defined in the trick's description), but only after 1d4 rounds have passed. A hypnotist cannot select the mesmerist tricks available to other mesmerists, and must instead choose from the list of tricks presented here. In all other ways, a hypnotist's tricks function identically to the tricks of other mesmerists. The saving throw DC for a hypnotist's mesmerist tricks is equal to 10 + 1/2 the hypnotist's class level + the hypnotist's Charisma modifier.

Countermaneuver: The hypnotist alters the subject's perception, interfering with a combat maneuver and leaving the subject vulnerable to a counter. The hypnotist can trigger this trick when the subject initiates a combat maneuver check. The subject suffers a penalty on the combat maneuver check equal to the hypnotist's Charisma modifier. Additionally, if the combat maneuver check fails, the target of the failed combat maneuver can immediately make a combat maneuver of her own against the subject as a free action (it does not need to be the same type of combat maneuver: for example, if the subject attempted to sunder a creature's weapon and failed, that creature could initiate a grapple, or attempt to disarm the subject, if desired). Combat maneuvers initiated in this way never provoke attacks of opportunity, even if they otherwise would.

Distraction: The subject is temporarily distracted by a hypnotic compulsion. The hypnotist can trigger this trick when the subject makes an initiative check, when the subject is the target of an attack roll. If triggered by an initiative check or Perception check, the subject suffers a penalty on the check equal to the hypnotist's Charisma modifier. If triggered when the subject is the target of an attack roll, the target of an attack roll, the target of an attack roll by 2 for the purposes of that attack roll. The hypnotist must declare that he is using this ability before any rolls are made as part of the triggering actions.

Familiar Faces: The subject perceives a number of creatures as something other than they really are. The hypnotist can trigger this trick whenever one or more creatures initially come into the subject's view. The subject perceives these creatures as appearing differently from their actual appearance, as though each had been affected by *disguise self*, except that their appearance is altered only in the eyes of the subject, and the saving throw DC to disbelieve the effect is equal to the normal saving throw DC for the hypnotist's tricks. The hypnotist

can alter the subject's perception of up to 1 creature per class level in this way, although none of the affected creatures can have been being observed by the subject when the trick is triggered. Each of the creatures whose appearance is altered in the subject's perception can have their appearance altered in different ways, as determined by the hypnotist when the trick is triggered. This is an illusion (phantasm) effect.

Fickle Fate: What appears to be a bit of good luck suddenly turns sour. The hypnotist can trigger this trick when the subject rolls a natural 20 on any d20 roll. The roll is treated as though the result were a natural 1, instead.

Imaginary Action: The hypnotist causes the subject to believe that he has performed an action, when in fact he hasn't. The hypnotist can trigger this trick when the subject performs any kind of move action, swift action, or free action. The subject believes that he has performed the action in question, but in fact he has not, and the action is wasted. Depending on the nature of the action, it is possible that the subject may immediately become aware of the fact that he did not perform the action (for example, if the action was to drink a potion, it would become clear that he had not done so once he noticed that he was still holding the full potion vial), but even in these cases, the action is still wasted. Purely mental actions (such as using a spell-like ability, communicating telepathically, and so on) cannot be interfered with in this way. The hypnotist must declare that he is using this ability before any rolls made as part of the triggering action are made, but he can wait until the nature of the action (i.e., drinking a potion, standing up from prone, moving, etc.) is known.

Skill Meddling: The hypnotist makes the subject suddenly forget everything he knows about a certain skill. The hypnotist can trigger this trick when the subject makes a skill check for a skill in which he has 1 or more ranks. The subject suffers a penalty on that roll equal to 1/2 the hypnotist's class level, up to a maximum amount equal to the number of ranks the subject has in that skill. If the penalty is equal to the number of ranks the subject has in that skill. If the purposes of that check, which may prevent him from succeeding regardless of the result of his roll.

Sleight of Speech: The hypnotist causes the subject to hear something very different from what was actually spoken. The hypnotist can trigger this trick whenever any creature speaks within earshot of the subject. Instead of whatever is actually said, the subject hears a message of the hypnotist's choosing. The hypnotist's message can have no more words than the actual message, and no more than 5 words per class level can be replaced in this way. The subject still hears the message in the voice of the actual speaker, but the tone and cadence of the speech changes to match the new message. The subject is not entitled to a Will save to resist this effect, but may be able to figure out on his own that the message he heard was not real, depending on the circumstances. This is an illusion (phantasm) effect. Stumbling Step: An implanted suggestion causes the subject to make a misstep at exactly the wrong moment. The hypnotist can trigger this trick when the subject takes an action that would cause him to have moved an amount of distance greater than his base land speed during his turn. The subject must succeed on a Reflex save or fall prone in the square that he was in when he initiated the triggering action, losing the triggering action.

Undermine Spell: Hypnotic compulsion weakens the subject's resolve and focus on spellcasting, lessening the effectiveness of the spell. The hypnotist can trigger this trick when the subject casts a spell that allows a saving throw not denoted as harmless. The spell's saving throw DC is reduced by 1. At 11th level, the spell's saving throw DC is reduced by 2, instead.

Wild Swings: The hypnotist causes the subject's arms to take on a life of their own, causing him to swing much more wildly with his attacks. The hypnotist can trigger this trick when the subject makes a melee attack. The subject suffers a penalty on the attack roll equal to the hypnotist's Charisma modifier, but gains an equal bonus on the damage roll, if the attack hits. The hypnotist must declare that he is using this ability before the attack roll is made. The bonuses and penalties imposed by this trick last until the beginning of the hypnotist's next turn.

Masterful Tricks (Su): At 12th level, a hypnotist can choose a masterful trick in place of a mesmerist trick, just as any other mesmerist. However, instead of choosing from the masterful tricks available to other mesmerists, he must choose from the ones presented here. A hypnotist's masterful tricks function identically to the masterful tricks of other mesmerists in all other ways.

Command: The hypnotist compels the subject to perform a specific action. When the hypnotist implants this trick, he must choose a specific condition that will allow him to trigger this trick, which can be anything he desires, as long as it is largely in line with the conditions required by other tricks (subject to GM discretion). When triggered, this functions as *command*, except that the saving throw DC is the normal DC for one of the hypnotist's tricks, and the hypnotist has the option to command the subject to dance, instead of any of the spell's normal commands. A creature commanded to dance does nothing on its turn but dance and caper in place, provoking attacks of opportunity.

Cruel Fate: This functions as the fickle fate trick, but the hypnotist can also trigger it if the subject rolls a 19 or 18 on a d20 roll. If triggered on a 19, the roll is treated as a 2, and if triggered on an 18, the roll is treated as a 3.

Forget Spell: The hypnotist distracts the subject just as he is about to cast a spell, possibly causing the spell to flee from the target's mind. The hypnotist can trigger this trick when the subject casts a spell or uses a spell-like ability. The subject must make a concentration check (DC 15 + twice the spell's level), or lose the spell.

Friendly Fire: The subject mistakes a friend for a foe, directing his attack at the wrong target. The hypnotist

can trigger this trick when the subject makes an attack against one of the hypnotist's allies, which could potentially target one of the subject's allies, instead. The subject must succeed on a Will save or direct the attack against his ally, instead of his intended target. If the triggering attack is part of a full-attack action, only one of the attacks made as part of that action is affected (the one that the hypnotist chooses to affect). The hypnotist must declare that he is using this ability before the attack roll for the triggering attack is made.

Greater Imaginary Action: This functions as the imaginary action trick, but can be used on standard actions, as well.

Misdirect: The hypnotist alters the subject's perception of incoming attacks, causing him to zig when he should have zagged. The hypnotist can trigger this trick when the subject is attacked or becomes the target of a spell that requires an attack roll. The subject is denied his Dexterity bonus to AC for the purposes of the triggering attack, and instead applies his Dexterity modifier as a penalty to AC for that attack. If the triggering attack is part of a full-attack action, this applies only to a single attack made as part of that action (the one the hypnotist specifies). The hypnotist must declare that he is using this ability before the triggering attack roll is made.

Switcheroo: The hypnotist and the subject physically exchange places. The hypnotist can trigger this trick when an enemy moves adjacent to or attacks him, or when the subject moves adjacent to or attacks one of the hypnotist's allies, provided the subject and the mesmerist are within 100 feet of one another. The subject and the mesmerist then swap positions. The subject is entitled to a Will save to negate the effect. If the trick was triggered by an attack, the swap happens before checking to see whether the attack hits. This is a conjuration (teleportation) effect.

New Occultist Archetypes

Curse Master

Not all occultists specialize in the creation and use of magic circles. Some focus their attention on other occult matters, such as, in the case of the curse master, curses. The curse master specializes in using objects to curse others, either by cursing the objects themselves, or by using them as a conduit to their previous owners.

Curse Object (Sp): At 8th level, a curse master learns how to lay a curse upon an object, so that it affects the next person other than the curse master who picks up or handles the object. Preparing such a curse requires one minute (during which time the curse master must be in physical contact with the object to be cursed), and requires the curse master expend 1 point of mental focus (either generic focus or focus from any of his implements). Once completed, the next person to pick up or use the cursed object is affected as though by the spell *bestow curse*, except that the saving throw DC is equal to 10 + 1/2 the curse master's class level + the curse master's Intelligence modifier. The curse master must choose which form the curse will take, from among

those allowed by *bestow curse*, when he uses this ability, and it cannot later be changed. The curse remains on the object until it is triggered, or until the curse master chooses to lift the curse (a standard action).

Once the object is used or handled, the curse no longer remains on the object, and it can safely be used by anyone. If the creature that used the object succeeded on his saving throw, he suffers no ill effects. Otherwise, he suffers from the curse's effects until the curse is removed (in the same way as normal for *bestow curse*), or until the curse master chooses to lift the curse.

An object affected by this ability radiates an aura of necromancy magic whose strength depends on the curse master's caster level (see *detect magic* for more information about aura strength). A successful Spellcraft check (DC 10 + the curse master's caster level + the curse master's Intelligence modifier) identifies the object as cursed.

This ability replaces the magic circles class feature.

Vicarious Curse (Sp): At 12th level, the curse master learns to use someone's treasured and personal possession to pass along a powerful curse to that person. In order to use this ability, the curse master must possess an object that previously belonged to the person that he wants to curse, and it must have had some amount of significance to that person. This could be an object with a special sentimental value or meaning, one that the target had particularly strong feelings about (such as a favorite shirt or a hated inkwell that always spilled), or one that had been in his possession for a particularly long time. The GM is the final arbiter of which objects qualify for this ability, and which do not.

By performing a brief incantation over the object (a standard action), and expending 2 points of mental focus (either generic focus or focus from any of his implements), the curse master can create a connection between the object and its owner, and can use that connection to pass along a powerful curse. The curse functions as *bestow curse*, except that it can affect the target from a range of up to 1 mile per class level, and the Will save to resist the effect has a DC equal to 10 + 1/2 the curse master's class level + the curse master's Intelligence modifier.

At the GM's discretion, the target may gain a bonus or suffer a penalty on his saving throw based on how much of a connection he had to the object. For a particularly strong connection (a family heirloom he wore every day, his favorite childhood toy, etc.), he might suffer as much as a -4 penalty, while for items whose significance was barely enough to allow them to be used, he might gain up to a +4 bonus.

This ability replaces the binding circles class feature.

Greater Curse (Sp): At 16th level, a curse master's curses become more potent. When inflicting a curse with his curse object or vicarious curse class features, the curse cannot be removed by *remove curse*, and the DC to remove it with *break enchantment* increases by 5. Additionally, he can choose from the following options when determining what effects the curse will have:

- -12 penalty to an ability score, or -6 penalty to two ability scores (to a minimum ability score of 1).
- -8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no actions.
- Bestow curse of the ages or unluck.

If a specific affliction is bestowed, the save DC of this ability replaces the usual save DC of the affliction. As with *bestow curse*, the curse master can bestow other curses, as well, provided that their effectiveness is in line with the options presented above.

This ability replaces the fast circles class feature.

Object Specialist

All occultists understand the power that is hidden within seemingly ordinary objects, waiting to be unlocked. However, some occultists focus more closely on particular types of objects, devoting themselves to them and learning every facet of their being. These are object specialists, and when it comes to their chosen styles of magic—and their chosen objects they have no peer.

Implement Specialty (Su): An object specialist is closely focused on only the two implement schools that he learns at 1st level. He does not learn to use any additional implement schools at later levels. However, at 2nd level and every 4 occultist levels thereafter, he may choose one additional spell of each spell level from among the two implement schools that he selected. He gains access to those spells, as though he had selected the same implement school multiple times, except that he only ever needs to have one implement of the appropriate school on hand in order to make use of those spells.

This ability modifies the implements class feature.

Implement Familiarity (Su): An object specialist is intimately familiar with the types of objects associated with his two implement schools. He gains a bonus equal to 1/2 his class level on all Appraise checks involving such objects, and whenever he uses the object reading class feature on such an object, he treats his class level as being 4 higher for the purposes of determining whether or not he learns if the object is cursed.

Locked Focus (Su): An object specialist has difficulty shifting his focus. At 4th level, he can only use his shift focus class feature once per day. At 12th level, he can use it twice per day, and at 20th level he can use it three times per day.

This ability modifies the shift focus class feature.

Implement Expertise (Su): Beginning at 5th level, an object specialist becomes an expert at handling the sort of magic associated with his two implement schools. Whenever he casts a spell belonging to one of those implement schools, if he has the corresponding implement, he can spend a move action before casting the spell to grant one of the following benefits: increase the spell's caster level by +2, increase the

spell's saving throw DC by +1, or apply either the Intuitive Spell or Logical Spell metamagic feat to the spell, without increasing the level of the spell slot that it occupies. The object specialist can use this ability 3 times per day at 5th level. At 10th level and every 5 levels thereafter, he can use this ability one additional time per day.

This ability replaces the aura sight class feature.

Arcane Schools (Su): Beginning at 6th level, the object specialist unlocks some of the arcane secrets related to his two implement schools. He gains the benefits of the two arcane schools (as per the wizard class feature) that are associated to the implement schools that he has selected (for example, an object specialist with the abjuration implement school and the enchantment implement school would gain access to the abjuration and enchantment arcane schools). The object specialist's effective wizard level for this purpose is equal to his class level minus 4.

Any abilities granted by the arcane schools that can normally be used a limited number of times per day can instead be used any number of times per day, but the object specialist must spend 1 point of focus from an implement of the appropriate school (or 2 points, if spending generic focus) each time he activates the ability.

Soul Borrower

All occultists have a knack for unlocking the secret magic potential contained in objects around them, but soul borrowers go beyond their peers, infusing these objects with the very immortal souls that invigorate living creatures in order to unlock their full potential. While many consider soul borrowers to be evil, believing that they trap and imprison souls, most soul borrowers would disagree, as they keep souls only on a temporary basis, and many go out of their way to use the souls of unintelligent creatures to fuel their magic.

Soul Borrowing (Su): Soul borrowers do not use their own mental focus in order to power their magical implements, instead using the souls of other creatures to awaken their potential. Whenever a living creature dies within 30 feet of the soul borrower, he may attempt to draw that soul into one of his implements as an immediate action. The soul of the departed creature may attempt a Will save as though it were still alive. The DC for this saving throw is equal to 10 + 1/2the soul borrower's level + the soul borrower's Intelligence modifier. A creature whose soul is drawn into the implement is temporarily trapped inside and cannot be returned to life so long as his soul remains within the implement. A soul remains trapped in this way for a number of days equal to 1 + the soul borrower's level, at which time the soul departs the item, going to whatever end awaits it in the afterlife. A soul borrower can store a total number of souls in his implements equal to his level + his intelligence modifier.

Each day, an implement gains 1 point of soul energy for every soul which has been in the implement for at least 1 hour. This soul energy is treated like mental focus and functions in exactly the same way.

This ability replaces the mental focus class feature.

Soul Magic (Su): A soul borrower can utilize the power of borrowed souls to fuel his spells. At 8th level, as a free action made as part of casting a spell, a soul borrower can choose to release a soul from within one of his implements. If he does, he treats his caster level for that spell as though it were 2 higher than it actually is and the saving throw DC, if any, is increased by +1.

This ability replaces the magic circles class feature.

Speak with Souls (Sp): A soul borrower can call forth and commune with the soul of any creature within one of his implements. At 8th level, as a special ritual which requires 1 minute to perform, the soul borrower can summon the soul of any creature currently stored in one of his implements. He may then ask the summoned soul a number of questions which it must answer truthfully to the best of its ability. The soul is limited to knowledge it had in life and, if stored in an intelligent item, to any information it may have witnessed through the intelligent item's senses. Once the soul has answered the soul borrower's questions, it is freed and departs to the afterlife. A soul borrower can ask a number of questions each day equal to his Intelligence modifier. At 12th level, and every 4 levels thereafter, the soul borrower can ask one additional question of a conjured soul.

This ability replaces the outside contact class feature.

Soul Expulsion (Sp): A soul borrower can free a borrowed soul in order to use his powers with great alacrity. At 12th level, as a standard action, a soul borrower can choose to release a soul stored in one of his implements, sending it on to the afterlife in order to immediately grant that implement 2 points of soul energy.

This ability replaces the binding circles class feature.

Hide Soul (Su): A soul borrower is able to hide a piece of himself in one of his implements, making him difficult to slay and allowing him greater access to soul energy. At 16th level, a soul borrower can spend 1 hour conducting a sacred ritual which costs 3,000 gp and transfers his soul into one of his implements. After completing this ritual, should the soul borrower die, at any time after 1d4 minutes have passed, the soul borrower may choose to return to life, destroying the implement his soul was grafted to and returning him to life as though with the spell *resurrection*. If the soul borrower's body was destroyed, a new body is created at the location where the implement was destroyed.

This ability replaces the fast circles class feature.

New Psychic Archetype

Nyth Enlightened One (Nyth Racial)

While all nyth have some psychic power and affinity for occult magic, some choose to pursue that power more directly than others. As beings of the Astral Plane, the nyth approach to psychic power is heavily informed by their viewpoint and experience from this strange thoughtbased realm, and so many nyth who devote themselves to the psychic arts develop along a particular tradition and approach which is different from that used by psychics of other races. These nyth, the most powerful of which are able to completely transcend their physical form, are known as nyth enlightened ones.

The following archetype is only available to nyth psychics.

Levitate (Sp): At 2nd level, a nyth enlightened one can use *levitate* as a spell-like ability once per day. She can also expend any unused spell slot of 1st level or higher to cast *levitate*. If she uses a 2nd-level or higher spell slot, she may choose one additional target for each spell level the chosen spell slot is above 1st, and she can move each target up to 20 feet with a single move action. If she uses a 5th-level or higher spell slot, she may choose to negate the normal penalties to attack rolls imposed on targets of the spell. If she uses an 8thlevel or higher spell slot, she can choose to target unwilling creatures, and objects in the possession of unwilling creatures.

This ability replaces the detect thoughts class feature.

Astral Passage (Sp): Beginning at oth level, a nyth enlightened one can temporarily breach the fabric of reality, allowing passage from the Material Plane to the Astral Plane, and vice versa. Once per day, by performing a 1-minute ritual, the nyth enlightened one can create a temporary portal leading from the Material Plane to the Astral Plane (or, if she is on the Astral Plane, from there to the Material Plane). This functions as the planar travel aspect of *gate*, except as noted here. When travelling from the Material Plane to the Astral Plane, the gate opens on a random location in the Astral Plane. When travelling from the Astral Plane to the Material Plane, the gate opens to a location 50100 feet in a random direction from the location the nyth enlightened one was in when she last left the Material Plane. In either case, a successful Intelligence check (DC 22) allows her to alter the gate's destination, causing it to appear 5d10 miles in a random direction from any location she specifies on the plane in question.

This ability replaces the telepathic bond class feature.

Mental Projection (Su): Beginning at 17th level, a nyth enlightened one gains the ability to leave her body for a short period of time. As a full-round action, the nyth enlightened one can project her mind and spirit outside of her body, becoming incorporeal and leaving her body behind in an unconscious and mindless state. As with the spell astral projection, an invisible, incorporeal silver cord connects the nyth enlightened one to her body. If this cord is severed (AC 10 + 1/2 the nyth enlightened one's class level + the nyth enlightened one's Intelligence modifier; hardness 10, 5 hp per class level), the nyth enlightened one dies immediately. While mentally projecting, the nyth enlightened one can only cast spells of 3rd level or lower. She can end the effect at any time by ending her turn in the same space as her body. If the nyth enlightened one's body is slain, she dies immediately. Unlike with astral projection, any hit point damage that the nyth enlightened one is currently suffering when she returns to her body is inflicted upon her body, and if her mental projection is reduced to o hit points, she dies.

This ability replaces the telepathy class feature.
New Psychic Disciplines

Anger

Your psychic powers are suppressed by powerful mental blocks. Typically, this is because early manifestations of your powers at a young age caused traumatic events, which have left you subconsciously conflicted about the nature of your powers. Whatever the case, you've learned that in order to get around these blocks and access your psychic talent, you need to allow yourself to be overcome by anger and rage.

Phrenic Pool: Charisma.

Bonus Spells: bane (2nd), bull's strength (4th), rage (6th), malicious spite^{UM} (8th), righteous might (10th), vengeful outrage^{UM} (12th), ki shout^{UM} (14th), clenched fist (16th), symbol of strife^{UM} (18th).

Discipline Powers: The more that you channel your anger into your magic, the easier it is for you to become angry, and the greater your rage becomes, forming a vicious cycle as rage empowers magic, and magic empowers rage.

Psychic Rage (Su): By surrendering to her rage, and giving in to the temptation to respond with overwhelming magical force, the psychic can perform feats of psychic might that she is otherwise incapable of performing. She can enter a psychic rage as a free action. While in a psychic rage, she treats her caster level as 2 higher for all spells that she casts, and the saving throw DCs of her spells increases by 1. However, each round that she remains in a psychic rage, she must cast a spell using one of her highest-level spell slots. If all of her highest-level spell slots have already been used for the day, she must instead cast a spell using the highest-level spell slot that is currently available.

If all of her spell slots of 1st level or higher have been expended, she automatically ends her psychic rage. Otherwise, in order to end the psychic rage, she must succeed on a concentration check (DC 10 + 1/2 her caster level). Attempting this concentration check is a free action, but the psychic can attempt it only once per round. The psychic can spend a number of rounds per day in a state of psychic rage equal to 3 + her class level. Once the psychic ends her psychic rage (whether because she ran out of rounds per day, ran out of available spell slots, or willingly ended it), it becomes more difficult for her to cast spells until she can arouse her anger again. She treats her caster level as 2 lower than it actually is for all spells she casts, and the saving throw DCs of her spells are reduced by 1. These penalties last for a number of rounds equal to twice the number of rounds that she was in a psychic rage. The psychic can make a concentration check as a full-round action (DC 10 + 1/2 her caster level) to end these penalties early. The psychic cannot enter a psychic rage while suffering these penalties.

At 7th level, the psychic treats her caster level as 3 higher while in a psychic rage, instead of 2 higher. At 11th level, she increases the DC of her spells by 2 while in a psychic rage, instead of by 1. At 15th level, she treats her caster level as 4 higher while in a psychic rage, instead of 3 higher. *Clarity of Rage (Su)*: At 5th level, the psychic learns to use her rage to protect her mind from external forces attempting to act upon it. She gains a +4 bonus on saving throws made to resist mind-affecting effects while she is in a psychic rage. Additionally, when she enters a psychic rage, she can immediately make a new saving throw to resist any mind-affecting effects she is currently suffering from, and this bonus applies. She can only make one additional save in this way for any given effect, even if she enters and leaves a psychic rage multiple times while suffering from it.

Vengeful Magic (Su): At 13th level, the psychic's ire is truly terrible to behold. Whenever the psychic casts a spell that deals damage to a creature that had dealt damage to her since the end of her last turn, that creature suffers 2 additional points of damage per damage dice.

Past Life

Your psychic power comes from an awakened soul that remembers details from former lives. These snippets of past lives not only give you great insight into the past and access to knowledge you could not otherwise possess, but also awaken your mind to the mysteries of the universe.

Phrenic Pool Ability: Wisdom

Bonus Spells: comprehend languages (1st), share memory^{UM} (4th), heroism (6th), death ward (8th), lesser astral projection^{APG} (1oth), reincarnate (12th), vision (14th), moment of prescience (16th), soul bind (18th).

Discipline Powers: As you come to have a greater understanding over your past incarnations, you also gain greater insight not only into who you are now, but also to the great powers that you wield.

Knowledge Echoes (Su): Occasionally, you receive flashes of insight from one of your past lives, as detailed visions or memories from your past come unbidden to the forefront of your mind. Other times, you don't experience explicit memories, but simply find that you know things that you never learned in this life, and which must have come from a past life. Whenever you make a Knowledge check, you may add your Wisdom modifier to the result. For the purposes of that check, you are treated as being trained in that Knowledge skill, even if you don't have ranks in it. You must declare that you are using this ability before the Knowledge check is made. You can use this ability a number of times per day equal to your Wisdom modifier. If you gain information as a result of the check that you would not have gained without using this ability (whether due to the bonus or due to the fact that you are treated as trained), you regain 1 point in your phrenic pool.

Returned Personalities (Su): Beginning at 5th level, your previous personalities from past lives begin to resurface in their entirety within your psyche. At 5th level, you recover a single personality from one of your past lives. You can grant this past personality temporary control over your mind and body as a move action, at which

point the past personality takes over. The past personality has its own alignment, which may be radically different from your own, and you are treated as having the past personality's alignment for as long as the past personality is in control. Additionally, while the past personality is in control, any attempts to scry or otherwise magically locate you work only if the creature attempting to locate you is searching for the past personality that is currently controlling you. Finally, each past personality has two skills that it is associated with, and you gain a +4 bonus on skill checks made for each of those two skills as long as the past personality is in control. Otherwise, the past personality has the same ability scores, feats, class features, skill ranks, and abilities that you do, and has full access to all of your abilities.

The past personality remains in control for 10 minutes, after which you regain control. You can use this ability once per day at 5th level, plus one additional time per day each level thereafter. At 9th level, and every 4 levels thereafter, you recover an additional past personality. Each past personality has its own alignment, its own unique identity for the purposes of attempts to locate you, and is associated with its own two skills, although you may have multiple past personalities with the same alignment and/or skills.

Remembered Magic (Sp): Beginning at 13th level, your insights into your past lives grant you knowledge not just of people, places, and things, but also of magic. Each day, when you awake from resting, you may choose a single spell from among the cleric, druid, psychic, and sorcerer/wizard spell lists. You treat that spell as though it appeared on the psychic spell list at the same spell level that it appears on the spell list you selected it from, and are treated as knowing that spell until the next time you rest and regain your daily spell slots. The chosen spell must be of a spell level that you can cast.

New Shaman Spirits

Death

A shaman who selects the death spirit is calm and serene, and walks with an air of confidence, knowing that ultimately, all things must die: it is the one certainty of life. While many shamans devoted to death dress in somber and even macabre fashion, others prefer to celebrate death in a riot of colors. While shamans devoted to related spirits may appear pale and corpse-like, those who choose the death spirit seem to have ascended beyond matters of good or poor health, and seem at once sickly and beautiful.

Spirit Magic Spells: *chill touch* (1st), *gentle repose* (2nd), *healing thief*^{UC} (3rd), *phantasmal killer* (4th), *suffocation*^{APG} (5th), *circle of death* (6th), *finger of death* (7th), *symbol of death* (8th), *power word kill* (9th).

Hexes: A shaman who chooses the death spirit can select from the following hexes.

Deadly Pronouncement (Su): As a standard action, you point to a single living creature within 60 feet, and predict its imminent demise. Choose death by accident,

death by violence, or death by wasting. If you choose death by accident, the target suffers a -4 penalty on ability checks and saving throws made to avoid the effects of traps and environmental hazards, and suffers a -4 penalty to AC against attacks made by traps and environmental hazards. If you choose death by violence, you must also choose one of the following damage types: bludgeoning, piercing, or slashing. The target suffers a -1 penalty to AC against attacks that deal the chosen type of damage, and such attacks inflict an additional 2 damage with each hit. Finally, if you choose death by wasting, the target suffers a -3 penalty on saving throws and ability checks made to avoid the effects of fatigue and exhaustion, hunger, extreme temperatures, diseases, poisons, and curses.

Regardless of which type of death you choose, the penalties last for 24 hours, or until you choose to end the effect. You can have a number of active deadly pronouncements at any given time equal to your Wisdom modifier, although you cannot have more than one on a single creature at any given time.

Deathly Being (Su): If the shaman is a living creature, she reacts to positive and negative energy as if she were undead—positive energy harms her, while negative energy heals her. If she's an undead creature or a creature with the negative energy affinity ability, she gains a +1 bonus to her channel resistance. At 8th level, if she's a living creature she gains a +4 bonus on saves against death effects and effects that drain energy, or if she's an undead creature her bonus to channel resistance increases to +2.

At 16th level, if the shaman is a living creature, she takes no penalties from *energy drain* effects, though she can still be killed if she accrues more negative levels than she has Hit Dice. Furthermore, after 24 hours, any negative levels the shaman has are removed without requiring her to succeed at an additional saving throw. If the shaman is an undead creature, her bonus to channel resistance increases to +4.

Grave Sight (Su): The shaman sees the states of life, death, undeath, and general health of those around her. When using this ability, she can tell whether or not creatures within 30 feet that she can see are living, wounded, dying, or dead, as well as determine if any are undead. Lastly, she can tell if those creatures are poisoned or diseased. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Summon Daemon (Sp): Three times per day, the shaman can summon a daemon (powerful outsiders linked to different forms of death) to aid her, in combat or otherwise. This functions as the spell summon monster I, except that it can only be used to summon creatures with the daemon subtype, and the daemon summoned must have a CR equal to or less than 1/2 the shaman's class level. The shaman must be at least 7th level to select this hex. Touch of Finality (Su): With a touch, the shaman can greatly impede the ability for a corpse to be raised, either to life or unlife. Using this ability is a standard action that requires touching a creature's corpse. Anyone attempting to return the creature to life, or to turn the corpse into an undead creature, must succeed on a caster level check (DC 10 + the shaman's class level + the shaman's Wisdom modifier; in the case of supernatural abilities, or other cases where there may be no caster level, use the creature's Hit Dice, instead). Failure means the attempt fails, although the creature can try again. This ability has no effect if the attempt in question does not make use of the body (such as a true resurrection spell). This ability has no effect on creatures that are currently living or undead. Once this ability is used, the effect lasts indefinitely. The shaman can remove it, but doing so is a standard action that requires touching the corpse once more.

Spirit Animal: The shaman's spirit animal is dark and brooding, and corpselike in appearance. It gains immunity to ability damage to its physical ability scores (Strength, Dexterity, and Constitution), ability drain, death effects, energy drain, exhaustion, fatigue, paralysis, sleep, and stun.

Spirit Ability: A shaman who chooses the death spirit as her spirit or wandering spirit gains the following ability.

Speak with the Dead (Sp): The shaman can speak with dead and undead creatures. When used on a corpse, this functions similarly to speak with dead. Unlike speak with dead, the state of the corpse is irrelevant, as the corpse does not physically speak, and the answers are heard only by the shaman. However, the corpse must have been dead for no more than one day per 3 caster levels (rounded down, minimum 1). The saving throw DC is equal to 10 + 1/2 your class level + your Wisdom modifier.

This ability can also be used on corporeal and incorporeal undead. If the creature fails its saving throw to resist the spell, it is also compelled not to attack you for as long as it takes for you to question it (up to a maximum duration of 1 minute per caster level). Anything which would end a fascination effect, or allow a new saving throw to resist it, similarly ends this effect or allows a new saving throw. Unlike *speak with dead*, the undead creature is not limited to what it knew during life: it can also draw upon its experience and memories as an undead creature to answer questions. Mindless undead, and those with an Intelligence score of less than 5 are granted an Intelligence score of 5 for the purposes of understanding and responding to questions asked by this spell, however mindless undead are unlikely to remember much of their time as undead, and may not be able to provide useful answers to questions that rely on such knowledge, other than questions about what orders they have been given (if any). Intelligent undead are compelled to answer truthfully, but are free to word their answers in ways that are unhelpful or misleading, as long as they are technically truthful.

Greater Spirit Ability: A shaman who chooses the death spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Negative Energy Conduit (Su): The shaman is immune to damage inflicted by negative energy. This applies only to hit point damage, and not to ability damage, ability drain, death effects, negative levels, or any other effect that might be caused by negative energy. Further, whenever the shaman would suffer hit point damage from negative energy, she stores that negative energy within herself, and can release it at a later time.

As a standard action, the shaman can release this negative energy in a 30-foot-radius burst centered on herself. This functions identically to the cleric's channel energy class feature, except that the shaman can only channel negative energy, and the number of uses per day and amount of damage inflicted is based on how much negative energy she currently has stored. For every 5 points of damage she currently has stored, this ability inflicts 1d10 points of damage. Using this ability depletes the stored energy, although the shaman can choose to keep some of her stored energy in reserve (reducing the amount of damage inflicted by the ability accordingly). No matter how much negative energy the shaman currently has stored, she cannot inflict more damage with a single use of this ability than 1d10 per 2 shaman levels she possesses. The saving throw DC for half damage is equal to 10 + 1/2 the shaman's class level + the shaman's Wisdom modifier.

True Spirit Ability: A shaman who chooses the death spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Harvest Life Force (Su): Whenever the shaman kills a living creature, she can harvest some of that creature's life force, using it to empower her spellcasting. Doing so is a full-round action which provokes attacks of opportunity, and requires physical contact with the corpse. The shaman can only draw energy from creatures that she has personally killed (the way in which she kills the creature is irrelevant: a spell, a melee attack, or a ranged attack are all sufficient, although summoning spells do not count for this purpose), and she must do so within 2d4 rounds of the creature's death, or the chance is wasted.

If she successfully harvests the creature's life force, she can immediately regain a single expended spell slot, allowing her to cast the spell prepared in that slot as though it had not already been cast. The spell slot in question must be for a spell level no greater than 1/4 the Hit Dice of the creature whose life force was harvested. Alternatively, instead of regaining a spell slot, the shaman can heal a number of hit points equal to the slain creature's Hit Dice.

Manifestation: Upon reaching 20th level, the shaman's close ties with the forces of death mean that the afterlife will not claim her, and it is all but impossible for her to truly die. Whenever she would die, she instead enters a comatose state. While in this state, she is unconscious and helpless, and appears for all purposes to be dead. During this time, she is unaffected by any poisons, diseases, or curses which she may be suffering from. After 24 hours, she is restored to full hit points, any ability scores reduced to o by ability damage or ability drain are restored to 1, and if she had suffered enough



negative levels to die, the minimum number of negative levels required to allow her not to die are removed. As soon as this occurs, she immediately returns to consciousness. Only complete destruction of the shaman's body can prevent her from returning to life in this way.

Storm

A shaman who selects the storm spirit is wild and tempestuous, and her eyes gleam with a dangerous uncertainty.

Spirit Magic Spells: alter winds^{APG} (1st), fog cloud (2nd), call lightning (3rd), ice storm (4th), call lightning storm (5th), sirocco^{APG} (6th), control weather (7th), stormbolts (APG) (8th), storm of vengeance (9th).

Hexes: A shaman who chooses the storm spirit can select from the following hexes.

Cloak of Rain (Su): As a full-round action, the shaman can cause rain to fall around her, even if she is indoors. This rain falls in a 20-foot-radius area which moves with the shaman, and is centered on her. The normal effects of rain apply (a –4 penalty on ranged attacks, a total penalty of –8 on Perception checks, automatically extinguishes any unprotected flames, and has a 50% chance of extinguishing protected flames). The penalty to ranged attacks applies if either the target or the attacker is in the area, or if the line of effect from the attacker to the target passes through the affected area. The rain lasts for one minute.

Furious Gale (Sp): As a standard action, the shaman summons a powerful burst of wind which blows in the direction she indicates. This functions as the *gust of wind* spell, except that the saving throw DC is equal to 10 + 1/2 her class level + her Wisdom modifier, and the spell's area is a 30-foot cone, instead of a 60-foot line. After using this ability, the shaman must wait 1d4 rounds before using it again.

Punishing Bolt (Su): As a standard action, the shaman can wreathe herself in crackling arcs of blue-white lightning, which pulse harmlessly across her body. The next time that she is hit by a melee attack, the electricity surges from her to her attacker, inflicting 1d6 points of electricity damage per shaman level she possesses. A successful Reflex save (DC 10 + 1/2 the shaman's class level + the shaman's Wisdom modifier) halves this damage. If the shaman is not hit by a melee attack within one minute, the ability is wasted. The shaman can use this ability 3 times per day.

Thunderclap (Su): The shaman points with her hand and causes an explosion of force and sounds in a localized area at the location she indicates. This is a standard action, and forces each creature in a 10-foot-radius burst centered somewhere within 60 feet of the shaman to

succeed on a Reflex save (DC 10 + 1/2 the shaman's class level + the shaman's Wisdom modifier) or suffer 1d8 points of sonic damage plus 1 point per 2 levels, and be deafened for 1d4 rounds. Those that succeed on their Reflex save take half damage, and are not deafened.

Spirit Animal: The shaman's spirit animal has a wild and unpredictable temperament, and, regardless of its species, its cries sound like either susurrating whispers, when quiet, or the howling gale of a tempest, when loud. The spirit animal gains electricity and sonic resistance 5. Additionally, it is treated as being two size categories larger for the purposes of determining how it is affected by wind.

Spirit Ability: A shaman who chooses the storm spirit as her spirit or wandering spirit gains the following ability.

Lightning Strike (Su): As a standard action, the shaman can call forth a bolt of lightning from the open sky, causing it to strike a single target within 60 feet. The target must succeed on a Reflex save or suffer 1d6 points of electricity damage and 1d6 points of sonic damage. A creature that takes any amount of sonic damage in this way must make an additional Fortitude save or be deafened for 1d4 rounds. This ability can only be used outdoors. The DC for both saving throws is 10 + 1/2 the shaman's class level + the shaman's Wisdom modifier. If used in stormy weather, the damage dice increase to d8, and the saving throw DC is increased by +1. The shaman can use this ability a number of times per day equal to 3 + her Wisdom modifier.

Greater Spirit Ability: A shaman who chooses the storm spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Storm Flight (Su): As a move action, the shaman can buoy herself up on roaring magical winds, granting herself a fly speed of 60 feet with perfect maneuverability. While flying in this way, she does not suffer the normal penalties to Fly checks associated with high wind speeds, and gains a bonus on Fly checks equal to her caster level for the purposes of overcoming the effects of bad weather. Additionally, the winds serve to protect her against ranged attacks, granting her a +4 dodge bonus to AC against ranged attacks. These benefits last for a number of rounds equal to the shaman's class level. The shaman can use this ability 3 times per day.

True Spirit Ability: A shaman who chooses the storm spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Summon Storm (Sp): As a full-round action, the shaman can summon a powerful storm, which springs up out of nowhere. This functions as the spell *control weather*, except that it can only be used to make stormy weather (including tornadoes, thunderstorms, sleet storms, torrential rain, hailstorms, blizzards, and hurricane-force winds), and the effect takes place at the beginning of the shaman's next turn. The effect lasts for 1 minute per class level, after which the weather returns to normal. The shaman may use this ability once per day.

Manifestation (Su): Upon reaching 20th level, the shaman becomes perfectly at home in storms. She no longer suffers any adverse effects from rain, snow, or hail, and ignores the effects of high wind speeds. Further, she gains electricity and sonic resistance 10. Finally, she can use her lightning strike ability at will, and the amount of damage it inflicts increases to 4d6 electricity damage and 4d6 sonic damage.

New Skald Archetypes

Rockin' Rager

Rockin' ragers are skalds who have devoted themselves to wild, passionate music that people can really move to. Less interested in tales of heroics or in ancient knowledge and poetry, rockin' ragers are masters of getting people to have a good time, encouraging not only destruction but also a wide variety of indulgent behaviors. Their songs have been known to increase the potency of drink, both mundane and magical, as well as to fill even bitter enemies with feelings of love and unity. Firm believers that music can change the world, these wild and talented artists travel the world using their skills to make a difference and assert their worldviews to the masses.

One Good Show (Ex): A rockin' rager believes in the power of his music to connect with people and change their minds. At 1st level, a rockin' rager learns to use his power in order to affect a large number of people with his attitude-altering music, allowing him to expend one round of bardic performance in order to make a special Diplomacy check which can influence the attitudes of all creatures who can clearly see and hear him. The rockin' rager makes a single check and applies the result to each creature separately to determine the effect the check has on that creature's attitude. This is a sonic, language-dependant effect.

This ability replaces the bardic knowledge class feature.

Drinking Song (Ex): A rockin' rager knows a special tune which can alter the way people feel about their beverages, allowing the consumer's personal strength to act through his beverages, making them stronger when consumed. At 6th level, the rockin' rager can use his bardic performance to perform a drinking song. When he uses this performance, any creature that can clearly see and hear the rockin' rager treats any drink they imbibe or drug that they use as though it were more powerful than it actually is. This causes alcoholic or similarly impairing drinks to have twice the normal effect on the drinker they normally would. Additionally, any potion an affected creature consumes is treated as though its caster level were 2 higher than it actually is. A creature can attempt to resist the effects of this performance by succeeding on a Will save (DC 10 + 1/2 the rockin' rager's level + the rockin' rager's Charisma modifier).

This ability replaces the song of strength class feature.

Love Song (Ex): A rockin' rager has the ability to play a song filled with romantic ideals promoting love and happiness, which enhances positive magic and may cause creatures to fall for one another. At 10th level, a rockin' rager can use his bardic performance to perform a love song. When he uses this performance, all creatures that can clearly see and hear him must succeed on a Will save (DC 10 + 1/2 the rockin' rager's level + the rockin' rager's Charisma modifier) or fall under his charm. Creatures that fail this save and are currently friendly towards another creature become helpful towards that creature instead. Additionally, creatures who fail this save and have romantic feelings towards an affected creature must confess those feelings. Finally, any spell of the charm or healing subschools is treated as though its caster level were 2 higher than it actually is for the purposes of its effects on any creature affected by this ability. These effects last for as long as the performance continues, and for 1 round thereafter.

This ability replaces the dirge of doom class feature.

Peace Song (Ex): A rockin' rager learns a song which can stop violence in its tracks, eliminating the desire to fight and forcing creatures to uphold the peace. At 14th level, a rockin' rager learns how to perform a peace song using bardic performance. When he uses this performance, all creatures that can clearly see and hear the rockin' rager must succeed on a Will save (DC 10 + 1/2 the rockin' rager's level + the rockin' rager's Charisma modifier) or become overwhelmed with peaceful emotions. An affected creature is immediately aware that any violent action on his part will cause dire consequences. Whenever a creature affected by this effect performs any hostile action, he must succeed on a Will save or fall unconscious. This occurs before the creature is able to perform the hostile action, preventing it from occurring unless the creature succeeds on his saving throw. Any affected creature that is subjected to a hostile action immediately becomes free of this compulsion. A creature that succeeds on his initial saving throw is immune to this ability for 10 minutes. The effects of peace song last so long as the rockin' rager continues his performance.

This ability replaces the song of the fallen class feature.

Singer of Soldiers

While all skalds celebrate military traditions through the arts and use their aesthetic prowess to whip their allies into a frenzy, the singer of soldiers goes a step further, not only using his arts to enhance his martial allies, but to sing the virtues of sword over spell. More than just gifted in the ability to combat enemy spellcasters, the singer of soldiers is philosophically devoted to the accomplishments of men and women who rely on themselves rather on than arcane energies to accomplish heroic deeds. He uses his abilities both to champion the world's warriors in their mighty quests, and to defeat those who would resort to magic to accomplish their ends.

Counter Magic (Su): A singer of soldier is an expert at fighting against mages of all stripes, and though he lacks the ability to cast spells of his own, he can use secret lore and ancient verse to counter spells and dispel magical effects. Beginning at 1st level, a singer of soldiers gains the ability to use his powers to defeat the magic of other characters. As a standard action, he can either ready an action to counter a spell or attempt to dispel a spell already in place. In order to accomplish either of these tasks, he must succeed on a special dispel check. He rolls 1d20 and adds his class level and Charisma modifier as a bonus on this check. The DC of this check is equal to 10 + the caster level of the spell + the spell level of the spell. If the check is successful, the spell is countered or dispelled. At 7th level, he can ready an action to counter a spell as a move action. At 13th level, he can ready an action to counter a spell as a swift action, and at 19th level, he can ready an action to counter a spell as a free action once per turn.

As his power increases over time, he gains a greater ability to counter and dispel spells of certain varieties. At every even-numbered level, he may select a single subschool or descriptor; he gains a +2 bonus on dispel checks made against a spell of that subschool or with that descriptor. Additionally, at 4th level, and every 3 levels thereafter, he chooses a single school of magic and gains a further +1 bonus on dispel checks against all spells of that school. These effects are cumulative, so a 4th-level singer of soldiers who selected the illusion school, the shadow subschool, and the shadow descriptor would gain a +5 bonus on dispelling a *shadow conjuration* spell. A singer of soldiers cannot select the mind-affecting or death descriptors.

A singer of soldiers can use this ability 3 times per day, plus an additional time per day at each level beyond 1st.

This ability replaces the spellcasting and lore master class features.

Raging Song: A singer of soldiers' special songs imbue his listeners with potent defenses against spellcasters. At 1st level, a singer of soldiers gains the raging song class feature as normal, except that creatures who accept the raging song may always use Spellcraft and Knowledge (arcana) to identify spells that are being cast or which are already in place, though they cannot use other aspects of those skills which would ordinarily be prohibited by the raging song's effects.

This ability modifies the raging song class feature.

Inspired Rage (Su): A singer of soldiers knows a special song, which drives his allies into an intense battle rage. This functions as the inspired rage song, except that the song grants a bonus on saving throws against spells, rather than a bonus on Will saves.

This ability modifies the inspired rage raging song.

Ballad of the Warrior (Su): At 10th level, the singer of soldiers learns to create a special performance which hinders arcane energies. This raging song only affects enemies within 100 feet who can clearly see and hear the singer of soldiers. All affected enemies must succeed on a Will save (DC 10 + 1/2 the singer of soldiers' class level + the singer of soldiers' Charisma modifier) or suffer 50% spell failure for all spells. This effect lasts for as long as the singer of soldiers uses this performance.

This ability replaces the dirge of doom raging song.

Route Spells (Sp): At 5th level, a singer of soldiers can use his abilities to defeat spells in order to turn them on his foes. Once per day, whenever he successfully counters a spell with the counter magic class feature, he may choose to have that spell be affected as though turned back by a *spell turning* spell, except that the singer of soldiers need not have been the target of the spell cast in this way. Area spells, effect spells, and touch range spells cannot be turned affected by this ability, as with the *spell turning* spell. At 11th level, and again at 17th level, the singer of soldiers gains an additional daily use of this ability

This ability replaces the spell kenning class feature.

New Slayer Archetypes

Dragonslayer

Some slayers choose to specialize in the type of prey that they stalk, and the most daring and ambitious of these slayers choose to focus on the most dangerous types of creatures they can: dragons. A dragonslayer is more effective when fighting dragons, and learns special techniques to help him avoid some of the dragon's most dangerous abilities, including dodging breath weapons and negating their ability to fly.

Targeted Focus (Ex): Unlike most slayers, a dragonslayer pours all of his focus into a single target. At 5th, 1oth, 15th, and 2oth levels, the bonuses on weapon attack and damage rolls, as well as the bonus to slayer ability DCs against a studied target increase by 1, as normal, but the slayer does not gain the ability to maintain his studied target bonuses against an additional target.

This ability modifies the studied target class feature.

Slayer Talents: A dragonslayer gains access to the following slayer talents, which can be taken instead of the slayer talents available to all slayers.

Dragonslayer's Sneak Attack (Ex): The dragonslayer's sneak attack is more effective against dragons. When the dragonslayer successfully uses sneak attack against a creature of the dragon type, he rolls dios, instead of d6s, to determine his sneak attack damage (for example, an 18th-level dragonslayer would roll 6d10 instead of 6d6, while a 12th-level dragonslayer would roll 4d10 instead of 4d6, and so on.

Looks like a Dragon to Me(Ex): The dragonslayer is able to apply the benefits that he gains against dragons to a variety of dragon-like creatures. This includes humanoids with the reptilian subtype, and, at the GM's discretion, animals, magical beasts, and monstrous humanoids that are particularly reptilian or draconic in nature (such as giant lizards and hydras). The dragonslayer treats these creatures as dragons for the purposes of any class features, feats, or magic items that affect dragons differently than other creatures.

Enemy of Dragons (Ex): Beginning at 5th level, a dragonslayer becomes particularly skilled at fighting dragons. This functions as the ranger's favored enemy class feature, except that the dragonslayer must choose dragon. At 5th level, and every 5 levels thereafter, the bonuses he gains against dragons increase by +2, but he does not select an additional type of creature as a favored enemy.

Evasion (Ex): Beginning at 10th level, a dragonslayer is adept at dodging magical and unusual attacks, such as the breath weapons of dragons. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the dragonslayer is wearing light armor, medium armor, or no armor. A helpless dragonslayer does not gain the benefit of evasion.

Advanced Slayer Talents: A dragonslayer gains access to the following advanced slayer talents, which can be taken instead of the advanced slayer talents available to all slayers.

Energy Resilience (Ex): The dragonslayer's body is able to adapt to extremes of energy, granting him some resistance to ongoing and future sources of the same type of energy damage. Whenever the dragonslayer suffers 10 or more points of acid, cold, electricity, or fire damage, he gains resist 5 to the type of energy that damaged him. If he suffers 10 or more points of the same type of energy while already benefitting from this energy resistance, the energy resistance doubles (to a maximum of resist 40 if he is damaged four separate times). If the dragonslayer goes for 1 minute without suffering energy damage of that type, he loses this energy resistance.

Grounding Strike (Ex): By 15th level, a dragonslayer is an expert at striking flying creatures in ways that temporarily cripple their wings, rendering them unable to fly. As a standard action, the dragonslayer can make a single attack against a creature that can fly. If the attack hits, it deals damage as normal, and the target must succeed on a Fortitude save (DC 10 + 1/2 the dragonslayer's level + the dragonslayer's Intelligence modifier + 1 for every 10 points of damage dealt by the attack) or lose the ability to fly.

A creature that loses its ability to fly in this way that is currently in the air slowly descends to the ground at a rate of 60 feet per round. If it takes the creature more than one round to reach the ground in this way, it can glide on its turn as a move action, allowing it to move up to half its fly speed horizontally. It can also hasten its descent as a move action by moving downward up to its full fly speed. Once the creature reaches the ground, it does not suffer fall damage, and it loses its ability to fly completely, and cannot glide in this fashion: if it falls again while still affected by this ability, it falls at the normal speed and takes fall damage as appropriate.

The creature remains unable to fly for 1 hour. Creatures that fly via magical means, rather than with wings or similar appendages, are unaffected by this ability. The dragonslayer can use this ability 3 times per day.

Dragonslayer's Taunt (Ex): By 20th level, a dragonslayer learns how to turn his foes' vanity and pride against them with clever taunts. As a move action, the dragonslayer can direct a taunt at a single living creature within 60 feet. The target must succeed on a Will save (DC 20 + the dragonslayer's Charisma modifier) or be compelled to move towards the dragonslayer and make melee attacks against him.

If there are dangerous obstacles between the dragonslayer and the target, the target is not forced to pass through them, but it must take reasonable steps to go around or otherwise reach the dragonslayer. The compulsion lasts for one minute, or until the creature successfully damages the dragonslayer with a melee attack, whichever comes first.

The dragonslayer can use this ability once per day.

Longstepper

These slayers rely on their extreme mobility to never lose sight of their targets. Using their tremendous speed, they can run down even the squirreliest of foes, ensuring that they close in for the kill. More than just skilled runners and gifted athletes, these specially trained slayers know how to use their momentum to launch into deadly assaults against their foes.

Longstepping (Ex): A longstepper practices a unique style of movement which lengthens his stride and allows him to move more quickly. At 1st level, a longstepper's movement speed is increased by 10 feet. At 5th level, and every 5 levels thereafter, this bonus to movement speed increases by an additional 5 feet, to a maximum of +25 feet at 20th level.

This ability replaces the track class feature.

Strider's Strike (Ex): A longstepper is trained to use his movements leading up to an attack in order to begin launching a furious, all-out assault. Beginning at 3rd level, whenever the longstepper uses the full-attack action, he can move up to 10 feet before or after that full-attack action. At 6th level, and every 3 levels thereafter, the distance the longstepper can move in this way increases by 5 feet, to a maximum of 35 feet at 18th level. At 20th level, a longstepper can move up to his movement speed in this way whenever he uses the full-attack action.

This ability replaces the sneak attack class feature.

Defensive Move (Ex): A longstepper is skilled in avoiding dangers as he moves around the battlefield. At 7th level, the longstepper gains a +2 dodge bonus to AC against attacks of opportunity caused by leaving a square threatened by an opponent. Additionally, the longstepper applies the bonus from his studied target class feature to his AC against attacks of opportunity made by his studied targets. Finally, he can

move at full speed while using the Acrobatics skill to avoid attacks of opportunity caused by moving through threatened squares, without suffering a penalty on his Acrobatics check.

This ability replaces the stalker class feature.

Swift Advance (Ex): A longstepper can tap into his inner reserves to surge forward at amazing speeds. Beginning at 11th level, the longstepper can move up to his speed as a swift action. This movement provokes attacks of opportunity normally, but does not count against the maximum amount of movement the longstepper can make each round or against his ability to make a 5-foot step. The longstepper can use this ability once per day at 11th level, and an additional time per day every 4 levels thereafter, to a maximum of 3 times per day at 19th level.

This ability replaces the swift tracker class feature.

Silent Advance (Ex): A longstepper is trained to move silently, even at his extreme speeds. At 13th level, a longstepper suffers no penalty to Stealth checks for moving at full speed. Further, he can use the Stealth skill while running, though he suffers a –10 penalty when he does so. Finally, if the longstepper moves to a space adjacent to a creature that is not aware of him, he may choose to have that creature become the target of his studied target ability as an immediate action.

This ability replaces the slayer's advance class feature.

Longstepper's Quarry (Ex): A longstepper is particularly skilled at hunting down and exterminating his quarry. At 14th level, the longstepper gains the quarry ability as normal, except that when he designates a creature as his quarry, that creature is also considered a studied target (but does not count against the number of studied targets the longstepper can have at any one time). The bonuses granted by the longstepper's studied target ability are increased by +1 if the studied target is also his quarry. At 19th level, the bonuses granted by the longstepper's studied target ability are increased by +2 if the target is also his quarry, instead.

This ability modifies the quarry and improved quarry class features.

Positioning (Ex): A longstepper is adept at making the most out his extreme movement, using his speed to garner superior positioning against his enemies. Beginning at 17th level, whenever the longstepper is flanking his studied target, he gains twice the usual bonus to damage rolls from his studied target ability against that creature.

New Spiritualist Archetypes

Phantom Master

Most spiritualists spend their entire lives tied to a single phantom, but some are able to overcome the jealousy and possessiveness of phantoms, bringing multiple spirits to heel under their command. These are known as phantom masters, and their squadrons of spectral allies make them formidable foes. **Phantom Brood (Su):** Rather than forming a particularly close bond with a single phantom, a phantom master eventually develops weaker bonds with a greater number of phantoms. She gains access to a second phantom at 4th level, and a third phantom at 12th level. Each of the phantom master's phantoms has its own emotional focus, and these can be the same as or different from one another.

A phantom master's phantoms are somewhat weaker than the phantoms of other spiritualists of the same level. Beginning at 4th level, each of the phantom master's phantoms are treated as though the phantom master's class level was one or more levels lower than it actually is. The following table indicates the phantom master's effective class level for the purpose of determining the Hit Dice, saving throw, skills, feats, and abilities of each of her three phantoms at each class level.

Table 1-3: Phantom Master Phantom Levels

Effective Class Level

Level	1st Phantom	2nd Phantom	3rd Phantom
ıst	1		set -
2nd	2		-
3rd	3	- 101	
4th	3	1	
5th	4	2	-
6th	4	3	_
7th	5	3	-
8th	5	4	
9th	6	5	
10th	6	6	-
11th	7	7	-
12th	7	7	1
13th	8	8	2
14th	8	8	3
15th	9	9	3
16th	9	9	4
17th	10	10	5
18th	10	10	6
19th	11	11	7
20th	11	11	7

A phantom master can have more than one of her phantoms manifested at the same time. When the phantom master fully manifests one of her phantoms, she can choose to fully manifest any of her other phantoms that are not currently manifested as part of the same 1-minute ritual.

This ability modifies the phantom class feature, and replaces the spiritual interference and greater spiritual interference class features.

Splintered Consciousness (Su): Beginning at 4th level, when the phantom master gains her second phantom, she can have more than one phantom confined within her consciousness at a time, but she must choose a single one of these phantoms for the purposes of determining the

benefits that she gains from her shared consciousness class feature. The phantom master can change which of these phantoms is currently granting her the bonuses for her shared consciousness class feature by spending 1 minute in meditation.

This ability modifies the shared consciousness class feature.

Splintered Tether (Su): Beginning at 4th level, when the phantom master gains her second phantom, the nature of her etheric tether changes slightly. She can sacrifice hit points to prevent damage to each of her phantoms separately, as normal for the etheric tether ability. Each phantom's current and maximum hit points are affected by its distance from the phantom master, as normal for the etheric tether ability.

This ability modifies the etheric tether class feature.

Splintered Sense (Su): Beginning at 4th level, when the phantom master gains her second phantom, the nature of her bonded sense class feature changes slightly. Whenever she uses the ability, she must choose a single phantom whose senses to share.

This ability modifies the shared sense class feature.

Splintered Manifestation (Su): Beginning at 4th level, when the phantom master gains her second phantom, the nature of her bonded manifestation class feature changes slightly. When using this ability, the phantom that is currently granting her benefits for her shared consciousness class feature is the only one that can be used to grant these benefits. The total number of rounds per day that the phantom master can use her bonded manifestation class feature remains the same, and these rounds are shared amongst all phantoms she possesses.

This ability modifies the bonded manifestation class feature.

Splintered Recall (Su): Beginning at 6th level, whenever the phantom master uses her phantom recall class feature, she can affect any number of her manifested phantoms. Each affected phantom must be within range. This is treated as a single use of the ability, regardless of how many phantoms she chooses to affect. This ability otherwise functions as normal for the phantom recall class feature.

This ability modifies the phantom recall class feature.

Unfetter Phantoms (Su): Beginning at 10th level, the phantom master gains the ability to maintain her phantom's forms at much greater distances. Her phantoms can be up to 200 feet away from her and still remain at full strength. If the phantom is beyond 200 feet away but closer than 2,000 feet, its current and maximum hit point totals are reduced by 50%. If the phantom is more than 2,000 feet away, but less than 1 mile away, its current and maximum hit point totals are reduced by 75%. If the phantom is more than 1 mile away, it's immediately returned to the Ethereal Plane for 24 hours. This otherwise functions as described in the spirit link class feature.

This ability replaces the fused consciousness class feature.

Shared Spirit (Su): Beginning at 14th level, the phantom master is able to draw upon the energy of one of her phantoms in order to strengthen another phantom. Whenever one of the phantom master's phantoms takes damage that would reduce it to o or fewer hit points, she can choose to have that damage transferred to a different phantom, instead. This transfer of damage stops after the phantom that the damage is being transferred to takes all of the damage or is reduced to negative hit points equal to its Constitution score. In the latter case, damage dealt in excess of the negative Constitution score of the phantom that the damage is not transferred, and is dealt to the phantom that would originally have taken the damage, instead. This ability has no effect on effects that do not deal hit point damage.

This ability replaces the spiritual bond class feature.

Shared Bond (Su): At 20th level, the phantom master can draw strength from more than one of her phantoms at the same time. She gains the benefits of the shared consciousness class feature for each of her phantoms that is confined within her consciousness. She gains the Skill Focus feats granted by each of these spirits, and the bonus granted on saving throws made to resist mind-affecting effects increases by 1 for every phantom confined within her consciousness beyond the 1st.

Additionally, whenever she uses her splintered manifestation class feature, if she has more than one phantom confined within her consciousness, she can choose to have each of the phantoms confined within her consciousness be used to gain a different benefit of the bonded manifestation class feature. Each round that she uses this ability still counts as only a single round for the purposes of how many rounds per day she can use this ability (for example, if all three of her phantoms were confined within her consciousness, she could choose to use the spirit touch, ectoplasmic tendrils, and spirit form uses of bonded manifestation simultaneously).

This ability replaces the empowered consciousness class feature.

Spirit Speaker (Shadespawn Racial)

Spirit speakers are shadespawn who use their natural attunement to the souls and spirits which inhabit the great beyond to focus their psychic energies, allowing them to contact the spirits of both the living and dead. They can use their talents to gain insights into living creatures, readily detect perilous haunts, and easily affect ghostly entities.

The following archetype is only available to shadespawn spiritualists.

Detect Haunt (Su): Spirit speakers have the ability to observe spiritual disturbances caused by haunts, granting them great insight into cursed haunts. Starting at 5th level, a spirit speaker automatically becomes aware of the presence of a haunt within 30 feet, although this does not allow her to pinpoint the exact location of the haunt (she may attempt to locate the haunt through other means, such as a *detect undead* spell). Additionally, the spirit speaker gains a bonus on all Knowledge checks made to identify the haunt equal to 1/2 her level.



This ability replaces the detect undead class feature.

Observe Spirit (Su): A spirit speaker can directly observe the spirits of living people and use them to gain insights into the individual. At 7th level, the spirit speaker can focus on a living creature within 30 feet as a move action in order to observe its spirit and gain insight into the target. The target may attempt a Will save (DC 10 + 1/2 the spirit speaker's level + the spirit speaker's Wisdom modifier) to conceal his spirit from her; if he succeeds, he is immune to this effect for 24 hours. If the target fails to conceal his spirit, the spirit speaker can gain insight into the target, granting her a +1 insight bonus on attack rolls made against the target, as well as a +1 bonus to AC and saving throws versus attacks and effects originating from the target. These bonuses last until you have gone 1 minute without spending a move action to observe the target, or until the target is dead. At 11th level, and every four levels thereafter, the insight bonuses granted by this ability improve by +1.

Additionally, the spirit speaker can ask a question of a creature that is currently affected by this ability. The question must be regarding the individual, or an event of which the individual has knowledge. Unless the target succeeds on a secondary Will save (at the same DC), the target's spirit reveals the information to the spirit speaker. Because this ability is subject to the target's spirit, it cannot be used to reveal information the target does not know, and might provide inaccurate information based on what the target believes to be true. At 7th level, the spirit speaker can use this

ability once per day. At 11th level, and every 4 levels thereafter, the spirit speaker can use this ability an additional time per day.

This ability replaces the calm spirits class feature.

Ghost Sight (Su): A spirit speaker is attuned to the world of spirits and can readily see incorporeal creatures. At 9th level, the spirit speaker can see ghosts and other incorporeal undead on the Ethereal Plane, though she cannot see other creatures or objects on the Ethereal Plane. Additionally, she can see ghosts and other incorporeal undead that are possessing creatures, or which are concealed within objects. Finally, the spirit speaker's attacks and spells do full damage against incorporeal undead as though affected by the *ghost touch* weapon special ability.

This ability replaces the see invisibility class feature.

Banish Spirits (Su): A very powerful spirit speaker is able to banish spirits, dispersing them to the far corners of the Ethereal Plane. At 16th level, a spirit speaker can attempt to banish spirits from a haunt or creature within 30 feet once per day as a full-round action. This ability has a different effect depending on whether it is used on a haunt, an incorporeal undead, or a living creature. If used on a haunt, the spirit speaker must make a caster level check (DC 10 + the haunt's CR). If she succeeds, and the haunt's CR is less than the spirit speaker's level, it is automatically destroyed. If used on an incorporeal undead, that creature must succeed on a Will save ($DC_{10} + 1/2$ the spirit speaker's level + the spirit speaker's Wisdom modifier) or be banished to the Ethereal Plane, in a location which is 10100 miles away from the spirit speaker's location on the Material Plane. If used on a living creature, that creature must succeed on a Will save or have his spirit banished to the far reaches of the Ethereal Plane, preventing the target from being returned to life if he should die before his spirit returns. In addition, until his spirit returns, the target's aura cannot be read, and he cannot be targeted by the spirit speaker's observe spirit special ability. The target's spirit returns to his living body after 1d4 days.

This ability replaces the call spirit class feature.

New Emotional Focus

Guilt

A phantom with this emotional focus is wracked with guilt over some terrible tragedy that occurred during its lifetime, which it knows that it will never be able to completely undo. It shares this misery with those around it, wallowing in selfpity and regret, and still clinging, deep down, to the idea that somehow, despite all the evidence to the contrary, it may someday be able to make up for what it did and find peace.

Skills: The phantom gains a number of ranks in Diplomacy and Sense Motive equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Fortitude and Will.

Toughness: The phantom gains Toughness as a bonus feat. Additionally, when the phantom is within its master's consciousness, its master's current and maximum hit point total is increased by an amount equal to the phantom's Hit Dice. These bonus hit points disappear when the phantom leaves its master's consciousness, and are not lost first like temporary hit points.

Retributive Doubts (Su): Those who harm the phantom's spiritualist master are plagued by self-doubts. Whenever a creature successfully damages the phantom's master, if that creature is within 30 feet of the phantom, it suffers a -2 penalty on attack and damage rolls for 1 round. This is a mind-affecting emotion effect.

Aura of Regret (Su): When the spiritualist reaches 7th level, as a swift action, the phantom can emit a 20-foot-radius aura of regret. Creatures within the aura are unable to make hostile actions, as though any creature they attempt to attack is affected by a *sanctuary* spell, unless they succeed on a Will save (DC 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier). Affected creatures can make a new saving throw for each hostile action they attempt (a full-attack action counts as a single hostile action for this purpose). Once a creature succeeds on its saving throw, it is immune to this effect for 24 hours. This is a mind-affecting emotion effect.

Bond of Sorrow (Su): When the spiritualist reaches 12th level, the phantom can channel powerful surges of regret into those that harm it or its master. Whenever a creature damages the spiritualist or the phantom, as an immediate action, the phantom can cause that creature to suffer the same amount of damage as he inflicted. The phantom must be within 30 feet of the attacker (and the spiritualist, if the triggering damage was dealt to her) to use this ability, and must declare that it is using this ability before any damage rolls are made. The damage inflicted to the attacker is equal to what the spiritualist or phantom suffered after any damage reduction, energy resistance, or other defensive abilities are applied, and the attacker's own damage reduction, energy resistance, and so on do not apply. The phantom can use this ability three times per day.

Second Chance (Su): When the spiritualist reaches 17th level, once per day as a standard action, the phantom can expend its spectral energy in order to reverse the clock and grant its master a second chance. The phantom is banished back to the Ethereal Plane, and cannot be summoned again until the following day. Other than this, all events that happened within the last minute are undone, and time reverses exactly one minute. The spiritualist remembers everything that occurred during this time, but to all other creatures, it is as though that minute had not yet happened.

New Swashbuckler Archetypes

Drunken Pirate

It takes either incredible bravery or incredible foolishness to fight the way that swashbucklers do, lightly armored and lightly armed, relying primarily on guile and quick reflexes to keep yourself alive, and despite all of this, taking great pains to ensure that you fight in as stylish and flashy a manner as possible. For those who don't quite have that mix of courage and insanity required for this sort of thing, there's a convenient place to find both, and that's at the bottom of an ale barrel.

Drunken Panache (Ex): A drunken pirate does not regain panache by dealing the killing blow to creatures with a light or one-handed piercing melee weapon. Instead, as a standard action, she can consume a tankard of ale or strong alcohol in order to gain 1 temporary panache point. Panache points gained in this way are referred to as drunken panache points. Drinking in this way does not provoke attacks of opportunity. The drunken pirate can have a maximum number of drunken panache points at any one time equal to 1 + 1 per 5 swashbuckler levels she possesses. Drunken panache points that are not used within 1 minute of gaining them are wasted.

At 6th level, the drunken pirate can consume a drink as a move action, instead of a standard action.

At 12th level, drunken panache points last 10 minutes before being lost, if they are not otherwise used.

This ability modifies the panache class feature.

Deeds: A drunken pirate gains the following deeds, each of which replaces an existing deed.

Unexpected Dodge (Ex): A drunken pirate knows how to avoid a blow at the last second, allowing the attack to follow through and strike someone else. At 1st level, when an opponent makes an attack against a drunken pirate, she can spend 1 drunken panache point in order to attempt to dodge that attack. In order to do so, she must succeed on a Reflex save (DC equal to the result of the attacker's attack roll). If she does, the attack automatically misses. Further, as long as the drunken pirate has at least 1 panache point or drunken panache point, if she succeeds on the Reflex save, she can choose to redirect the attack to another creature within reach of both her and the attacking creature. If she does, compare the result of the attack normally.

This ability replaces the opportune parry and riposte deed.

Fight From Prone (Ex): By 3rd level, a drunken pirate is so used to spending time collapsed on the ground that she can fight effectively from that position. She does not suffer the normal -4 penalty on attack rolls made while prone, and she does not suffer a -4 penalty to AC against melee attacks as a result of being prone, either. While prone, she can move at half her speed. This movement provokes attacks of opportunity as normal. The drunken pirate can use the 5-foot-step action while prone. This ability replaces the kip-up deed.

Liquid Courage (Ex): Beginning at 3rd level, a drunken pirate's spirits are constantly buoyed by her drinks, giving her a daring recklessness. As long as the drunken pirate has at least 1 drunken panache point, she is immune to fear effects, and the DC of any Intimidate check made to demoralize her is increased by 5.

This ability replaces the swashbuckler's initiative deed.

Wild Swordplay (Ex): At 3rd level, a drunken pirate's wild and unpredictable swings make it easier for her to eventually bypass her foes' defenses. Whenever the drunken pirate misses with a melee attack made with a light or one-handed piercing melee weapon, she can expend 1 drunken panache point. If she does, she may make a feint attempt as a swift action. For the purposes of this feint, she can use either her normal Bluff modifier, or her base attack bonus + her Charisma modifier, whichever is higher. Either way, she suffers a penalty on the check equal to the amount by which the target's AC exceeded the result of her attack roll.

This ability replaces the menacing swordplay deed.

Drunken Gait (Ex): At 7th level, while intoxicated, a drunken pirate staggers and stumbles in unpredictable ways, making it difficult for others to predict her movements. As long as the drunken pirate has at least 1 drunken panache point, she gains a bonus equal to her swashbuckler level on Acrobatics checks made to avoid attacks of opportunity.

This ability replaces the swashbuckler's grace deed.

Feint Anything (Ex): At 7th level, while intoxicated, a drunken pirate's movements in combat are so unpredictable that she can even get the better of creatures that normally cannot be feinted. She ignores the normal penalties for feinting against a creature that is non-humanoid or of animal intelligence. She can successfully feint against creatures that do not have an Intelligence score, although she suffers a -4 penalty on checks made to do so.

This ability replaces the superior feint deed.

Wild Thrust (Ex): At 15th level, while the drunken pirate has at least 1 drunken panache point, as a full-round action, she can make a wild thrust, which is devastating if it hits, but leaves her open to a counterattack. In order to use this ability, she must make a single attack with a light or one-handed piercing melee weapon. If the attack hits, it is automatically treated as a critical hit, and the attack bypasses all forms of damage reduction (including DR that normally can't be bypassed, and DR that can only be bypassed by epic sources). Finally, for the purposes of this attack, any bonus damage from her precise strike class feature is multiplied by the critical hit. However, if the attack misses, the drunken pirate provokes an attack of opportunity from her target, and is considered flat-footed for the purposes of that attack.

This ability replaces the perfect thrust deed.

Ishior Zephyrblade (Ishior Racial)

Ishior zephyrblades are the elite warriors of the ishior people, gifted in both skill-at-arms and in athletic grace. They augment their already formidable martial talents with potent telekinetic powers, allowing them to perform feats of athleticism and combat that most swashbucklers could only dream of. Known for their ability to use their minds to hurl themselves and others through the air, these acrobatic warriors are a dangerous and highly mobile threat on the battle field.

The following archetype is only available to ishior swashbucklers.

Deeds: The ishior zephyrblade replaces several of the traditional swashbuckler deeds with unique deeds which draw on her inborn talents, as described below.

Telekinetic Jump (Su): An ishior zephyrblade can use her telekinetic power to instantly propel herself forward in a hugely impressive jump. At 1st level, the ishior zephyrblade can spend 1 panache point as a swift action in order to instantly jump up to 1d6 x 10 feet horizontally, or 1d4 x 10 feet vertically. This jump does not count against the ishior zephyrblade's ordinary movement. If the ishior zephyrblade chooses to jump into or through a square occupied by another character, she may attempt an overrun combat maneuver against that character as a free action. If the check is unsuccessful, the ishior zephyrblade ends her movement adjacent to the target, on the side that she began her jump from.

This ability replaces the derring-do deed.

Telekinetic Thrust (Su): At 3rd level, an ishior mindblade gains the ability to use her telekinesis to hurl her foes through the air with a violent punch which deals damage and pushes the target back. As a standard action, so long as she has at least 1 panache point, an ishior zephyrblade can attempt a special combat maneuver which does not provoke attacks of opportunity against a target within 30 feet. She adds her Charisma modifier as a bonus on this check. If successful, the target suffers 1 point of damage per level and is pushed back 1d6 x 10 feet; if the target hits an object or another creature as a result of being pushed back, both the target and the person or object he hits suffer 1d6 points of damage. By spending 1 panache point when she uses this ability, the ishior zephyrblade can deal damage equal to 3 times her level when she uses this ability, instead.

This ability replaces the precise strike deed.

Telekinetic Take Down (Su): An ishior zephyrblade is able to use her telekinetic powers in order to hinder her foes. At 7th level, by spending 1 panache point as a standard action, an ishior zephyrblade can make any of the following combat maneuver checks against a foe within 30 feet: dirty trick, disarm, reposition, or trip. She gains a bonus on this combat maneuver check equal to her Charisma modifier.

This ability replaces the targeted strike deed.

Deflect Projectiles (Su): An ishior zephyrblade can deflect projectile weapons directed at her with her mind, forcing aside most types of missiles and thrown weapons. At 11th level, as long as she has at least 1 panache point, the first ranged attack made against the ishior zephyrblade each round automatically misses. By expending 1 panache point as an immediate action, the ishior zephyrblade can also deflect a second attack each round. This effect stacks with the Deflect Arrows feat and similar effects. This ability has no effect on spells (including spells requiring a ranged touch attack), and it does not function against siege weapons and other large projectiles.

This ability replaces the evasive deed.

Redirect Projectiles (Su): An ishior zephyrblade can redirect most types of missiles in flight, allowing her to redirect the energy of an attack towards another target. At 15th level, by spending 1 panache point as an immediate action, the ishior zephyrblade can redirect any ranged attack originating within 30 feet of her towards another character within 30 feet. She must choose to use this ability before the attack is rolled. The attack is otherwise resolved normally against the new target.

This ability replaces the perfect thrust deed.

Evade Attack (Su): An ishior zephyrblade eventually masters her telekinetic powers to such an extent as to be able to deflect even close range attacks against her person. At 19th level, as a free action which can be made on any character's turn, the ishior zephyrblade can spend 1 panache point in order to cause a single attack to miss the ishior zephyrblade. The attack must be able to miss and attacks which automatically do damage or which require a saving throw cannot be dodged in this way.

This ability replaces the cheat death deed.

New Warpriest Archetypes

Divine Butcher

Many warpriests fight in the defense of their faith, but for a handful of warpriests, the faith becomes the means and the fighting and killing are the true ends. These ruthless murderers dole out death whenever they can, justifying their actions with their faith after the fact.

Weapon and Armor Proficiencies: The divine butcher does not gain proficiency with heavy armor, or with shields.

Butcher's Blessings: At 1st level, when selecting his blessings, the divine butcher must choose one of the following as one of his two blessings: chaos, death, destruction, evil, or war. The divine butcher may select his other blessing normally.

This ability modifies the blessings class feature.

Knife Focus: At 1st level, when choosing a weapon for his focus weapon class feature, the divine butcher must select a light piercing melee weapon.

This ability modifies the focus weapon class feature.

Spontaneous Casting: Regardless of alignment, a divine butcher always spontaneously casts inflict spells, as an evil warpriest, and never spontaneously casts cure spells.

This ability modifies the spellcasting class feature.

Deadly Fervor (Su): Regardless of the divine butcher's alignment, his fervor ability cannot be used to heal either living creatures or undead ones, and harms both living and undead creatures.

Beginning at 2nd level, as a standard action, the divine butcher can expend one use of fervor and make a single attack with a light piercing melee weapon. If the attack hits, it deals additional damage equal to the damage dealt by the divine butcher's fervor ability. If the divine butcher's attack misses, the use of fervor is still expended with no effect.

Alternatively, by expending 2 uses of fervor, the divine butcher can add his fervor damage to any attack, including attacks of opportunity and an attack made as part of a fullattack action.

This ability modifies the fervor ability.

Channel Hatred (Su): Beginning at 4th level, the divine butcher learns to channel all of his rage and hatred into his fighting. He gains the ability to expend daily uses of fervor in order to gain the following benefits:

Dodge: As a swift action, the divine butcher can expend 1 use of fervor in order to gain a +4 dodge bonus to AC until the beginning of his next turn. Alternatively, he can expend 2 uses of fervor in order to gain the same benefit as an immediate action.

Extra Attack: As a swift action, the divine butcher can expend 1 use of fervor to make an extra attack at his full base attack bonus as part of a full attack action. If the divine butcher is at least 8th level, he can instead expend 3 uses of fervor to make two extra attacks: one at his full base attack bonus, and one at his base attack bonus minus 5. If the divine butcher is at least 15th level, he can instead expend 6 uses of fervor to make three extra attacks: one at his full base attack bonus 5, and one at his base attack bonus, one at his base attack bonus minus 5, and one at his base attack bonus minus 10.

Nimbleness: As a swift action, the divine butcher can expend 1 use of fervor to grant himself a competence bonus on Acrobatics checks equal to 1/2 his class level, and increase his movement speed by 10 feet. These benefits last until the beginning of the divine butcher's next turn.

Swift Demoralization: As a swift action, the divine butcher can expend 1 use of fervor to attempt to demoralize a foe with the Intimidate skill (normally a standard action). He gains a bonus on this check equal to 1/2 his class level. If he has killed a creature with a light piercing melee weapon since the end of his last turn, he gains an additional +4 bonus on the check. This ability replaces the channel energy class feature.

Nature's Avenger

Warpriests are valiant combatants who fight for what they believe in. While many focus on the struggles between good and evil, or between chaos and order, some choose to focus instead on fighting on behalf of the natural world. These warpriests have more in common with druids than with clerics, and though they are often far more militant than other advocates of the wilds, they still draw their power from the wild places of the world, and the forces of nature.

Weapon and Armor Proficiency: Nature's avengers are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A nature's avenger may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. Nature's avengers are proficient with shields (except tower shields), but may only use wooden ones.

A nature's avenger who wears prohibited armor or uses a prohibited shield is unable to cast spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

This ability modifies the weapon and armor proficiency class feature.

Spellcasting: A nature's avenger draws his spells from the druid spell list, rather than the cleric spell list. Further, he is not prohibited from casting spells based on their alignment descriptors. Finally, he cannot channel stored spell energy into healing spells. Instead of being able to spontaneously cast cure spells, he can spontaneously cast *summon nature's ally* spells. As with other spontaneous casting, the spell that is cast must be of the same spell level or lower as the spell that is expended. Besides these differences, a nature's avenger's spellcasting is the same as the spellcasting of a normal warpriest.

This ability modifies the spellcasting class feature.

Blessings (Su): A nature's avenger is limited in his choice of blessings. When choosing blessings, he must choose from the following list: air, animal, darkness, earth, fire, plant, scalykind^{ACO}, sun, water, or weather. Because of this limitation, the nature's avenger must choose a deity who grants access to at least two of these blessings.

This ability modifies the blessings class feature.

Wild Fervor (Su): At 2nd level, a nature's avenger can draw upon the power of his faith to heal or harm others, similar to most warpriests, although he does so in a slightly different fashion, befitting his status as a servant of the natural world. This ability can be used a number of times per day equal to 1/2 his warpriest level + his Wisdom modifier. By expending one use of this ability, the warpriest can touch a living creature to either heal it of 1d6 points of damage, plus an additional 1d6 points of damage for every 3 warpriest levels he possesses above 2nd (to a maximum of 7d6 at 2oth level), or he can choose to inflict that much damage on the target, instead. Either way, this ability has no effect on undead



creatures (or other non-living creatures, such as constructs). When this ability is used to harm living creatures, it is treated as negative energy, and when it is used to heal living creatures, it is treated as positive energy.

Additionally, whether it is being used to harm or heal, this ability is more powerful when used on creatures of the animal, magical beast, or plant types, and the amount of damage that is inflicted or healed in this way increases to 1d10, plus an additional 1d10 points for every 3 warpriest levels above 2nd, instead of the normal amount.

Beginning at 6th level, as a swift action, a nature's avenger can expend one use of this ability to grant his animal companion a +2 enhancement bonus to each of its physical ability scores (Strength, Dexterity, and Constitution), and increase its natural armor bonus to AC by +2. These benefits last for one minute. At 12th level, the bonuses increase to +4, and at 18th level, they increase to +6.

This ability replaces the fervor class feature.

Nature's Step (Ex): Beginning at 4th level, a nature's avenger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed without taking damage or suffering any other impairment. This benefit does not apply to thorns, briars, and overgrown areas that have been magically manipulated to impede motion, but he does gain a +4 bonus on any saving throws, ability checks, and skill checks made to overcome or avoid such effects.

This ability replaces the channel energy class feature.

Sacred Weapon (Su): At 4th level, when the nature's avenger gains the ability to enhance one of his sacred weapons with divine power, the weapon special abilities that he can add are somewhat different from those of a normal warpriest. He adds *mighty cleaving, speed, thundering, vicious,* and *wounding* to the list of weapon special abilities that can be added, but he does not gain access to any additional weapon special abilities based on his alignment (meaning that he cannot select *anarchic, axiomatic, ghost touch, holy, merciful, spell storing,* or *unholy*).

This ability modifies the sacred weapon class feature.

Animal Companion (Ex): At 6th level, a nature's avenger forms a close bond with an animal companion. This functions as the animal companion version of the druid's nature bond class feature, except that the nature's avenger's effective druid level is equal to his warpriest level minus 5.

This ability replaces the bonus feat gained at 6th level.

Chapter 2: Obscure Arcana



Obscure Arcana is our weekly article devoted to providing exciting new spells for every spell list. In 2015, we created 126 new spells, ranging from o-level to 9th-level, divided amongst every spell list for classes from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game: Advanced Player's Guide, Pathfinder Roleplaying Game: Ultimate Magic, Pathfinder Roleplaying Game: Advanced Class Guide, and Pathfinder Roleplaying Game: Occult Adventures. This chapter contains all the content from Obscure Arcana produced over the course of 2015. First, the spell lists section provides summarized versions of all of the new spells, organized by the spell lists upon which they appear. Each spell list is further subdivided by spell level, within which the spells are listed alphabetically. After the spell lists, the full descriptions of each of the new spells is listed. These spells are are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

Spell Lists

This section includes a spell list for every spellcasting class that gains access to new spells in this tome, indicating which spells they gain and at what spell level. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a costly material or focus component, respectively. The spell lists are presented alphabetically by the name of the class, and the individual spells therein are presented alphabetically by name as well, except for those whose name begins with "greater," "lesser," "mass," or similar, in which case the spell is alphabetized by the second word of the spell's name, instead.

Alchemist Formulae

1st-level Alchemist Formulae

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of Magic You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Alchemist Formulae

Aura of Protection Shares your immunities with allies within 10 ft.

Door Sight Grants the ability to see through doors. **Mage's Charge** Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Nosicar's Frog Tongue Grants a tongue natural attack.

3rd-level Alchemist Formulae

Nosicar's Skin Bond Fuses the flesh of target touching creatures.

Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you. **Schismatic Mutagen** Must be mixed into a mutagen, and changes the alignment of the imbiber when consumed.

4th-level Alchemist Formulae

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Raging Mutagen Must be mixed into a mutagen, and the imbiber enters a modified rage when the mutagen is consumed.

Reanimation Draught Temporarily restores you to full hp if you die.

5th-level Alchemist Formulae

Monstrous Mutagen Must be mixed into a mutagen, and you take on traits of a specific animal when you consume that mutagen.

Nosicar's Head Doubler You grow a second head, gaining a number of benefits.

Twin Brain Grow a 2nd brain, gaining a bonus to Int and allowing you to roll twice on Perception checks and versus mind-affecting effects.

6th-level Alchemist Formulae

Create Artificial Clone^M Creates a clone of the target creature.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Strength of Ages Gain a bonus to your Str based on your age. **Tears of the Sun God** Focus your gaze on a creature to inflict 10 points of damage per caster level.

Antipaladin Spells

1st-level Antipaladin Spells

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you.

Entangling Thorns Thorny vine entangles and damages target creature.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

2nd-level Antipaladin Spells

Companion Weapon Temporarily binds your fiendish servant or paladin mount to your weapon, imbuing it with magical properties.

Cornucopia of Cruelties Grants access to all cruelties an antipaladin of your level could have learned.

Spiteful Corruption Inflicts half the damage you deal with your touch of corruption, but you do not consume daily uses of the ability.

Steal Vitality^F Transfers hit points, conditions, or memories from one target to the other.

3rd-level Antipaladin Spells

Cruel Edict The target is affected by each cruelty you know. **Curse of Constant Revelry** Target must dance, eat, or sing each round.

Dance Fever Targets are compelled to dance or suffer fire damage each round.

4th-level Antipaladin Spells

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Psychic Shattering Shatters target object and also damages its owner.

Sacrifice You absorb the energy of the slain target, gaining temporary hp and bonuses on certain rolls.

Timely Demise You roll 2d6 each time the target fails his Fort save, and he dies if you roll higher than his HD. **Touch of Death** Touched target suffers 100 points of damage.

Bard Spells

o-level Bard Spells

Clear Mind Suppresses the effects of alcohol on the target. **Heated Weapon** Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

1st-level Bard Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Candle Smoke Creates a cone of smoke.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Smoking Concealment You gain in concealment and spells

you cast are more difficult to identify. Words of Magic You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Bard Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Door Sight Grants the ability to see through doors. **Mage's Charge** Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Mage's Miraculous Laborer Complete 1 day's worth of crafting or labor per minute.

Mental Respite Target ignores certain negative effects. Telekinetic Manipulation Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

Ward of Camaraderie Target gains defensive bonuses that can be strengthened by your allies.

White Noise Makes it difficult for the target to cast spells with verbal or thought components.

3rd-level Bard Spells

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Curse of Constant Revelry Target must dance, eat, or sing each round.

Dance Fever Targets are compelled to dance or suffer fire damage each round.

Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

4th-level Bard Spells

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Call to Mind Forces a target to think of a subject you specify. **Create Spell Prison** Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Intracity Transit** Teleports you to a specified point within the same city.

5th-level Bard Spells

Blast of Peanuts Creatures in the area take damage and may suffer a -2 penalty to certain rolls.

Open Conduit Target gains a number of bonuses, but must save each round or become confused.

Secret From Beyond Learn about a creature or object touched as if by *legend lore*.

Songs of Discordance^F Creates music that boosts your allies' abilities while impairing your foes.

Time Leech Targets are affected by *haste* or *slow*.

6th-level Bard Spells

Circle of Time Creates a circle in which the creatures are affected by *haste, slow,* or returned to normal speed. **Devouring Dispelling** Dispels spells and deals damage to the targets of the spells dispelled.

Domination of the Rakshasa As *dominate person*, but it is more effective against weaker creatures, while more powerful creatures find it easier to resist.

Door of the Wasp Queen Summons 1d4 wasp swarms around you, then instantly transport you away.

Strength of Ages Gain a bonus to your Str based on your age.

Bloodrager Spells

1st-level Bloodrager Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Phantom Worker Creates a phantom craftsman,

professional, or performer to aid you.

Smoking Concealment You gain concealment and spells you cast are more difficult to identify.

Words of Magic You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Bloodrager Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Nosicar's Frog Tongue Grants a tongue natural attack. **Ward of Camaraderie** Target gains defensive bonuses that can be strengthened by your allies.

3rd-level Bloodrager Spells

Dance Fever Targets are compelled to dance or suffer fire damage each round.

Enraging Prank Target trips and falls, then flies into a rage and is compelled to attack you.

4th-level Bloodrager Spells

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5. **Dragon Breath^M** Gain a breath weapon. **Hurricane Wall** Creates a powerful wall of wind that can also replicate a *qust of wind* spell.

Cleric Spells

o-level Cleric Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

1st-level Cleric Spells

Armor of Grace Grants a +2 bonus to AC and you gain temporary hp when attacks miss you.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of the Gods You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Cleric Spells

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you. **Mage's Charge** Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Mental Respite Target ignores certain negative effects. **Sense Presence** Detects the presence of spirits or haunts.

3rd-level Cleric Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Circle of Life^M Creates a circle that aids the healing of living creatures within while damaging undead within. **Door Sight** Grants the ability to see through doors. **Mage's Miraculous Laborer** Complete 1 day's worth of crafting or labor per minute.

Occult Sealing Suppresses a possessing entity. **Overpowering Musk** You count as a giant and gain social benefits versus giants, but sicken others around you. Shield of Friendship As shield other, but your allies can also take on some of the target's damage.

Steal Vitality^F Transfers hit points, conditions, or memories from one target to the other.

4th-level Cleric Spells

Afterlife Interference Target rises as a violent ghost if it dies during the spell's duration.

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Friendship Beam** Ray deals damage to evil creatures and can be empowered by your allies.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

Speak with Loved One Contacts one of the target's deceased loved ones so you may question its spirit.

5th-level Cleric Spells

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature.

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Psychic Shattering Shatters target object and also damages its owner.

Sacrifice You absorb the energy of the slain target, gaining temporary hp and bonuses on certain rolls.

Zone of Peace Creatures in the area cannot attack or cast harmful spells.

6th-level Cleric Spells

Songs of Discordance^F Creates music that boosts your allies' abilities while impairing your foes. **Strength of Ages** Gain a bonus to your Str based on your age.

7th-level Cleric Spells

Circle of Time Creates a circle in which the creatures are affected by *haste, slow,* or returned to normal speed. **Devouring Dispelling** Dispels spells and deals damage to

the targets of the spells dispelled.

Summon Overbeing^M Summons any kind of creature whose Hit Dice is equal to your caster level -4.

Timely Demise You roll 2d6 each time the target fails his Fort save, and he dies if you roll higher than his HD.

8th-level Cleric Spells

Soul Forge Draws on the target's soul, transferring some of his vitality and abilities to yourself.

Touch of Death Touched target suffers 100 points of damage.

9th-level Cleric Spells

Asuric Destruction Deals damage to the target, inflicting more damage on divine casters, and completely destroying the target's body and soul if he dies.

Div's Despair^M Turns beneficial spells affecting the target into harmful spells.

Druid Spells

o-level Druid Spells

Clear Mind Suppresses the effects of alcohol on the target. **Invisible Light** Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

1st-level Druid Spells

Armor of Grace Grants a +2 bonus to AC and you gain temporary hp when attacks miss you.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Entangling Thorns Thorny vine entangles and damages target creature.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of the Gods You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Druid Spells

Nosicar's Frog Tongue Grants a tongue natural attack. Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you.

3rd-level Druid Spells

Animal Friendship Improve the attitude of nearby animals, who may gain the ability to understand your languages. Aura of Protection Shares your immunities with allies within 10 ft.

Circle of Life^M Creates a circle that aids the healing of living creatures within while damaging undead within.

Occult Sealing Suppresses a possessing entity.

Wyrmgift^M Draws power from a specially-prepared gem to give you certain dragon special abilities.

4th-level Druid Spells

Curse of Constant Revelry Target must dance, eat, or sing each round.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

Primordial Mists As *fog cloud*, but reptilian creatures gain bonuses to Str and Dex, while all others suffer nonlethal damage.

5th-level Druid Spells

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Hurricane Wall Creates a powerful wall of wind that can also replicate a *gust of wind* spell.

Rainfall Conjures rain within the area, impeding fire spells and enhancing electricity spells.

Strength of Ages Gain a bonus to your Str based on your age.

6th-level Druid Spells

Empower Companion Grants bonuses to your animal companion.

Summon Overbeing^M Summons any kind of creature whose Hit Dice is equal to your caster level -4.

7th-level Druid Spells

Devouring Dispelling Dispels spells and deals damage to the targets of the spells dispelled. **Pack Ambush** Creates copies of target animal or magical beast, also enhancing the target.

8th-level Druid Spells

Cinder Explosion Creatures in the area take damage as they become encased in hot, burning ash.

Dinosaur Shape As *beast shape IV*, but you can only take the form of a dinosaur of up to Colossal size.

Lava Flow Creates a flow of hot lava that damages creatures and impedes movement in the area.

9th-level Druid Spells

Choking Lavaball Creatures in the area suffer fire damage, and may become staggered and suffer ongoing damage. **Div's Despair^M** Turns beneficial spells affecting the target into harmful spells.

Summon Scaled Regents Summons 1d3+2 advanced giant tyrannosauruses.

Inquisitor Spells

o-level Inquisitor Spells

Clear Mind Suppresses the effects of alcohol on the target. **Heated Weapon** Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

ist-level Inquisitor Spells

Armor of Grace Grants a +2 bonus to AC and you gain temporary hp when attacks miss you.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of the Gods You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Inquisitor Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you.

Door Sight Grants the ability to see through doors. **Mage's Charge** Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Mental Respite Target ignores certain negative effects. Ward of Camaraderie Target gains defensive bonuses that can be strengthened by your allies.

3rd-level Inquisitor Spells

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Occult Sealing Suppresses a possessing entity. Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you. Shield of Friendship As shield other, but your allies can also

take on some of the target's damage. Visage of the Clown Creatures in the area are overcome by

laughter or fear.

4th-level Inquisitor Spells

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

5th-level Inquisitor Spells

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Sacrifice You absorb the energy of the slain target, gaining temporary hp and bonuses on certain rolls.

Secret From Beyond Learn about a creature or object touched as if by *legend lore*.

Zone of Peace Creatures in the area cannot attack or cast harmful spells.

6th-level Inquisitor Spells

Div's Despair^M Turns beneficial spells affecting the target into harmful spells.

Songs of Discordance^F Creates music that boosts your allies' abilities while impairing your foes.

Magus Spells

o-level Magus Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Summon Minor Tool Conjures a simple kit or set of tools.

1st-level Magus Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Phantom Worker Creates a phantom craftsman,

professional, or performer to aid you.

Smoking Concealment You gain concealment and spells you cast are more difficult to identify.

Words of Magic You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Magus Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you.

Door Sight Grants the ability to see through doors.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

3rd-level Magus Spells

Dance Fever Targets are compelled to dance or suffer fire damage each round.

Friendship Beam Ray deals damage to evil creatures and can be empowered by your allies.

4th-level Magus Spells

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Dragon Breath^M Gain a breath weapon.

Intracity Transit Teleports you to a specified point within the same city.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

5th-level Magus Spells

Hurricane Wall Creates a powerful wall of wind that can also replicate a *gust of wind* spell.

Ooze Blast Conjure an ochre jelly and throw it at a target. **Smoke Blast** Target suffers bludgeoning damage and takes a penalty to Str, Dex, and Con.

Time Leech Targets are affected by *haste* or *slow*. **Vanishing Strike** Immediately teleport 10 ft. and make a melee attack.

6th-level Magus Spells

Div's Despair^M Turns beneficial spells affecting the target into harmful spells.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Smoking Fire Target takes 5d6 fire damage each round and is enveloped in smoke.

Telekinetic Hammer Hurls a creature or object at another creature or object, then hurls the pair at a third creature or object.

Medium Spells

o-level Medium Spells

Clear Mind Suppresses the effects of alcohol on the target. **Heated Weapon** Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

1st-level Medium Spells

Candle Smoke Creates a cone of smoke. Door Sight Grants the ability to see through doors. Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Sense Presence Detects the presence of spirits or haunts.

2nd-level Medium Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Fight Possession Allows your spirit more influence in order to gain resistance to mind-affecting effects.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Speak with Loved One Contacts one of the target's deceased loved ones so you may question its spirit. Telekinetic Manipulation Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

3rd-level Medium Spells

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature.

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Curse of Constant Revelry Target must dance, eat, or sing each round.

Dance Fever Targets are compelled to dance or suffer fire damage each round.

Expel Spirit Cut off contact with channeled spirits in order to harm or heal the target.

Mage's Miraculous Laborer Complete 1 day's worth of crafting or labor per minute.

Occult Sealing Suppresses a possessing entity.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

Wyrmgift^M Draws power from a specially-prepared gem to give you certain dragon special abilities.

4th-level Medium Spells

Afterlife Interference Target rises as a violent ghost if it dies during the spell's duration.

Astral Vision Creates a window on the Astral Plane through which you can view the target.

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Open Conduit** Target gains a number of bonuses, but must

save each round or become confused.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Séance Allies can aid you in summoning a spirit to answer your questions, but failure summons a malicious entity instead.

Secret From Beyond Learn about a creature or object touched as if by *legend lore*.

Strength of Ages Gain a bonus to your Str based on your age.

Mesmerist Spells

o-level Mesmerist Spells

Clear Mind Suppresses the effects of alcohol on the target. **Invisible Light** Hides a light source from those outside the radius of its light.

1st-level Mesmerist Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Smoking Concealment You gain concealment and spells you cast are more difficult to identify.

2nd-level Mesmerist Spells

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Mental Respite Target ignores certain negative effects. Telekinetic Manipulation Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

White Noise Makes it difficult for the target to cast spells with verbal or thought components.

3rd-level Mesmerist Spells

Curse of Constant Revelry Target must dance, eat, or sing each round.

Spectral Stare You can target one additional creature with your hypnotic stare.

Suppress Mind Slowly reduces each of the target's mental ability scores.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

4th-level Mesmerist Spells

Armor of Hidden Force^F Magical force field grants a +6 armor bonus to AC and renders you invisible.

Call to Mind Forces a target to think of a subject you specify. **Curse of Peace** Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Dance Fever** Targets are compelled to dance or suffer fire damage each round.

Enraging Prank Target trips and falls, then flies into a rage and is compelled to attack you.



5th-level Mesmerist Spells

Implant Trick Implants a masterful or mesmerist trick without consuming a daily use of the mesmerist tricks class feature.

Open Conduit Target gains a number of bonuses, but must save each round or become confused.

Secret From Beyond Learn about a creature or object touched as if by *legend lore*.

Vanishing Strike Immediately teleport 10 ft. and make a melee attack.

Zone of Peace Creatures in the area cannot attack or cast harmful spells.

6th-level Mesmerist Spells

Domination of the Rakshasa As *dominate person*, but it is more effective against weaker creatures, while more powerful creatures find it easier to resist.

Emotional Flood Creatures within the area are affected by overwhelming emotions that may force certain actions, grant bonuses, or inflict penalties.

Spell Clone Copies an ongoing spell effect.

Occultist Spells

o-level Occultist Spells

Clear Mind Suppresses the effects of alcohol on the target. **Summon Minor Tool** Conjures a simple kit or set of tools.

Ist-level Occultist Spells
Candle Smoke Creates a cone of smoke.
Handler's Visage Disguises you as the last person to handle the object used as a focus.

2nd-level Occultist Spells

Door Sight Grants the ability to see through doors. **Mage's Charge** Take a charge action without provoking and gaining a bonus on attack and damage rolls.

3rd-level Occultist Spells

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature. **Occult Sealing** Suppresses a possessing entity.

4th-level Occultist Spells

Enspirit Construct Enhance target construct at the expense of your own energy, allowing you to command it. Psychic Shattering Shatters target object and also damages its owner.

5th-level Occultist Spells

Reactivation^M Reactivates an inactive construct. **Secret From Beyond** Learn about a creature or object touched as if by *legend lore*.

6th-level Occultist Spells

Mage's Spell Reflector Allows you to have spells originate from mirrors within 100 ft./caster level.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Paladin Spells

ıst-level Paladin Spells

Armor of Grace Grants a +2 bonus to AC and you gain temporary hp when attacks miss you.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of the Gods You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Paladin Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Companion Weapon Temporarily binds your fiendish servant or paladin mount to your weapon, imbuing it with magical properties.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Mental Respite Target ignores certain negative effects.

3rd-level Paladin Spells

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Healer of the People Allows you to use your lay on hands ability without expending daily uses.

Shield of Friendship As shield other, but your allies can also take on some of the target's damage.

4th-level Paladin Spells

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Empower Companion** Grants bonuses to your animal companion.

Occult Sealing Suppresses a possessing entity.

Psychic Spells

o-level Psychic Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Invisible Light Hides a light source from those outside the radius of its light.

1st-level Psychic Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

2nd-level Psychic Spells

Door Sight Grants the ability to see through doors. **Ward of Camaraderie** Target gains defensive bonuses that can be strengthened by your allies.

White Noise Makes it difficult for the target to cast spells with verbal or thought components.

3rd-level Psychic Spells

Animal Friendship Improve the attitude of nearby animals, who may gain the ability to understand your languages. Aura of Protection Shares your immunities with allies within 10 ft.

Curse of Constant Revelry Target must dance, eat, or sing each round.

Mage's Miraculous Laborer Complete 1 day's worth of crafting or labor per minute.

Mental Respite Target ignores certain negative effects. Shield of Friendship As shield other, but your allies can also take on some of the target's damage.

Suppress Mind Slowly reduces each of the target's mental

ability scores.

Telekinetic Manipulation Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

4th-level Psychic Spells

Armor of Hidden Force^F Magical force field grants a +6 armor bonus to AC and renders you invisible.

Astral Drone Create and possess an incorporeal thought construct.

Astral Possession Possess the body of a creature that is astrally projecting.

Call to Mind Forces a target to think of a subject you specify. **Enspirit Construct** Enhance target construct at the expense of your own energy, allowing you to command it.

Friendship Beam Ray deals damage to evil creatures and can be empowered by your allies.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

Psychic Shattering Shatters target object and also damages its owner.

5th-level Psychic Spells

Afterlife Interference Target rises as a violent ghost if it dies during the spell's duration.

Astral Snapback Targets the silver cord of an astrally projecting creature to pull his mind and body together in front of you.

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Dance Fever** Targets are compelled to dance or suffer fire damage each round.

Reactivation^M Reactivates an inactive construct. **Unseen Soldier** Invisible force can make attacks and perform combat maneuvers.

Zone of Peace Creatures in the area cannot attack or cast harmful spells.

6th-level Psychic Spells

Open Conduit Target gains a number of bonuses, but must save each round or become confused.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Secret From Beyond Learn about a creature or object touched as if by *legend lore*.

Spell Clone Copies an ongoing spell effect.

Strength of Ages Gain a bonus to your Str based on your age.

7th-level Psychic Spells

Circle of Time Creates a circle in which the creatures are affected by *haste, slow,* or returned to normal speed.

Devouring Dispelling Dispels spells and deals damage to the targets of the spells dispelled.

Domination of the Rakshasa As *dominate person*, but it is more effective against weaker creatures, while more powerful creatures find it easier to resist.

Emotional Flood Creatures within the area are affected by overwhelming emotions that may force certain actions, grant bonuses, or inflict penalties.

Fill Vessel As *animate dead*, but the created undead is not mindless, gains a number of bonus HD, and can communicate with you.

Soul Forge Draws on the target's soul, transferring some of his vitality and abilities to yourself.

8th-level Psychic Spells

Astral Vision Creates a window on the Astral Plane through which you can view the target.

Cinder Explosion Creatures in the area take damage as they become encased in hot, burning ash.

Lava Flow Creates a flow of hot lava that damages creatures and impedes movement in the area.

9th-level Psychic Spells

Asuric Destruction Deals damage to the target, inflicting more damage on divine casters, and completely destroying the target's body and soul if he dies.

Choking Lavaball Creatures in the area suffer fire damage, and may become staggered and suffer ongoing damage. **Div's Despair^M** Turns beneficial spells affecting the target into harmful spells.

Invert Spell^M Replaces a spell affecting the target with another of the same school and level that you cast. **Ishior Telekinesis** *As telekinesis*, but with an improved ability to use combat maneuvers, and access to multiple violent thrusts.

Mental Shutdown Gain mental control of the target's body over 3 rounds, causing him to die of organ failure. Soul Seeker Deals 300 damage to the target, seeking out additional targets if the first succeeds on his saving throw.

Ranger Spells

1st-level Ranger Spells

Door Sight Grants the ability to see through doors. **Entangling Thorns** Thorny vine entangles and damages target creature.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of the Gods You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Ranger Spells

Animal Friendship Improve the attitude of nearby animals, who may gain the ability to understand your languages. **Aura of Protection** Shares your immunities with allies within 10 ft.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

3rd-level Ranger Spells

Nosicar's Frog Tongue Grants a tongue natural attack. Rainfall Conjures rain within the area, impeding fire spells and enhancing electricity spells.

4th-level Ranger Spells

Empower Companion Grants bonuses to your animal companion.

Intracity Transit Teleports you to a specified point within the same city.

Shaman Spells

o-level Shaman Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

1st-level Shaman Spells

Armor of Grace Grants a +2 bonus to AC and you gain temporary hp when attacks miss you.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Entangling Thorns Thorny vine entangles and damages target creature.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Words of the Gods You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Shaman Spells

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls. Nosicar's Frog Tongue Grants a tongue natural attack. Sense Presence Detects the presence of spirits or haunts.

3rd-level Shaman Spells

Animal Friendship Improve the attitude of nearby animals, who may gain the ability to understand your languages. Aura of Protection Shares your immunities with allies within 10 ft.

Circle of Life^M Creates a circle that aids the healing of living creatures within while damaging undead within. **Occult Sealing** Suppresses a possessing entity.

Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

Wyrmgift^M Draws power from a specially-prepared gem to give you certain dragon special abilities.

4th-level Shaman Spells

Curse of Constant Revelry Target must dance, eat, or sing each round.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

Primordial Mists As *fog cloud*, but reptilian creatures gain bonuses to Str and Dex, while all others suffer nonlethal damage.

Speak with Loved One Contacts one of the target's deceased loved ones so you may question its spirit.

5th-level Shaman Spells

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Psychic Shattering** Shatters target object and also damages its owner.

Rainfall Conjures rain within the area, impeding fire spells and enhancing electricity spells.

6th-level Shaman Spells

Dance Fever Targets are compelled to dance or suffer fire damage each round.

Séance Allies can aid you in summoning a spirit to answer your questions, but failure summons a malicious entity instead.

Spell Clone Copies an ongoing spell effect. **Strength of Ages** Gain a bonus to your Str based on your age.

7th-level Shaman Spells

Mage's Spell Reflector Allows you to have spells originate from mirrors within 100 ft./caster level.

Pack Ambush Creates copies of target animal or magical beast, also enhancing the target.

8th-level Shaman Spells

Cinder Explosion Creatures in the area take damage as they become encased in hot, burning ash.

Dinosaur Shape As *beast shape IV*, but you can only take the form of a dinosaur of up to Colossal size.

Lava Flow Creates a flow of hot lava that damages creatures and impedes movement in the area.

9th-level Shaman Spells

Choking Lavaball Creatures in the area suffer fire damage, and may become staggered and suffer ongoing damage. **Div's Despair^M** Turns beneficial spells affecting the target into harmful spells.

Sorcerer/Wizard Spells

o-level Sorcerer/Wizard Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Heated Weapon Weapon deals 1 point of fire damage on a successful hit.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

ist-level Sorcerer/Wizard Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Candle Smoke Creates a cone of smoke.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Phantom Worker Creates a phantom craftsman,

professional, or performer to aid you.

Smoking Concealment You gain concealment and spells you cast are more difficult to identify.

Words of Magic You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Sorcerer/Wizard Spells

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you.

Door Sight Grants the ability to see through doors.

Entangling Thorns Thorny vine entangles and damages target creature.

Nosicar's Frog Tongue Grants a tongue natural attack. Ward of Camaraderie Target gains defensive bonuses that can be strengthened by your allies.

White Noise Makes it difficult for the target to cast spells with verbal or thought components.

3rd-level Sorcerer/Wizard Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Circle of Life^M Creates a circle that aids the healing of living creatures within while damaging undead within.

Mage's Miraculous Laborer Complete 1 day's worth of crafting or labor per minute.

Mental Respite Target ignores certain negative effects. Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you. Steal Vitality^F Transfers hit points, conditions, or memories

from one target to the other.

Telekinetic Manipulation Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

Wyrmgift^M Draws power from a specially-prepared gem to give you certain dragon special abilities.

4th-level Sorcerer/Wizard Spells

Armor of Hidden Force^F Magical force field grants a +6 armor bonus to AC and renders you invisible.

Astral Drone Create and possess an incorporeal thought construct.

Astral Possession Possess the body of a creature that is astrally projecting.

Call to Mind Forces a target to think of a subject you specify. **Create Spell Prison** Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Dragon Breath^M Gain a breath weapon.

Enspirit Construct Enhance target construct at the expense of your own energy, allowing you to command it.

Friendship Beam Ray deals damage to evil creatures and can be empowered by your allies.

Intracity Transit Teleports you to a specified point within the same city.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

Nosicar's Skin Bond Fuses the flesh of target touching creatures.

Suppress Mind Slowly reduces each of the target's mental ability scores.

5th-level Sorcerer/Wizard Spells

Astral Snapback Targets the silver cord of an astrally projecting creature to pull his mind and body together in front of you.

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Blast of Peanuts Creatures in the area take damage and may suffer a -2 penalty to certain rolls.

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature.

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Dance Fever Targets are compelled to dance or suffer fire damage each round.

Forge Flesh Golem^M Summons a flesh golem to serve you. **Hurricane Wall** Creates a powerful wall of wind that can also replicate a *gust of wind* spell.

Ooze Blast Conjure an ochre jelly and throw it at a target. **Psychic Shattering** Shatters target object and also damages its owner.

Reactivation^M Reactivates an inactive construct.

Sacrifice You absorb the energy of the slain target, gaining temporary hp and bonuses on certain rolls.

Smoke Blast Target suffers bludgeoning damage and takes a penalty to Str, Dex, and Con.

Time Leech Targets are affected by *haste* or *slow*. **Unseen Soldier** Invisible force can make attacks and perform combat maneuvers.

6th-level Sorcerer/Wizard Spells

Afterlife Interference Target rises as a violent ghost if it dies during the spell's duration.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist.

Open Conduit Target gains a number of bonuses, but must save each round or become confused.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Smoking Fire Target takes 5d6 fire damage each round and is enveloped in smoke.

Spell Clone Copies an ongoing spell effect.

Strength of Ages Gain a bonus to your Str based on your age. **Summon Overbeing**^M Summons any kind of creature whose Hit Dice is equal to your caster level -4.

Timely Demise You roll 2d6 each time the target fails his Fort save, and he dies if you roll higher than his HD.

7th-level Sorcerer/Wizard Spells

Circle of Time Creates a circle in which the creatures are affected by *haste, slow,* or returned to normal speed. **Devouring Dispelling** Dispels spells and deals damage to the targets of the spells dispelled.

Domination of the Rakshasa As *dominate person*, but it is more effective against weaker creatures, while more powerful creatures find it easier to resist.

Door of the Wasp Queen Summons 1d4 wasp swarms around you, then instantly transport you away.

Fill Vessel As animate dead, but the created undead is not mindless, gains a number of bonus HD, and can communicate with you.

Forge Stone Golem^M Summons a stone golem to serve you. **Mage's Spell Reflector** Allows you to have spells originate from mirrors within 100 ft./caster level.

Telekinetic Hammer Hurls a creature or object at another creature or object, then hurls the pair at a third creature or object.

Touch of Death Touched target suffers 100 points of damage.

8th-level Sorcerer/Wizard Spells

Astral Vision Creates a window on the Astral Plane through which you can view the target.

Cinder Explosion Creatures in the area take damage as they become encased in hot, burning ash.

Create Artificial Clone^M Creates a clone of the target creature.

Doom Vapors As *cloudkill*, but the HD limits on creatures automatically slain, or which must make a Fort save or be slain, are increased, and it impedes movement.

Lava Flow Creates a flow of hot lava that damages creatures and impedes movement in the area.

Nosicar's Head Doubler You grow a second head, gaining a number of benefits.

Scales of the Dragon^M Covers you in scales that grant you defensive benefits.

Soul Forge Draws on the target's soul, transferring some of his vitality and abilities to yourself.

Spirit Flame^M Consume a bottle of spirits and breathe a cone of fire in a random direction.

9th-level Sorcerer/Wizard Spells

Asuric Destruction Deals damage to the target, inflicting more damage on divine casters, and completely destroying the target's body and soul if he dies.

Choking Lavaball Creatures in the area suffer fire damage, and may become staggered and suffer ongoing damage. **Forge Iron Golem^M** Summons an iron golem to serve you.

Invert Spell^M Replaces a spell affecting the target with another of the same school and level that you cast.

Ishior Telekinesis As *telekinesis*, but with an improved ability to use combat maneuvers, and access to multiple violent thrusts.

Omni Blast Ray deals acid, cold, electricity, fire, and force damage.

Soul Seeker Deals 300 damage to the target, seeking out additional targets if the first succeeds on his saving throw.

Spiritualist Spells

o-level Spiritualist Spells

Clear Mind Suppresses the effects of alcohol on the target. **Invisible Light** Hides a light source from those outside the radius of its light.

1st-level Spiritualist Spells

Armor of Grace Grants a +2 bonus to AC and you gain temporary hp when attacks miss you. Phantom Worker Creates a phantom craftsman, professional, or performer to aid you. Sense Presence Detects the presence of spirits or haunts.

2nd-level Spiritualist Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Door Sight Grants the ability to see through doors. **Mage's Charge** Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Mental Respite Target ignores certain negative effects. **Ward of Camaraderie** Target gains defensive bonuses that can be strengthened by your allies.

3rd-level Spiritualist Spells

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature.

Circle of Defense^M Creates a circle which incorporeal creatures can't enter, and creatures within gain defensive bonuses.

Shield of Friendship As *shield other*, but your allies can also take on some of the target's damage.

Speak with Loved One Contacts one of the target's deceased loved ones so you may question its spirit. **Visage of the Clown** Creatures in the area are overcome by

laughter or fear.

4th-level Spiritualist Spells

Afterlife Interference Target rises as a violent ghost if it dies during the spell's duration.

Reanimation Draught Temporarily restores you to full hp if you die.

5th-level Spiritualist Spells

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Unseen Soldier** Invisible force can make attacks and perform combat maneuvers.

6th-level Spiritualist Spells

Fill Vessel As animate dead, but the created undead is not mindless, gains a number of bonus HD, and can communicate with you.

Séance Allies can aid you in summoning a spirit to answer your questions, but failure summons a malicious entity instead.

Summoner Spells

o-level Summoner Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

ist-level Summoner Spells

Amazing Acrobatics Grants a bonus to movement speed and Acrobatics checks.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Phantom Worker Creates a phantom craftsman, professional, or performer to aid you.

Smoking Concealment You gain concealment and spells you cast are more difficult to identify.

2nd-level Summoner Spells

Aura of Protection Shares your immunities with allies within 10 ft.

Door Sight Grants the ability to see through doors. **Telekinetic Manipulation** Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

Ward of Camaraderie Target gains defensive bonuses that can be strengthened by your allies.

3rd-level Summoner Spells

Armor of Hidden Force^F Magical force field grants a +6 armor bonus to AC and renders you invisible.

Intracity Transit Teleports you to a specified point within the same city.

Nosicar's Skin Bond Fuses the flesh of target touching creatures.

4th-level Summoner Spells

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature.

Create Spell Prison Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

5th-level Summoner Spells

Ooze Blast Conjure an ochre jelly and throw it at a target. **Pack Ambush** Creates copies of target animal or magical beast, also enhancing the target.

Summon Overbeing^M Summons any kind of creature whose Hit Dice is equal to your caster level -4.

Time Leech Targets are affected by *haste* or *slow*.

6th-level Summoner Spells

Circle of Time Creates a circle in which the creatures are affected by *haste, slow,* or returned to normal speed. **Devouring Dispelling** Dispels spells and deals damage to the targets of the spells dispelled.

Door of the Wasp Queen Summons 1d4 wasp swarms around you, then instantly transport you away.

Songs of Discordance^F Creates music that boosts your allies' abilities while impairing your foes.

Witch Spells

o-level Witch Spells

Clear Mind Suppresses the effects of alcohol on the target. **Force Gloves** Conjures gloves of force that protect your hands.

Invisible Light Hides a light source from those outside the radius of its light.

Summon Minor Tool Conjures a simple kit or set of tools.

1st-level Witch Spells

Candle Smoke Creates a cone of smoke.

Drunken Luck Intoxicated target improves all single die rolls by up to +2.

Entangling Thorns Thorny vine entangles and damages target creature.

Handler's Visage Disguises you as the last person to handle the object used as a focus.

Mage's Charge Take a charge action without provoking and gaining a bonus on attack and damage rolls.

Phantom Worker Creates a phantom craftsman,

professional, or performer to aid you.

Smoking Concealment You gain concealment and spells you cast are more difficult to identify.

Words of Magic You can read and cast spells from any scroll, and gain a bonus to associated caster level checks.

2nd-level Witch Spells

Demonic Skin You gain demonic scales that grant +1 natural armor and attempt to disarm foes that strike you. Mental Respite Target ignores certain negative effects. Nosicar's Frog Tongue Grants a tongue natural attack. Sense Presence Detects the presence of spirits or haunts. **Speak with Loved One** Contacts one of the target's deceased loved ones so you may question its spirit. **Ward of Camaraderie** Target gains defensive bonuses that can be strengthened by your allies.

3rd-level Witch Spells

Animal Friendship Improve the attitude of nearby animals, who may gain the ability to understand your languages. **Circle of Life^M** Creates a circle that aids the healing of living creatures within while damaging undead within.

Door Sight Grants the ability to see through doors. **Mage's Miraculous Laborer** Complete 1 day's worth of crafting or labor per minute.

Occult Sealing Suppresses a possessing entity.

Overpowering Musk You count as a giant and gain social benefits versus giants, but sicken others around you.

Telekinetic Manipulation Telekinetic force can perform actions as a hand, including Disable Device and Sleight of Hand skills.

Visage of the Clown Creatures in the area are overcome by laughter or fear.

4th-level Witch Spells

Armor of Hidden Force^F Magical force field grants a +6 armor bonus to AC and renders you invisible.

Astral Drone Create and possess an incorporeal thought construct.

Aura of Protection Shares your immunities with allies within 10 ft.

Bottle Trap Touched bottle pulls in and traps a nearby incorporeal creature.

Call to Mind Forces a target to think of a subject you specify. **Create Spell Prison** Dispells a spell affecting the target and traps him in a cube of force that prevents him from casting spells.

Curse of Constant Revelry Target must dance, eat, or sing each round.

Enspirit Construct Enhance target construct at the expense of your own energy, allowing you to command it.

Intracity Transit Teleports you to a specified point within the same city.

Manipulate Flame Allows you to alter the volume, shape, color or location of a target fire.

Nosicar's Skin Bond Fuses the flesh of target touching creatures.

Steal Vitality^F Transfers hit points, conditions, or memories from one target to the other.

5th-level Witch Spells

Afterlife Interference Target rises as a violent ghost if it dies during the spell's duration.

Berserk Might Grants you a +4 bonus to Str and Con, an additional attack, and fast healing 5.

Blast of Peanuts Creatures in the area take damage and may suffer a -2 penalty to certain rolls.

Curse of Peace Target's attacks deal nonlethal damage, and his spells deal minimum damage and are easier to resist. **Dance Fever** Targets are compelled to dance or suffer fire damage each round.



Psychic Shattering Shatters target object and also damages its owner.

6th-level Witch Spells

Open Conduit Target gains a number of bonuses, but must save each round or become confused.

Otherworldly Transformation You are harder to damage, improve your ability scores and gain an extra attack, but are compelled to kill the nearest creature.

Rainfall Conjures rain within the area, impeding fire spells and enhancing electricity spells.

Spell Clone Copies an ongoing spell effect.

Strength of Ages Gain a bonus to your Str based on your age.

7th-level Witch Spells

Devouring Dispelling Dispels spells and deals damage to the targets of the spells dispelled.

Domination of the Rakshasa As *dominate person*, but it is more effective against weaker creatures, while more powerful creatures find it easier to resist.

Door of the Wasp Queen Summons 1d4 wasp swarms around you, then instantly transport you away.

Fill Vessel As animate dead, but the created undead is not mindless, gains a number of bonus HD, and can communicate with you.

Mage's Spell Reflector Allows you to have spells originate from mirrors within 100 ft./caster level.

Pack Ambush Creates copies of target animal or magical beast, also enhancing the target.

Soul Forge Draws on the target's soul, transferring some of his vitality and abilities to yourself.

Timely Demise You roll 2d6 each time the target fails his Fort save, and he dies if you roll higher than his HD.

8th-level Witch Spells

Create Artificial Clone^M Creates a clone of the target creature.

Doom Vapors As *cloudkill*, but the HD limits on creatures automatically slain, or which must make a Fort save or be slain, are increased, and it impedes movement.

Nosicar's Head Doubler You grow a second head, gaining a number of benefits.

Touch of Death Touched target suffers 100 points of damage.

9th-level Witch Spells

Asuric Destruction Deals damage to the target, inflicting more damage on divine casters, and completely destroying the target's body and soul if he dies.

Div's Despair^M Turns beneficial spells affecting the target into harmful spells.

Mental Shutdown Gain mental control of the target's body over 3 rounds, causing him to die of organ failure.

Soul Seeker Deals 300 damage to the target, seeking out additional targets if the first succeeds on his saving throw.

New Spells

The following spells are presented in alphabetical order.

AFTERLIFE INTERFERENCE

School necromancy (evil); Level cleric 4, medium 4, psychic 5, sorcerer/wizard 6, spiritualist 4, witch 5 Casting Time 1 standard action Components M/DF Range close (25 ft. + 5ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You place a powerful curse upon the target's spirit, preventing it from reaching the afterlife. Should the target die during the spell's duration, the spirit is driven mad by your magical influence, causing it to rise as a ghost 24 hours later. The ghost created by this spell is under no compulsion to obey your commands, but cannot do harm to you. The ghost created by this spell retains all the memories of its former life and traces of its original personality, but the curse caused by this spell causes it to become maddened with violence, attacking other creatures that approach within 1,000 feet of it. The power of this spell also binds the ghost to a local area, forcing it to remain within a 1-mile area of the spot where the target was slain. The ghost created by this spell rejuvenates at the location its body died. Finally, a ghost created by this spell can only be laid to rest if you have been slain.

AMAZING ACROBATICS

School transmutation; Level alchemist 1, bard 1, bloodrager 1, magus 1, mesmerist 1, psychic 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S, M (a short length of rope) Range personal Target you Duration 1 round/level

Your legs become stronger and faster, your body lighter, and you suddenly find yourself able to perform incredible feats of acrobatics. Your movement speed increases by 10 feet. Like any effect that increases your speed, this affects your ability to jump (see the Acrobatics skill for more details). Further, you gain a +5 enhancement bonus on all Acrobatics checks. Finally, you can walk up vertical surfaces as though they were horizontal, as long as you both begin and end your turn on a surface that is capable of supporting you.

At 5th level, the bonus on Acrobatics checks increases to +10. At 10th level, it increases to +15.

ANIMAL FRIENDSHIP

School enchantment [charm]; Level druid 3, psychic 3, ranger 2, shaman 3, witch 3 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 hour/level

You surround yourself with a charming magic which makes you seem instantly appealing to wild creatures. Whenever a creature of the animal type comes within 100 feet of you, it must succeed on a Will save or fall under the effects of the enchantment. Animals that fall under the effects of the enchantment have their attitudes improved by 1 step for every 5 caster levels you possess. Animals made helpful in this way also gain some rudimentary understanding of any language you speak, allowing you to communicate your wishes to them, which the animal creature will obey to the best of its ability.

The effects of this spell last only so long as the animal remains nearby, and as soon as the animal creature moves more than 100 feet away from you, its attitude towards you becomes indifferent. However, if a creature that initially failed its Will save returns to within 100 feet of you, it once again falls under the effects of the spell and may not make a new save. Animals compelled by this spell are not obligated to defend you or fight your foes, though they may choose to do so. They will never perform actions which are extremely outside their natures, or which are obviously suicidal or likely to result in the creature's death. Finally, you gain a +10 bonus on wild empathy checks made against creatures affected by this spell.

ARMOR OF GRACE

School abjuration; Level cleric 1, druid 1, inquisitor 1, paladin 1, shaman 1, spiritualist 1 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 minute/level

You are surrounded by an aura of shimmering radiance which protects against harm, deflecting weapon attacks and redirecting the energy as healing life-force. You gain a +2 deflection bonus to AC, and whenever a weapon attack misses you, you gain 1 temporary hit point which lasts until the end of the spell's duration. For every 3 caster levels after 1st, this spell grants an additional temporary hit point every time an attack misses you, to a maximum of 4 temporary hit points per missed attack at 10th level.

ARMOR OF HIDDEN FORCE

School evocation; Level mesmerist 4, psychic 4, sorcerer/ wizard 4, summoner 3, witch 4 Casting Time 1 standard action Components V, S, F (a diamond shard worth 200 gp) Range personal Target you Duration 1 minute/level

You are surrounded by a magical field of invisible force which conceals you and helps defend you from attacks. You gain a +6 armor bonus to AC, and because this armor is made from force, it applies to incorporeal attacks. This armor also renders you invisible, as the spell *invisibility*, except that if you end the invisibility (such as because you take a hostile action), it recharges after 1d6 rounds, rendering you invisible again until such a time as you end the invisibility again. Because the field of force surrounding you is large and causes minor distortions in the world around you, you gain only half the normal Stealth bonuses for being invisible (+10 when moving, or +20 while stationary).

ASTRAL DRONE

School conjuration (creation); Level psychic 4, sorcerer/ wizard 4, witch 4 Casting Time 10 minutes Components V, S Range unlimited Effect Tiny magical construct Duration concentration, up to 10 min./level Saving Throw none; Spell Resistance no

You create an incorporeal thought construct, known as an astral drone, and transfer your consciousness to it. The astral drone appears as a silvery cloud roughly two feet in diameter, with your facial features on one side. While the spell is in effect, your mind leaves your body, which is helpless and unable to act. Instead, you see and hear what the astral drone sees and hears, and you can direct its movements. It has a fly speed of 20 feet with perfect maneuverability, and an AC of 12 + your primary spellcasting ability score modifier. It cannot take hostile actions, nor can you cast spells while controlling it, but it can speak, allowing you to carry on a conversation. The astral drone cannot pass through solid objects, but can pass through small cracks or gaps that normal mist could pass through. A thin silver cord connects the astral drone to your body. If this cord is severed (AC 10 + 1/2 your caster level; hardness 5; 2 hit points per caster level), the spell ends immediately, and your consciousness snaps back to your body. This traumatic experience inflicts 1d8 points of Intelligence, Wisdom, and Charisma damage to you. If your body is slain, the spell ends immediately (and you are dead).

ASTRAL POSSESSION

School necromancy; Level psychic 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range touch Target silver cord touched Duration 1 hour/level (D) Saving Throw Will partial, see text; Spell Resistance no

You channel your mind through the touched silver cord to the body of the astrally-projecting traveler that it is connected to. This spell functions as *greater possession*, except as noted here. You are instantly transported along the silver cord to the original body of the creature that it is connected to, which is treated as the target of the *greater possession* effect. If the body is in some form of suspended animation (such as with *astral projection*), this spell overrides that suspended animation for as long as it is in effect, allowing you to control the body as you see fit. The creature is not allowed an initial saving through to resist the effect, although if the creature's mind returns to its body before *astral possession* ends, the target may make a Will save to force you out of its body. If it fails, you retain control of the body until *astral possession* ends.

When the spell ends (whether because the duration expired, it was dispelled, or the creature returned to its body and succeeded on its Will save), your mind and body return to the Astral Plane, in the location you were when you cast the spell.

ASTRAL SNAPBACK

School conjuration (teleportation); Level psychic 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, F (a solid cube of mercury) Range close (25 ft. + 5 ft./2 levels) Target one silver cord Duration instantaneous Saving Throw Fortitude partial, Will partial; Spell Resistance no

You cause the target silver cord to collapse on itself, dragging both ends to the section of the silver cord nearest you. If the cord is attached to a creature using *astral projection*, or a similar effect, this causes the creature to immediately appear before you, in an unoccupied space you designate within range, in its original body with its original equipment, and ends the *astral projection* effect. This sudden transition is jarring, and unless the creature succeeds on a Fortitude save, it is stunned for 1 round.

The creature attached to the silver cord becomes aware of what is happening, even if he is not near the section of the silver cord that you target, and can attempt to resist the effect. A successful Will save allows the creature attached to the silver cord to instantly and immediately return to his original body the instant before the spell's effect takes place, ending his *astral projection* but preventing this spell from having any further effect.

ASTRAL VISION

School divination (scrying); Level medium 4, psychic 8, sorcerer/wizard 8 Casting Time 1 standard action Components V, S Range unlimited Target one creature Duration concentration Saving Throw none; Spell Resistance no

This spell can only be cast on the Astral Plane, though it may be cast when you are merely projected onto the Astral Plane, such as with an astral projection spell. This powerful divination opens up a visible 10-foot by 10foot window in the Astral Plane, in which the target and surrounding area become visible as though you were standing 10 feet from the target. This spell functions regardless of distance or what plane the target is on. While the window created by this spell is immobile, the view within continues to remain focused on the target if he moves. For every minute you concentrate on this spell, you suffer 1 point of Intelligence, Wisdom, and Charisma damage. If you are a medium, you may instead choose to have a spirit you are channeling gain 1 point of influence over you. Any creature which would be protected from a scrying effect is similarly concealed from this spell.

ASURIC DESTRUCTION

School necromancy; Level cleric 9, psychic 9, sorcerer/ wizard 9, witch 9 Casting Time 1 standard action Components V, S, M/DF (a holy symbol of any deity) Range close (25 ft. + 5 ft./2 levels) Effect one ray Duration instantaneous and 1 round/2 levels; see text

Saving Throw Will partial; Spell Resistance yes

You channel all the hatred and resentment of the asuras into a single beam of black energy. You must make a ranged touch attack. If the attack hits, it deals 1d6 points of damage per caster level, or 1d8 points of damage per caster level if the target is a divine spellcaster, or is otherwise a direct agent of a deity. If the damage inflicted by the spell is sufficient to kill the creature, he is destroyed utterly, without a trace, as is all of his gear and equipment. Further, if he is destroyed in this way, the destruction affects not only his body but his very soul, and unless he succeeds on a Will save, his soul is also destroyed, preventing him from being resurrected until a *wish* or *miracle* is used to restore his soul.

Finally, if the target survives, and he is a divine spellcaster, he must succeed on a Will save or lose his spellcasting ability for a number of rounds equal to 1/2 your caster level.

If you are a divine spellcaster, the spell also inflicts 1d4 points of damage per caster level to you as you cast it, even if the ray misses its target.

AURA OF PROTECTION

School abjuration; **Level** alchemist 2, bard 2, bloodrager 2, cleric 3, druid 3, inquisitor 2, magus 2, medium 2, paladin 2, psychic 3, ranger 2, shaman 3, sorcerer/wizard 3, spiritualist 2, summoner 2, witch 4

Casting Time 1 standard action Components V, S, M/DF (a ring of steel) Range 10 ft. Area 10 ft.-radius emanation centered on you Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance

You are surrounded by a brilliant aura of silver light which encapsulates you and those nearby, protecting them from harm. All allies within 10 feet of you gain all of your immunities for as long as they remain within 10 feet. This spell provides your allies with both your natural immunities, as well as those granted by spells, spell-like abilities, and supernatural abilities.

BERSERK MIGHT

yes (harmless)

School transmutation; Level alchemist 4, bard 4, bloodrager 4, cleric 5, inquisitor 5, psychic 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M/DF (a vial of troll blood) Range personal Target you Duration 1 minute

You are filled with the fury and strength of the troll, entering a state of perfect destruction. Your body and mind become engrossed in a mighty fury, granting you a +4 morale bonus to Strength and Constitution, an additional attack at your highest base attack bonus whenever you use the fullattack action, and fast healing 5. The extra attack granted by this spell does not stack with any extra attacks granted by *haste* or similar spells. These benefits stack with those granted by the troll-kin's berserk racial ability, and a trollkin who casts this spell while using his berserk racial ability, or who casts this spell and then activates his berserk ability while under the effects of *berserk might*, does not count time affected by his berserk racial ability against the duration of this spell, effectively increasing this spell's duration by up to a minute.

BLAST OF PEANUTS

School conjuration (creation) [emotion, mind-affecting, see text]; Level bard 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M (a greasy paper bag) Range 60 ft. Area cone-shaped burst Duration instantaneous and 1 round/level; see text Saving Throw Reflex half, Will partial, see text; Spell Resistance see text

A storm of flying peanuts emerges from your outstretched fingertips, showering your foes in projectiles in an obvious display of your disapproval. Each creature in the affected area suffers 1d4 points of bludgeoning damage per caster level (to a maximum of 15d4 at 15th level). A successful Reflex save halves this damage. This part of the spell is not subject to spell resistance.

In addition to injuring affected creatures' bodies, the spell also injures their pride, enhancing their worries and fears and drowning them in self-doubt. Each creature that suffers any damage from this spell must succeed on a Will save or suffer a -2 morale penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round per caster level. This aspect of the spell is subject to spell resistance, and has the emotion and mind-affecting descriptors.

BOTTLE TRAP

School necromancy; Level cleric 5, medium 3, occultist 3, sorcerer/wizard 5, spiritualist 3, summoner 4, witch 4 Casting Time 1 standard action Components V, S, M (a ghost's tear) Range touch Target bottle touched Duration 1 day/level Saving Throw none; Spell Resistance no

You transform the touched bottle into a powerful trap for spiritual energy, causing it to siphon away nonphysical entities and trap them within the bottle. Whenever the bottle comes within 30 feet of an incorporeal creature, that creature must succeed on a Will save or be sucked within the bottle and imprisoned there until the spell ends. A bottle trap spell can only imprison one incorporeal creature in this way at a time, though you may choose to release a trapped creature in order to trap a new one. An intelligent creature released from a *bottle trap*, either when you choose to release it or when the spell ends, may choose to return to the location where it was trapped, or may remain adjacent to the bottle. A creature caught in a bottle trap remains aware of its surroundings and can speak if it has the ability to do so, though only a creature currently touching the bottle in which the incorporeal creature was trapped can hear the incorporeal creature inside. Otherwise, treat the trapped creature as though it were in suspended animation so long as it is in the bottle trap.

CALL TO MIND

School enchantment (mind-affecting); Level bard 4, mesmerist 4, psychic 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft/2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates, Will partial, see text; Spell Resistance yes

You cause the target to think about whatever you wish, altering his surface thoughts. When you cast this spell, you choose a subject that you wish the target to think about (such as the events of the last hour, or where he hid the stolen loot, or his mother's maiden name, etc.), and he may attempt a Will save to negate the effects. If he fails, he begins to dwell on the chosen subject. By concentrating on this spell, you can attempt to change the subject the target is thinking about. If you do, the target may attempt a new Will save to resist thinking about the new subject; if he succeeds, he continues to think about the previously chosen subject, and he automatically succeeds on any further attempts to make him think about that particular subject.

While under the effects of this spell, the target suffers a -4 penalty to concentration checks, and suffers an additional -4 penalty to concentration checks made to cast a spell with thought components.

CANDLE SMOKE

School evocation; Level bard 1, medium 1, occultist 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a burning cinder) Range touch Target one candle Duration 1 round/level Saving Throw none; Spell Resistance no

You touch the cinder to the candle, causing it to light and emit vast plumes of smoke. When you cast this spell, you create a 6o-foot cone-shaped emanation of smoke which extends from the target candle in the direction of your choice. While vision isn't completely obscured in the smoke cloud, it is impeded somewhat, granting creatures within the cloud concealment. Additionally, the smoke is difficult to breathe, increasing the penalties from fatigue and exhaustion by 1.

CHOKING LAVABALL

School evocation [earth, fire]; Level druid 9, psychic 9, shaman 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M/DF (a piece of rock from a cinder cone or shield volcano) Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration instantaneous Saving Throw Reflex partial; Spell Resistance yes

You cause a tiny piece of volcanic ash and lava to rapidly expand, creating a massive explosion of superheated ash and boiling lava which burns and strangles targets. All creatures in the area suffer 30d6 points of fire damage and become coated in lava, suffering 15d6 points of fire damage on the following round. A successful Reflex save halves this damage and negates the secondary damage. Additionally, the choking, burning ash causes extreme respiratory distress, and each creature within the area must succeed on a Fortitude save or become staggered for 1d6 rounds, suffering 5d6 points of fire damage each round he remains staggered.



CINDER EXPLOSION

School evocation [earth, fire]; Level druid 8, psychic 8, shaman 8, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M/DF (a piece of volcanic glass) Range medium (100 ft. + 10 ft./level) Area 60-ft.-radius spread Duration instantaneous Saving Throw Reflex partial; Spell Resistance yes

A small cone of volcanic stone rises from the ground and explodes with great force, spewing hot ash and burning gas in a large area. All creatures in the area suffer 1d4 points of fire damage and 1d4 points of bludgeoning damage per caster level and become encased in ash. A successful Reflex save halves this damage and negates the encasing effect. A creature encased in ash is paralyzed and must hold his breath or begin to suffocate. He can attempt a Strength check (DC 5 + your caster level) in order to break free from the ash. A creature outside the ash can free a trapped creature with fullround action. Otherwise, the encasing effect last indefinitely.

CIRCLE OF DEFENSE

School transmutation; **Level** bard 3, cleric 5, inquisitor 3, medium 3, paladin 3, psychic 5, shaman 5, sorcerer/wizard 5, spiritualist 3

Casting Time 1 standard action

Components V, S, M/DF (iron and silver dust worth 200 gp) **Range** touch Area 10-ft. radius emanation from touched creature Duration 1 round/level

You create a small circle of iron and silver dust which is impervious to many forms of attack. Incorporeal creatures cannot pass into the area of the spell and creatures within the spell's area gain certain defensive bonuses. Creatures within the circle gain a +4 dodge bonus to AC and cannot be grappled except by creatures within the circle. A *circle of defense* can be dispelled either by *dispel magic* or more powerful magic, or by penetrating the circle with a weapon of war. This requires placing a martial weapon adjacent to the spell's area for at least 1 full round, after which the circle is automatically broken and dispelled.

CIRCLE OF LIFE

School abjuration; Level cleric 3, druid 3, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (holy berries and gold dust worth 250 gp) Range touch Area 20-ft. radius emanation from touched creature Duration 1 minute

You lay down of circle of holly berries and gold powder, trapping the essence of life within the area for a short time. As long as the circle remains unbroken, all living creatures within the spell's area gain fast healing equal to 1/2 your caster level (rounded down, minimum 1) and all undead creatures suffer a like amount of damage each round they remain within the circle. Additionally, life energy is enhanced within the circle, causing all spells of the healing subschool to be empowered, as by the Empower Spell metamagic feat. In addition to being dispelled, the circle can be broken by bloodshed: if any creature within the circle dies, or if a creature inflicts at least 10 points of damage to himself (this can be accomplished as a full-round action by any creature within or adjacent to the circle), the circle is automatically broken.

CIRCLE OF TIME

School transmutation; Level bard 6, cleric 7, psychic 7, sorcerer/wizard 7, summoner 6 Casting Time 1 standard action Components V, S, M/DF (your own blood, which deals 2d4 points of damage to you) Range touch Area 30-ft. radius emanation from touched creature Duration 1 minute/level

You form a circle of sigils painted in your own fresh blood, in which the laws of time are subject to your discretion. When you cast this spell, you must choose to accelerate, decelerate, or normalize the flow of time within the circle. If you choose to accelerate time, then as long as the circle remains unbroken, all creatures within the circle are treated as though they were affected by a *haste* spell, even if they were previously *slowed* or staggered. If you choose to normalize time, all creatures within the area act in normal time; this has the effect of suppressing any *haste*, *slow*, or similar effect, as well as any *temporal stasis* or similar effect. If you choose to decelerate time, all creatures within the circle act as though *slowed*. In order to break the circle, one can dispel it, as normal, or can instead spill the sand from an hourglass around the circle's edges. Doing so requires a standard action, in addition to the amount of movement required to navigate the circle.

CLEAR MIND

School abjuration; **Level** bard o, cleric o, druid o, inquisitor o, magus o, medium o, mesmerist o, occultist o, psychic o, shaman o, sorcerer/wizard o, spiritualist o, summoner o, witch o

Casting Time 1 standard action

Components V, S, M/DF (a drop of clean water) **Range** touch

Target one living creature

Duration 1 minute or 1 round/3 levels, see text Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You clear the target's mind, lifting the fog of drink and the veil of confusion and disorientation. When you cast this spell, you allow the target to ignore all negative effects as a result of drinking alcohol (not including magical or supernatural alcohol, or poison which was consumed with, but which was separate from, the alcohol), including gaining the sickened condition, for 1 minute. The spell's power also affects the target's mind, effectively surpassing the confused condition for a number of rounds equal to 1 + 1 per 5 levels (maximum 3 rounds at 10th level). Finally, this spell also suppresses any beneficial effects of alcohol, including those gained by characters who gain bonuses specifically from taking a drink, for 1 round per 3 levels (maximum 3 rounds at 9th level).

COMPANION WEAPON

School transmutation; Level antipaladin 2, paladin 2 Casting Time 1 standard action Components V, S, DF Range touch Target weapon touched Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You temporarily bind your fiendish servant or paladin mount (from the fiendish boon or divine bond class features, respectively) to the touched weapon, causing it to gain potent magical properties. In order to cast this spell, you must be adjacent to your fiendish servant or paladin mount, and that creature must be alive and conscious. Your companion vanishes completely, absorbed into the weapon, which gains an enhancement bonus (or an equivalent amount of magic properties) as though you had selected the version of fiendish boon or divine bond that enhanced a weapon. If the target is destroyed before the end of the spell, your fiendish servant or paladin mount is slain, and you suffer the normal penalties.

CORNUCOPIA OF CRUELTIES

School divination; Level antipaladin 2 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 min./level

Your mind awakens to a staggering array of ways in which to hurt your foes. You gain access to all cruelties that could potentially be learned by an antipaladin of your class level (including dazed, diseased, fatigued, shaken, sickened, and staggered at 6th level; cursed, exhausted, frightened, nauseated, and poisoned if you are at least oth level; and blinded, deafened, paralyzed, and stunned if you are at least 12th level). While you have access to all available cruelties, you are still limited to applying the normal number of cruelties to any given use of the touch of corruption class feature (typically 1). Finally, for the spell's duration, the saving throw DC to resist the effects of your cruelties increases by +2.

CREATE ARTIFICIAL CLONE

School conjuration (creation); Level alchemist 6, sorcerer/ wizard 8, witch 8 Casting Time 1 hour Components V, S, M (5 ounces of blood, flesh, hair, or other genetic material from the creature to be cloned, plus laboratory supplies worth 250 gp per Hit Dice of the creature to be cloned) Range o feet Effect one artificial clone Duration instantaneous Saving Throw none; Spell Resistance no

This spell creates an artificial clone of a creature. The spell's initial result produces an infant version of the creature, but the clone quickly matures to match the age of the creature from which the genetic material was harvested over the course of one month. Once it has fully matured, it has statistics identical to the creature whose genetic material was harvested (at the time that the genetic material was harvested), plus the artificial clone template.

The resulting clone is free-willed, and this spell does not grant you any direct control over it, although you can attempt to control the creature through other means. The clone is aware that it was created artificially. It possesses the basic memories and knowledge of the creature that it is a copy of, including being able to recognize and know basic facts about any creature that is important in the original creature's day-to-day life, but there is only a 20% chance that it has any memories or knowledge of any particular event that is not a major, everyday part of the original creature's life. The artificial clone's personality is generally similar to that of the creature it is a copy of, and it typically has similar goals and motivations, although it lacks empathy and most emotions, and harbors a great resentment for the creature it is a copy of.
An alchemist who prepares this spell as an extract can use it by pouring the extract on the harvested genetic material. It takes an hour to specially prepare the genetic material for use in this way.

CREATE SPELL PRISON

School abjuration; Level antipaladin 4, bard 4, cleric 4, druid 5, inquisitor 4, magus 4, medium 4, paladin 4, sorcerer/ wizard 4, summoner 4, witch 4 Casting Time 1 standard action Components V, S, M/DF (a piece of a simple lock) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Reflex partial, see text; Spell Resistance no

You use the mystic energies surrounding a creature or object to create an inescapable magical prison to entrap the victim. This spell functions as *dispel magic*, except that it cannot be used to counter spells or suppress the magical effects of objects. Additionally, if you successfully dispel a spell affecting a creature with *create spell prison*, the target must succeed on a Reflex save at the dispelled spell's saving throw DC, or become trapped in a cube of force for a number of rounds equal to the dispelled spell's level. The cube of force is always large enough to contain the target, and each of the cube's walls is treated as though it were created by the spell *wall of force*. Additionally, while trapped within the cube, the target cannot cast spells or use spell-like abilities, though he may use supernatural or extraordinary abilities. Magic items function normally while within the cube of force.

CRUEL EDICT

School necromancy; Level antipaladin 3 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one creature Duration varies; see text Saving Throw Fortitude partial, see text; Spell Resistance yes

You channel your hatred and disgust directly to the target on waves of magic. The target is immediately afflicted with each cruelty you know. The target is entitled to a separate Fortitude save for each cruelty (each at the spell's saving throw DC, regardless of what the normal saving throw DC to resist one of your cruelties is).

For the purposes of the fatigued, diseased, and exhausted cruelties, this spell is treated as having a duration of instantaneous. For the purposes of all other cruelties, it is treated as having its normal duration, as specified under the cruelty class feature of the antipaladin class.

CURSE OF CONSTANT REVELRY

School enchantment (compulsion) [mind-affecting]; Level antipaladin 3, bard 3, druid 4, medium 3, mesmerist 3, psychic 4, shaman 4, witch 4 Casting Time 1 standard action Components V, S, M (sand from an hourglass and a pinch of animal hide) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 day/2 levels (D) Saving Throw Will negates, Fortitude partial, see text; Spell Resistance yes

You fill the subject with an overwhelming drive to party, which refuses to abate for any kind of rest. Each round, the target must perform one of the following activities: dancing, eating, or singing.

If the target chooses to dance, he must spend a move action to do so. He provokes attacks of opportunity, and suffers a -4 penalty to AC until the beginning of his next turn. He also suffers a -4 penalty on any Stealth checks he makes.

If the target chooses to eat, he must have food or drink on hand to consume, and it is a move action to consume it. This provokes attacks of opportunity. He can also use this action to imbibe potions, quaff alcohol, or similar.

If the target chooses to sing, he cannot cast spells with verbal components, and suffers a -10 penalty on any Stealth checks he makes. He can speak while singing, but only by incorporating his words into song. Singing in this way does not use any of the target's actions.

The compulsions imposed by this spell prevent the target from sleeping or resting in any meaningful fashion. After 48 hours, the target must succeed on a Fortitude save each hour or suffer 1 point of nonlethal damage. For each failed save after the first, the amount of nonlethal damage increases by 1. This nonlethal damage cannot be healed until the target has successfully rested for 8 hours. As long as the target is suffering from any amount of nonlethal damage gained in this way, he is fatigued. If the nonlethal damage exceeds 1/2 his maximum hit points, he is exhausted, instead.

The target is able to sleep if he is compelled to do so through magical or supernatural means, but awakens as soon as the sleep-compelling effect ends. *Curse of constant revelry* can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell, but any nonlethal damage, fatigue, or exhaustion inflicted by the spell remain until they are cured through normal means.

CURSE OF PEACE

School enchantment (compulsion) [curse, mind-affecting]; Level bard 4, cleric 4, medium 4, mesmerist 4, paladin 4, psychic 5, shaman 5, sorcerer/wizard 6, spiritualist 5, witch 5 Casting Time 1 standard action Components V, S, M/DF (a dove's talon) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level Saving Throw Will negates; Spell Resistance yes You sow deep doubts and an overwhelming sense of pacifism in the target's subconscious, rendering him incapable of delivering lethal blows. For the spell's duration, whenever the target makes an attack, all damage dealt by that attack deals nonlethal damage. If the attack would not normally deal nonlethal damage, the target suffers a -4 penalty on the attack roll. Additionally, whenever the target casts a spell that deals hit point or ability score damage, that spell deals the minimum possible amount of damage, and the saving throw DC of the spell, if any, is reduced by 2.

DANCE FEVER

School evocation [fire, sonic]; Level antipaladin 3, bard 3, bloodrager 3, magus 3, medium 3, mesmerist 4, psychic 5, shaman 6, sorcerer/wizard 5, witch 5 Casting Time 1 standard action

Components V, S, M (fragments from a broken string instrument)

Range medium (100 ft. + 10 ft./level) Targets up to one creature/2 levels, no two of which can be more than 30 ft. apart

Duration concentration, up to 1 round/level **Saving Throw** Will negates, Fortitude partial, see text; **Spell**

Resistance yes

You open your mouth and out pours a series of powerful musical notes, the sound of which seems to be made by an entire orchestra, though it is only your voice that makes them. Though all nearby creatures can clearly hear this music, you implant in the target creatures a powerful urge to dance along to the music.

Each round, an affected creature can choose to spend its round dancing. A creature that dances in this way suffers a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and loses any shield bonus to AC he might otherwise benefit from. Further, the target's dance provokes attacks of opportunity, and he can take no other actions that round. If the target chooses not to dance, the burning need to do so inflicts 1d6 points of fire damage to the target per 2 caster levels you possess (to a maximum of 10d6 at 20th level). A successful Fortitude save halves this damage.

If the target creature continues to withhold from dancing, the amount of fire damage increases each round, by 1d6 per 2 caster levels for each consecutive round the target has refrained from dancing (for example, a 5th-level caster would inflict 2d6 points of fire damage on the first round the target refused to dance, 4d6 points of fire damage on the second round the target refused to dance, 6d6 points of fire damage on the third round the target refused to dance, and so on). If the target spends a round dancing, the amount of fire damage inflicted each round that he abstains from dancing resets.

The music continues to issue from your mouth until you cease concentrating, at which point it stops, and the spell ends. Creatures that are unable to hear the music (or feel its vibrations in some other way) are unaffected by the spell.

DEMONIC SKIN

School transmutation; Level antipaladin 1, bloodrager 2, cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a smoky quartz) Range personal Target you Duration 1 minute/level

You are enveloped by a skin of black scales, which burn to the touch and writhe angrily, occasionally forming into clawed hands which attempt to grasp weapons and drag them back to the lower planes. You gain a +1 natural armor bonus to AC. Additionally, whenever you are hit by a melee attack with a manufactured weapon, you suffer damage as normal, but the armor attempts to grasp the weapon that hit you, making a disarm combat maneuver as a free action which does not provoke attacks of opportunity. The armor has a CMB equal to 10 + your caster level + your primary spellcasting ability score and counts as being unarmed for the purposes of disarming, imposing a -4 penalty on the check. If you have the Improved Disarm or Greater Disarm feats, these apply to the disarm attempt made by the grasping claws. If the disarm attempt is successful, the armor holds the weapon for 1d4 rounds before attempting to drag it to the lower planes (the armor may be disarmed of a held weapon as normal; for these purposes, its CMD is equal to its CMB + 10). You gain a +4 bonus on checks to disarm the *demonic* skin. When attempting to drag an item to the lower planes, demonic skin is dispelled and all items with a caster level less than or equal to your caster level (maximum caster level 10th) which are currently grasped by the claws created by this spell vanish, reappearing in the treasuries of a random lower plane. Magic items are entitled a Will save to avoid being transported in this way.

DEVOURING DISPELLING

School abjuration; Level bard 6, cleric 7, druid 7, psychic 7, sorcerer/wizard 7, summoner 6, witch 7 Casting Time 1 standard action Components V, S, M/DF (a rat's stomach) Range medium (100 ft. + 10 ft./level) Target one creature; or a 20-ft.-radius burst Duration instantaneous Saving Throw none; Spell Resistance no

You siphon magical energies into yourself, draining away both spell power and life-force in order to fuel your magical abilities. This spell functions like *greater dispel magic*, except that it cannot be used to counter spells or suppress the effects of magical items. For each spell dispelled by *devouring dispelling*, that spell's target suffers 2d6 points of damage and you gain a +1 bonus to your caster level for 1 round (to a maximum +5 bonus to your caster level). If a spell without a target is dispelled, no damage is inflicted as a result of that spell, and your caster level is not increased.

DINOSAUR SHAPE

School transmutation (polymorph); Level druid 8, shaman 8 Casting Time 1 standard action Components V, S, F (a fossilized dinosaur bone) Range personal Target you Duration 1 round/level (D)

With a mighty roar, you transform into a great and ancient behemoth, taking the form of one of the terrible dinosaurs. This spell functions as beast shape IV, except that it only allows you to take the form of dinosaurs, and allows you to assume the form of a Gargantuan or Colossal dinosaur of the animal type, in addition to the sizes allowed by beast shape IV. If the form has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, darkvision 90 feet, low-light vision, scent, capsize, clobbering charge, evasion, ferocity, grab, hold breath, leaping charge, poison, pounce, powerful bite, powerful charge, rake, reflexive strike, rend, roar, spikes, sprint, stun (DC equal to dinosaur shape's saving throw DC), swallow whole (1d6 per 2 caster levels bludgeoning and acid damage, AC 10 + caster level, hp 2 times caster level), tail lash, tearing bite, thumb spikes, trample, or trip.

Gargantuan Dinosaur: If the form you take is that of a Gargantuan dinosaur, you gain a +8 size bonus to your Strength, a -6 penalty to your Dexterity, and a +8 natural armor bonus.

Colossal Dinosaur: If the form you take is that of a Colossal dinosaur, you gain a +10 size bonus to your Strength, a -6 penalty to your Dexterity, and a +10 natural armor bonus.

The GM is the final arbiter of what does and does not count as a dinosaur, but as a general rule, only creatures listed with "dinosaur" in their names (such as "Dinosaur, Tyrannosaurus") are suitable forms for this spell.

DIV'S DESPAIR

School transmutation; Level cleric 9, druid 9, inquisitor 6, magus 6, psychic 9, shaman 9, witch 9 Casting Time 1 standard action Components V, S, M/DF (a miniature golden pyramid worth at least 1,000 gp) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/3 levels Saving Throw Will negates, see text; Spell Resistance no

Divs delight in the corruption and perversion of all things created by mortals, and spells are no exception. They created this spell to wreak havoc with the spells of mortals, as it inverts helpful magic, making it harmful instead. Any alchemical, armor, circumstance, competence, deflection, dodge, enhancement, insight, luck, morale, natural armor, profane, racial, resistance, sacred, shield, or size bonus that the target is currently being granted by a spell or spell-like ability turns into a penalty of the same type and amount, instead (for example, a *mage armor* spell would be altered to impose a -4 armor penalty to AC). Similarly, any spell that grants resistance or immunity to a damage type causes the target to suffer half again as much damage (150%) from that energy type, instead, and any spell that offers damage reduction similarly causes the target to instead suffer half again as much damage (150%) from all types of damage to which damage reduction would normally apply.

The target suffers a penalty on his Will save to resist this spell equal to the number of spells currently affecting him whose effects would be altered by this spell. Divs are immune to this spell, and spells and spell-like abilities cast by divs are unaffected by the spell, even if they are cast on other creatures.

DOMINATION OF THE RAKSHASA

School enchantment (compulsion) [mind-affecting]; Level bard 6, mesmerist 6, psychic 7, sorcerer/wizard 7, witch 7 Casting Time 1 standard action Components V, S, M (a tin crown) Range medium (100 ft. + 10 ft./level) Target one animal, humanoid, magical beast, or monstrous humanoid Duration 1 day/level; see text Saving Throw Will negates, see text; Spell Resistance yes

The rakshasas seek, above all, to rule and control the Material Plane, and believe in a rigid and exploitative caste system. It is no surprise then that this spell, which grants the powerful great control over the weak, is attributed to the rakshasas. This functions as *dominate person*, except as indicated here. For every 3 points by which your caster level exceeds the target's Hit Dice, the target suffers a -1 penalty on his saving throw, and for every point by which your caster level exceeds his Hit Dice, the spell's duration increases by 1 day. However, the reverse is also true: for every 3 points by which the target's Hit Dice exceed your caster level, the target gains a +1 bonus on his saving throw, and for every point by which his Hit Dice exceed your caster level, the spell's duration decreases by 1 day.

Additionally, if you order the subject to take actions against its nature, it receives a new saving throw, as normal, but it does not receive a +2 bonus, and, if the subject succeeds on the saving throw, there is only a 50% chance that the spell is ended; otherwise, the target simply refuses to carry out that particular order, but otherwise remains under the caster's control (any future orders along the same lines are automatically refused, without a new Will save).

DOOM VAPORS

School conjuration (creation) [poison]; Level sorcerer/ wizard 8, witch 8 Casting Time 1 standard action Components V, S, M (a powdered snail's shell) Range medium (100 ft. + 10 ft./level) Effect cloud spreads in 20-ft. radius, 20 ft. high Duration 1 min./level Saving Throw Fortitude partial; Spell Resistance no

You create a cloud of deadly vapors that also impedes movement. This spell functions as *cloudkill*, except that it automatically kills living creatures with 5 or fewer HD (no save), causes living creatures with 6 to 9 HD to be slain unless they succeed on a Fortitude save (in which case they take 1d4 points of Constitution damage on your turn each round while in the cloud), and cause creatures of 9 or more HD to take 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halving the damage).

Additionally, the cloud impedes movement, as the spell *solid fog*, and cannot be dispersed by any wind less than 31 mph.

DOOR OF THE WASP QUEEN

School conjuration (summoning and teleportation); Level bard 6, sorcerer/wizard 7, summoner 6, witch 7 Casting Time 1 round Components V Range long (400 ft. + 40 ft./level); see text Effect see text Duration instantaneous and 1 round/level; see text Saving Throw none; Spell Resistance no

You conjure 1d4 wasp swarms around yourself, and then instantly transport yourself, as the spell *dimension door*. The wasp swarms occupy the nearest spaces to where you were at the time that you cast the spell, and act immediately after your turn. You have no control over the wasp swarms, which act as though summoned with a *summon swarm* spell.

DOOR SIGHT

School divination; Level alchemist 2, bard 2, cleric 3, inquisitor 2, magus 2, medium 1, occultist 2, psychic 2, ranger 1, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 3 Casting Time 1 minute Components V, S, M/DF (glass from a peephole) Range personal Target you Duration 1 min./level (D)

You gain the ability to see through doors, allowing you some ability to determine what's in a room before you enter. This specialized spell allows you to see through doors, though not other solid obstacles such as walls or curtains; the GM has final say on what constitutes a door. The quality of door you can see through depends on your caster level. At 3rd level, you can see through glass, paper, or wooden doors; at 5th level, you can see through stone or masonry doors; at 7th level, you can see through doors made of iron or similar metals; at oth level, you can see through doors made of exotic metals, but not lead; at 11th level, you can see through doors of all kind, including lead or earthen doors, or even magical, normally invisible doors, such as those to a mage's magnificent mansion or secure shelter spell. When you look through a door in this way, you enjoy the benefits of any special sight you possess (such as darkvision), as well as any special senses provided by magic (such as detect magic or true seeing). For the purposes of these spells, you ignore the door so that your magical senses are not blocked. If you do not possess any special sight or magical senses, the prevailing light conditions on the other side of the door may limit what you see. You can choose to suppress or resume this ability as a free action.

DRAGON BREATH

School evocation [acid, cold, electricity, or fire, see text]; Level bloodrager 4, magus 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a metallic or chromatic dragon's tooth, worth at least 10 gp) Range personal Target you Duration 1 round/level, or until expended

You shapped some partian of the dragon

You channel some portion of the dragon whose tooth is used as a component into yourself, granting you a limited version of that dragon's breath weapon for a short time. You gain a breath weapon which deals 1d6 points of damage per caster level to each creature in its area (to a maximum of 12d6 at 12th level). A successful Reflex save (DC equal to *dragon breath*'s saving throw DC) halves this damage. The type of damage dealt, as well as the area of the breath weapon, depends on the type of dragon whose tooth was used as a material component, as outlined on the table below.

Table 2-1: Dragon Breath

Dragon Type	Energy Type	Breath Shape
Black	Acid	6o-ft. line
Blue	Electricity	60-ft. line
Green	Acid	30-ft. cone
Red	Fire	30-ft. cone
White	Cold	30-ft. cone
Brass	Fire	60-ft. line
Bronze	Electricity	60-ft. line
Copper	Acid	60-ft. line
Gold	Fire	30-ft. cone
Silver	Cold	30-ft. cone

Using the breath weapon is a standard action, although you can do it as a free action in the round that the spell is initially cast, if desired. After using the breath weapon, you cannot use it again for 1d4 rounds. You can use the breath weapon up to 1 time per 3 caster levels you possess (to a maximum of 4 times at 12th level), after which the spell is expended. If the spell's duration ends before you have used all of your uses of the breath weapon, any remaining uses are lost.

DRUNKEN LUCK

School enchantment; Level alchemist 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, magus 1, medium 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (a drop of 80-proof whiskey) Range touch Target one living creature Duration 1 hour/level, or until sober Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The spell embraces the alcohol in the target's veins, warping his mental state and allowing him to subconsciously embrace all the good around him while ignoring the bad, translating into incredible good fortune. The target gains no benefit from this spell unless he has consumed enough

alcohol to gain the sickened condition. The benefits of this spell last until the spell's duration expires, or until the target is no longer sickened, whichever comes first. While under the effects of the spell, the target treats all single die rolls as though the result were up to 2 higher than the number actually rolled, before modifiers are applied (thus, if the target is wielding a scimitar and rolls a 1 on an attack roll, that roll is treated as a 3 and is not treated as a critical failure, while a roll of 16 would be treated as 18 and would be a critical threat). This cannot have the effect of increasing the result to an amount greater than the maximum number on the die (for example, a roll of 7 on a d8 would become an 8, not 9). If you would roll multiple dice in this way, such as when casting a fireball spell or attacking with a greatsword, you may choose which die to apply the effect to, but may only improve one die with this spell.

EMOTIONAL FLOOD

School enchantment (compulsion) [emotion] [mindaffecting]; Level mesmerist 6, psychic 7 Casting Time 1 standard action Components T, E Range 60 ft. Area 60-ft. cone Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You unleash a cascade of your most intense emotions in a cone that affects those within the blast, forcing them to act in ways they would not otherwise wish to. Creatures are affected by one of four emotions, determined randomly, which can have an impact on how they act.

1 – Anger: The target is affected by a rush of angry and hateful emotion that pushes him to violence. A character infected by anger must attack the nearest character to the best of his ability, attempting to kill that character using whatever means are available to them. A character infected by this emotion also gains a bonus on all damage rolls equal to your caster level.

2 – Despair: The target is crushed by utter despair and finds himself unable to accomplish tasks he would normally find easy. The target suffers a penalty on all ability checks, attack rolls, skill checks, and damage rolls equal to half your caster level.

3 – Fear: The target is overwhelmed by fear, fleeing from you to the best of his ability. A character that is immune to fear effects is immune to this effect.

4 – Joy: The target is infected with an exhilarating rush of joy and positivity. A character infected by joy is greatly bolstered by positive feelings, but has severe difficulty performing violent acts. The infected character gains a bonus to AC and on all saving throws equal to half your caster level; these bonuses are doubled against fear effects. The target must succeed on a Will save in order to make any hostile action.

EMPOWER COMPANION

School transmutation; Level druid 6, paladin 4, ranger 4 Casting Time 1 standard action Components V, S, DF Range touch Target animal companion touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

With a touch, you bestow divine grace upon your trustworthy animal companion. Your animal companion gains a deflection bonus to AC and a bonus on all saving throw equal to your Charisma modifier. Additionally, your animal companion adds your level to damage rolls made with its natural attacks, and its natural attacks overcome all forms of damage reduction. Finally, the animal companion gains a number of bonus Hit Dice (of the same type that it gains for being an animal companion, typically d8s) equal to the difference between your level and your effective druid level. These bonus Hit Dice do not improve attack bonuses, saves, or skills or provide feats, but do provide the appropriate number of additional hit points and alter the animal companion's Hit Dice for the purposes of spells and other abilities which reference a creature's Hit Dice.

ENRAGING PRANK

School enchantment (compulsion) [emotion, mindaffecting]; Level bloodrager 3, mesmerist 4 Casting Time 1 standard action Components V, S, M (a small rubber cord) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous and 1 round/level (D) Saving Throw Reflex negates, Will partial; Spell Resistance yes

You force the target to trip and fall flat on his face, making him land prone, drop whatever he is holding, and suffer 1d6 points of bludgeoning damage. Insidiously, the spell enhances the target's embarrassment and frustration, causing him to fly into a rage over falling in this way unless he succeeds on a Will save. A character enraged in this way gains a +2 morale bonus to Strength and Constitution, but suffers a -4 penalty to AC, and is compelled to attack you each round to the best of his ability (he may make a Will save each round on his turn to ignore this compulsion until his next turn). The effect is otherwise identical to a barbarian's rage, except that the target isn't fatigued at the end of the rage.

ENSPIRIT CONSTRUCT

School transmutation; Level occultist 4, psychic 4, sorcerer/ wizard 4, witch 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one inactive construct Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance no

You imbue a construct with some of your own essence, empowering it and gaining some control over its actions. The target is allowed an initial Will save against the effect and may make a new Will saving throw at the end of each of its turns in order to end the effect. While under the spell's influence, the target gains a +4 bonus to its Strength and Dexterity ability scores and acts as though under the effects of a *haste* spell. However, you suffer a -4 penalty to your Strength and Dexterity ability scores and act as though slowed so long as you maintain the effect. While under the spell's effects, you may issue the construct orders as a standard action, which it follows to the best of its abilities: otherwise, it continues to act as it normally would. You may issue orders to the construct as a free action as part of casting this spell, allowing you to issue commands on the same round that the spell is cast.

ENTANGLING THORNS

School conjuration (creation); Level antipaladin 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 2, witch 1 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./2 levels) Target one creature Duration instantaneous Saving Throw none; Spell Resistance yes

You throw out your hand and a thorny vine lashes out and entangles the target, cutting him with its barbs and binding him in a magical vine. You must succeed on a ranged touch attack to hit the target. If the attack is successful, the target suffers 1d4 points of piercing damage per 2 levels (maximum 5d4 at 10th level) and gains the entangled condition. The target can attempt to burst free of the vine, requiring a successful DC 20 Strength check, but attempting to do so inflicts 1d4 points of piercing damage to the target. The vine can be cut away by dealing at least 15 points of slashing damage to it (the vine has AC 5 and hardness 3). After 1 minute, the vine rots away and crumbles. Additionally, if the target suffers fire damage, the vine catches fire and deals 1d6 points of fire damage to the target each round, until the fire is put out or the vine is removed (see the Pathfinder Roleplaying Game Core Rulebook for more information on putting out fires).

EXPEL SPIRIT

School evocation; Level medium 3 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature or object Duration instantaneous Saving Throw none; Spell Resistance yes

You thrust out the spirits residing within you in a massive rush of positive or negative energy which streams towards the target. When you cast this spell, you can choose to unleash positive energy that heals living creatures and



harms undead, or to unleash negative energy which harms living creatures and heals undead. When you do so, the number of points of influence all spirits currently have over you is immediately reduced to o. A bolt of pure energy streams unerringly towards the target, automatically hitting him, and for every 1 point of influence lost in this way he either takes 5d6 points of positive or negative energy damage or heals a like amount. If you currently have another spirit residing in you, such as with your spacious soul class feature, you can choose to expel that spirit as a free action when you cast this spell, increasing the energy damage or healing by 5d6 points. A soul expelled in this way returns to the afterlife and can still be brought back to life through normal means.

FIGHT POSSESSION

School necromancy; Level medium 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 24 hours

You open yourself to your spirit, allowing you to rely on its influence and power in order to resist harmful mindaffecting effects. When you cast this spell, you may choose to have a spirit you are channeling gain any amount of influence over you. You gain a resistance bonus versus mind-affecting effects equal to the number of points of influence your spirit has over you. Additionally, if you fail a saving throw against a compulsion or possession spell or effect, you may choose to surrender yourself to the otherworldly power of the spirit you are channeling, negating the effect but instead becoming possessed by the spirit, exactly as though the spirit had 5 or more points of influence over you.

FILL VESSEL

School necromancy; Level psychic 7, sorcerer/wizard 7, spiritualist 6, witch 7 Casting Time 1 standard action Components M/DF Range close (25 ft. + 5ft./2 levels) Target one corpse Duration permanent Saving Throw none; Spell Resistance no

You call forth a wandering spirit into a waiting dead body in order to create a powerful undead servant. This spell functions similarly to *animate dead*, except that the zombie or skeleton created by this spell has an Intelligence score equal to 3d4 instead of being mindless. Further, the animated creature gains a number of bonus Hit Dice equal to your caster level. The undead creature also learns one language of your choice, and can communicate telepathically with you as long as you are within 1,000 feet. This creature counts against the total number of Hit Dice worth of undead you can control with *animate dead* and similar effects. Should you lose control of the undead creature created by this spell, it is immediately dispelled, as the wandering spirit returns to the afterlife.

FORCE GLOVES

School abjuration [force]; Level cleric o, magus o, psychic o, shaman o, sorcerer/wizard o, summoner o, witch o Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

You sheathe your hands in barriers of pure force, which act as protective gauntlets, allowing you to handle objects safely. The *force gloves* protect your hands from the effects of contact poisons, any energy damage from handling acid-coated, electrified, intensely hot, or intensely cold objects, poison needle traps which target the hands or forearms, and most other harmful effects that occur when an object is picked up or held. At the GM's discretion, this spell may or may not protect you from the effects of cursed objects whose curses trigger when they are picked up or handled. If the *force gloves* do not prevent such a curse outright, they always provide at least a +2 circumstance bonus on any saving throw made to resist the curse's effects, if one is allowed. This bonus applies only to the first saving throw made to resist the curse, and not to subsequent saving throws.

FORGE FLESH GOLEM

School conjuration (summoning); Level sorcerer/wizard 5 Casting Time 1 standard action

Components V, S, M (human skin and hair and 2 pearls worth 105 gp)

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

Effect one flesh golem

Duration concentration, up to 1 round/level, + 1d6 rounds

You summon into being a flesh golem, which serves you loyally so long as you continue to concentrate on it. While concentrating on the golem, you can directly control its actions (unless it goes berserk) so long as it remains within 60 feet. If the flesh golem moves beyond this distance, it may act as it pleases, though it attacks your enemies to the best of its ability. If you cease concentrating on the flesh golem, it immediately go berserk, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. 1d6 rounds after you cease concentrating on the spell, the flesh golem returns from whence it came.

FORGE IRON GOLEM

School conjuration (summoning); Level sorcerer/wizard 9 Casting Time 1 standard action

Components V, S, M (an iron helmet and 2 diamonds worth 800 gp)

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

Effect one iron golem

Duration concentration, up to 1 round/level, + 1d6 rounds

You summon into being an iron golem, which serves you loyally so long as you continue to concentrate on it. While concentrating on the golem, you can directly control its actions, so long as it remains within 60 feet. If the iron golem moves beyond this distance, it may act as it pleases, though it attacks your enemies to the best of its ability. If you cease concentrating on the iron golem, it immediately becomes hostile, attacking you and your allies to the best of its ability for 1d6 rounds, after which it returns from whence it came.

FORGE STONE GOLEM

School conjuration (summoning); Level sorcerer/wizard 7 Casting Time 1 standard action

Components V, S, M (granite dust and 2 garnets worth 550 gp)

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

Effect one stone golem

Duration concentration, up to 1 round/level, + 1d6 rounds

You summon into being a stone golem, which serves you loyally so long as you continue to concentrate on it. While concentrating on the golem, you can directly control its actions, so long as it remains within 60 feet. If the stone golem moves beyond this distance, it may act as it pleases, though it attacks your enemies to the best of its ability. If you cease concentrating on the stone golem, it immediately goes into a berserk rage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. 1d6 rounds after you cease concentrating on the spell, the stone golem returns from whence it came.

FRIENDSHIP BEAM

School evocation [good]; Level cleric 4, magus 3, psychic 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect ray Duration instantaneous, 1d4 rounds; see text Saving Throw Fortitude partial, see text; Spell Resistance yes

You harness the power of love and friendship and concentrate it into a beam that is harmful to creatures whose hearts are full of hatred and bitterness. You must succeed on a ranged touch attack to hit the target. If the ray hits, and the target is evil, it deals 1d6 points of damage per caster level (maximum 10d6). If the target has the evil subtype, the damage is increased to 1d8 points of damage per caster level. If the target is not evil, this spell has no effect.

As you cast this spell, any number of allies within 30 feet of you can choose to focus on the spell, in order to empower it with feelings of goodwill and friendship. Each creature that does so is staggered on his next turn. You gain a morale bonus to the attack roll made to hit the target of *friendship beam*, as well as on any caster level check made to overcome the target's spell resistance, equal to twice the number of creatures that focus on the spell in this way. Additionally, if at least 3 allies focus on the spell in this way, and you successfully damage the target with this spell, the target must succeed on a Fortitude save or be stunned for 1d4 rounds.

HANDLER'S VISAGE

School illusion (glamer); Level bard 1, inquisitor 1, medium 2, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, F (any object; see text) Range personal Target you Duration 10 min./level

This spell responds to the psychic imprint of the last person to handle the item that is used as a focus, prior to you, and alters your appearance to match that person's. This functions as *disguise self*, except as noted here. The spell always causes you to take the appearance of the last creature to handle the object in question, other than yourself, even if that appearance would not normally be available with *disguise self* (for example, if the last person who used the item were more than 1 foot taller or shorter than you, or if they were a different creature type). Additionally, the spell does alter the perceived tactile (touch) and audible (sound) properties of you and your equipment, including your voice, though it provides no insights into the habits, mannerisms, or mind of the creature whose appearance you take. As long as you keep the focus item on your person, the spell is able to draw on the psychic imprint it holds to strengthen the illusion, increasing the saving throw DC to disbelieve the spell by +2, and increasing the bonus the spell grants on any Disguise check made to appear as the previous handler of the item to +15.

For the purposes of this spell, handling an item includes having it in your possession for at least 1 minute, and does not necessarily require direct physical contact with the item (gloves, gauntlets, or similar articles of clothing do not prevent a character from being considered to have "handled" the item). Once you cast this spell using a given object as a focus, you can't use that object as a focus again until someone other than you has handled the object. Any attempt to do so simply fails.

HEALER <u>OF THE PEOPLE</u>

School transmutation; Level paladin 3 Casting Time 1 standard action Components V Range personal Target you Duration 1 hour

By the strength of your faith, you draw forth the power of the heavens in order to rid the world of harm. You may use your lay on hands ability as many times as you please throughout the spell's duration without expending any uses of the ability. Additionally, when you use your lay on hands ability, you may choose an additional mercy for which you qualify to apply to the target. Whenever you use your lay on hands ability on a creature that has already been affected by your lay on hands ability within the last hour, you suffer 1 point of ability drain from one physical ability score and one mental ability score (of your choice). You may instead choose to expend one use of your lay on hands ability in order to negate the ability drain.

HEAT<u>ED WEAPON</u>

School evocation [fire]; Level antipaladin 1, bard o, bloodrager 1, cleric o, inquisitor o, magus o, medium o, paladin 1, ranger 1, shaman o, sorcerer/wizard o Casting Time 1 standard action Components V, S Range touch Target metal melee weapon touched Duration 1 round plus 1 round per 2 levels Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You imbue the target with an intense heat, which causes it to inflict 1 point of fire damage with each successful hit. This does not stack with any fire damage that the weapon already inflicts (such as if it has the *flaming* special ability).

HURRICANE WALL

School evocation [air]; Level bloodrager 4, druid 5, magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect wall up to 10 ft./level long and 5 ft./level high (S) Duration 1 round/level Saving Throw none; see text; Spell Resistance yes

You create a powerful curtain of wind, which blows with incredible strength. This functions as *wind wall*, but the wind strength is much more powerful, and you can expend some of the spell's energy to create blasts of concentrated wind. The miss chance for normal ranged weapons passing through the wall increases to 50% (arrows and bolts are still deflected automatically). Giant-thrown boulders, siege engine projectiles, and other massive ranged weapons now have a 20% miss chance if they pass through the wall. Further, creatures of Medium size or smaller are unable to pass through the wall unless they succeed on a Strength check (DC 15), and even then, moving through the wall counts as 4 squares of movement.

Additionally, at any time during the spell's duration, as a move action, you can cause a blast of wind, identical to the effects of a *gust of wind* spell, to issue forth from any point on the wall that you desire. Each time you do so, the wall's length is reduced by 20 feet (10 feet from either end).

IMPLANT TRICK

School transmutation; Level mesmerist 5 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one willing creature Duration instantaneous; see text Saving Throw none; Spell Resistance no

You instantly implant a single masterful trick you know, or a single mesmerist trick (whether you know it or not), in the target. Doing so does not consume any of your daily uses of the mesmerist tricks class feature, and the implanted trick does not count against the number of tricks that you can have implanted at any one time, or against the number of tricks that you can have implanted in that particular subject, if you have the manifold tricks class feature and can normally implant more than one trick at a time. The trick lasts indefinitely until it is either triggered or until the next time you rest and regain your daily spells.

INTRACITY TRANSPORT

School conjuration (teleportation); Level bard 4, magus 4, ranger 4, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 minute Components V, S, M/DF (a fragment of a carriage) Range 1 mile/level Target up to 1 willing creature/2 levels Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You speak the name of a specific location within the city and are whisked through extradimensional channels

from your current location to the spoken one. This spell allows you to teleport yourself, as well as up to one willing creature per 2 levels (maximum 10 creatures at 20th level), from one location to another which you speak aloud. For the purposes of this spell, you can either speak a street name, street address, the name of a particular building, or the name of the owner of a particular home, but not vague descriptions such as "the thieves' hideout" or "the pub." The chosen location must be within the same contiguous urban area that you are in (such as a city). The urban sprawl of the city you are in can be broken up by rivers, streams, or even small farms and parks, but cannot be more than 1 mile from other urban environments. When you successfully complete this spell, you arrive at the specified point, if you selected a street or other outdoor location, or if you specified a particular building, you arrive outside the front door of that building.

INVERT SPELL

School abjuration; Level psychic 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a fragment of reflective jade worth 300 gp) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw none; Spell Resistance no

You turn a spell against its target, transforming its energy to suit your needs. You must specify a spell currently affecting the target. That effect is immediately dispelled without needing to make a caster level check, and you may cast a spell of the same school and level as the dispelled spell that targets the original target of *invert spell* as a free action. The spell that you cast must be one that you are otherwise able to cast, and you must still expend the appropriate spell slot.

INVISIBLE LIGHT

School illusion (glamer); Level antipaladin 1, bard 0, cleric o, druid 0, inquisitor 0, medium 0, mesmerist 0, psychic o, ranger 1, shaman 0, sorcerer/wizard 0, spiritualist 0, summoner 0, witch 0 Casting Time 1 standard action Components V, S, M (a black veil) Range touch Target light source touched Duration 10 minutes Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You twist and warp the light radiating from the object so that it bends back after a certain point, making the light source impossible to see from further away. This spell has no effect on the affected object's ability to change the light level in the area surrounding it, but makes any light created by the light source impossible to see beyond that distance (for example, a candle increases the light level in a 5-foot radius, so the light from a candle affected by this spell would be visible to creatures within 5 feet of it, and undetectable to anyone further away. Similarly, a torch sheds normal light in a 20-foot radius and increases the light level for 20 feet beyond that. The light from a torch affected by this spell would be visible to creatures within 40 feet of the torch, and invisible to creatures further away).

This spell does not make creatures or objects invisible in any way, so if the light level in the area is dim or brighter without the affected object, anyone carrying the light source may still be visible (similarly, creatures with darkvision will still be able to see what is going on in the area, even if they can't perceive the light cast by the target).

ISHIOR TELEKINESIS

School transmutation Level psychic 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, Range medium (100 ft. + 10 ft./2 levels) Effect several telekinetic forces Duration 1 round/level Saving Throw Will negates (object) ; Spell Resistance no

The ultimate magic spell of the ishior people is similar in most respects to *telekinesis*, but affects many more creatures. Each round, you may make a number of combat maneuvers with this spell equal to 1/4 your caster level without ending the effect. Additionally, you can use the grappling force of the telekinetic force to crush any grappled creature when you succeed on a combat maneuver check to maintain the grapple, dealing 1d6 + your primary spellcasting ability score modifier points of damage to the target. Finally, when you use the violent thrust ability, the spell is not expended, but its remaining duration is reduced by 2 rounds.

LAVA FLOW

School conjuration (creation) [earth, fire]; Level druid 8, psychic 8, shaman 8, sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M/DF (a chunk of pumice) Range 60 ft. Area cone-shaped emanation Duration 1 round/2 levels Saving Throw Reflex partial; Spell Resistance yes

You conjure superheated magma from the depths of an active volcano, which flows forth from your hands as deadly lava. The lava continues to flow from your hands as long as you concentrate on it, and it moves with you. Creatures who enter or begin their turn in the lava suffer 1d6 points of fire damage per 2 caster levels and must succeed on a Reflex save or become trapped in the lava flow, reducing their movement speed by half and preventing them from moving in any direction except directly away from you.

MAGE'S CHARGE

School transmutation; Level alchemist 2, bard 2, bloodrager 2, cleric 2, druid 4, inquisitor 2, magus 2, mesmerist 2, occultist 2, paladin 2, psychic 1, ranger 2, shaman 2, sorcerer/ wizard 1, spiritualist 2, witch 1 Casting Time 1 standard action Components V, S Range personal Target you Duration instantaneous

You may immediately move up to twice your speed and make a single melee attack against a creature. This is treated as taking the charge action, and the normal benefits and penalties of charging apply. Movement made as part of this charge does not provoke attacks of opportunity, and you gain a bonus on all attack and damage rolls made as part of the charge equal to your caster level (max +10). If you successfully hit the target with a magic staff, and that staff has not regained any charges yet today, then that staff regains 1d3 charges.

MAGE'S MIRACULOUS LABORER

School conjuration (creation); Level bard 2, cleric 3, medium 3, psychic 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (hair from a laborer, see text) Range 100 ft. Effect one object or completion of physical labor Duration concentration, up to 1 min./level

You quickly create an object or perform hard labor using potent creative magic. You can either use this spell to work on a magical item or to perform any physical labor task in a fraction of the time. For each minute you spend concentrating on this spell, you may accomplish up to 1 day of crafting or 1 day of any non-mental task such as ditch digging, wall building, or other labor-intensive tasks.

If you choose to create an object with this spell, you must expend raw material components equal to the cost of the item as an additional material component to casting this spell, and you must still make appropriate Craft checks for each day's worth of labor you contribute to the creation of the item, though you make such checks once every minute rather than once every day. If you choose to do physical labor with this spell, each minute represents the labor that could be accomplished by a single human commoner in an 8-hour period, and you can only accomplish unskilled labor (any task which would not normally require a skill check).

This spell can be used as the spell requirement for any magic item with a caster level less than or equal to your caster level.

MAGE'S SPELL REFLECTOR

School transmutation; Level occultist 6, shaman 7, sorcerer/ wizard 7, witch 7 Casting Time 1 standard action Components V, S, M (a drop of wizard blood) Range touch Target one mirror Duration 1 round/level Saving Throw none; Spell Resistance no

You touch the surface of the mirror, tapping into the secret world which hides behind its reflective visage. You may choose to use the mirror affected by this spell as an additional focus component for any spell you cast. If you do, you may choose to have that spell originate from any mirror within 100 feet per caster level. You must be aware of the selected mirror's location, but need not have line of sight or line of effect to the selected mirror at the time of casting.

MANIPULATE FLAME

School evocation [fire]; Level cleric 4, druid 4, magus 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target up to 5 cubic ft. of fire/level Duration concentration, up to 1 round/level Saving Throw none; Spell Resistance no

You take magical control of fire, allowing you to shape it to your will and direct it to your satisfaction. You may affect up to 5 cubic feet of fire per caster level. With this spell you can cause the target fire to shrink or extinguish, or to increase in size, up to twice its original volume. You can also change and control the shape of the affected fire, allowing you to form visible structures, make openings, and otherwise alter the fire to suit your needs. Further, you can alter the color of the fire and move the fire anywhere within the spell's range. If you choose to move the target fire, it vanishes from its current location and appears in the new location. This spell cannot increase the intensity of fire or cause it to do more or less damage in any way.

You can affect magical fires with this spell, but in order to do so, you must succeed on a caster level check (DC 10 + the caster level of the spell or effect which created the magical fire). Finally, you can use this spell to counter any spell of equal or lower level with the fire descriptor.

MENTAL RESPITE

School abjuration; Level bard 2, cleric 2, inquisitor 2, mesmerist 2, paladin 2, psychic 3, sorcerer/wizard 3, spiritualist 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (petals from a lily) Range touch Target creature touched Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance no

You fill the target with temporary peace of mind, granting him respite from a number of mental ailments. For the spell's duration, the target is immune to all morale penalties, including morale penalties he is already suffering from. Further, he ignores the effects of any drug addiction or madness he may currently be suffering from (see the *Pathfinder RPG GameMastery Guide* for more information on drug addiction and madness). Finally, he ignores the effects of any charm or compulsion spell of 3rd level or lower that he may be suffering from.

MENTAL SHUTDOWN

School enchantment (compulsion) [mind-affecting]; Level psychic 9, witch 9 Casting Time 1 standard action Components V, S Range close (25 ft. + 5ft./2levels) Target one creature Duration concentration, up to 3 rounds Saving Throw none; Spell Resistance yes

Using the power of your mind, you take control of the target's brain, and, through intense concentration, can shut off his organs. You must concentrate on this spell for 3 consecutive rounds in order for it to have any effect. At the end of that time, the target's organs shut down and the target dies. Because of the intense concentration required to maintain focus over the target, the DC for all concentration checks made to cast and maintain this spell are increased by 5. You must maintain line of effect and line of sight to the target at all times while concentrating on the spell in this way. As long as you concentrate on the spell, you are surrounded by a nimbus of red light, which imposes a –40 penalty on Stealth checks you make.

MONSTROUS MUTAGEN

School transmutation; Level alchemist 5 Casting Time see text Components V, S Range see text Target see text Duration see text Saving Throw none; Spell Resistance no

This extract must be mixed into a mutagen when it is prepared, and cannot be used or consumed on its own. When the mutagen that the extract is mixed with is consumed, the creature gains the benefits of this spell, in addition to the normal effects of the mutagen. If the character is not able to benefit from the mutagen for any reason, he is also unable to benefit from this extract. The effects of the extract last for as long as the effects of the mutagen persist.

Your body becomes a twisted combination of man and beast. You remain generally humanoid in appearance, but many of your individual features—head, arms, legs, eyes, and so on—take the shape of those belonging to a specific animal of Small or Medium size that you specify. If the form you specify has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Additionally, if the form that you specify has any natural attacks, you gain those natural attacks. They either deal the same amount of damage as the specified form, or, if the specified form is of a size category larger than you are, they deal damage as appropriate for a natural attack of that type for a creature of your size category. You cannot gain more total claw, tentacle, pincer, or slam attacks than you have arms, and for each such attack that you gain, you lose the ability to use the corresponding arm to manipulate or hold objects. Similarly, you cannot gain more total hoof or



talon attacks than you have legs, but these have no impact on your ability to move normally.

Finally, your natural armor bonus to AC increases by 2, and the alchemical bonuses granted to your Strength and Dexterity scores by your mutagen both increase by +2.

NOSICAR'S FROG TONGUE

School transmutation; Level alchemist 2, bloodrager 2, druid 2, ranger 3, shaman 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a frog or chameleon's tongue) Range personal Target you Duration 10 min./level (D)

Your tongue transforms into the large, long, sticky tongue of a giant frog. You gain a tongue natural attack with a range of 15 feet, which does not deal any damage on a successful hit, but attacks made with it are touch attacks, and if the attack hits, you can start a grapple with the target as a free action. When grappling with your tongue, your CMB is equal to your caster level + your primary spellcasting ability score modifier, and your CMD is equal to 12 + that amount.

You are not considered grappled when grappling with your tongue, although you cannot use your tongue while doing so, making it difficult to speak intelligently or cast spells (casting a spell with verbal components while grappling in this way requires a successful concentration check (DC 20 + twice the spell's level). Your tongue is also exposed when being used in this way: a creature that deals 10 points of slashing damage can sever the tongue, ending the spell immediately.

Finally, the tongue is also prehensile, and can be used to pick up, hold, and manipulate objects from a range of up to 15 feet.

NOSICAR'S HEAD DOUBLER

School transmutation; Level alchemist 5, sorcerer/wizard 8, witch 8 Casting Time 1 round Components V, S, M (powdered ettin teeth) Range personal Target you Duration 1 min./level; see text

A second head, identical to your first, grows instantly from the base of your neck, taking on a life of its own. This second head shares your personality and memories, but acts and thinks independently of you. This grants several benefits. First, you can't be flanked, and can see in all directions at once, as the all-around vision universal monster ability. Second, the second head can take a full round's worth of actions each round on your turn, although it has no control over the rest of your body, making its options somewhat limited. It can make any skill or ability checks that do not require more than a head (including, but not necessarily limited to Appraise, Knowledge, Linguistics, Perception, Perform [act, comedy, oratory, or sing only], and Sense Motive checks, as well as Intelligence and Wisdom checks). The second head uses your bonuses for these checks. The second head can also cast spells, although they must not have a somatic or material component. It shares your prepared spells or unused spell slots, and knows the spells you know. Any spell that it casts is expended as though you had cast it yourself. Casting your spells in this way is very straining to the second head, and each time it casts a spell, the remaining duration of this spell is reduced by 1 minute per spell level of the spell cast. If the remaining duration of this spell is less than that amount, the second head is unable to cast the spell at all.

Finally, if you are decapitated while under the effects of this spell, only one of your two heads is severed, and you remain alive until the spell ends. If it is unclear which of your two heads (the original or the one granted by this spell) is severed, the GM should determine which head remains randomly. If the remaining head is the one granted by this spell, you die when the spell ends (unless you have regenerated your head).

While the second head technically possesses its own will and mind, it is very rare for it to act against your best interests, and it will almost always follow your commands. If you are affected by a mind-affecting effect, the second head is not necessarily affected (unless it is affected separately).

NOSICAR'S SKIN BOND

School transmutation; Level alchemist 3, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 standard action Components V, S, M (a piece of discarded skin) Range touch Target up to 1 creature touched/level, each of which must be touching at least one other target Duration instantaneous Saving Throw Reflex negates; Spell Resistance yes

You fuse the living flesh of the affected creatures together at the points where they are touching one another. You only need to touch one of the target creatures to cast this spell, though all targets must be touching at least one other target for them to be affected. Creatures fused in this way cannot separate themselves easily, and must remain adjacent and touching at all times. Depending on the body parts that are fused, and how, one or more targets may lose the function of one or more of their limbs. The affected creatures cannot move independently of one another, and must either coordinate their movements (in combat, this requires all but one of the creatures fused together to ready an action to move at the same time the other fused creature does), or drag one another along (the character attempting to move must succeed on a combat maneuver check to move the group, and can only move at 1/2 his normal speed).

The fused flesh can be severed, but it is extremely durable, and doing so is very unpleasant, requiring that 1 point of slashing damage per caster level be inflicted to the spot where the flesh is fused. Both of the fused creatures suffer this damage. Any healing bestowed on one or both of the fused creatures also heals this fused flesh.

An alchemist can administer this as an extract by pouring it on the flesh to be fused. Alternatively, he can consume the extract to have his flesh fuse with all flesh he is touching instantaneously (the creatures that he is attempting to fuse to are still entitled to a Reflex save to avoid this effect). This spell cannot fuse a creature's flesh to another part of its own body: it can only fuse two different creatures together. For any two targets that are to be fused together, if either succeeds on a Reflex save, that fusion does not occur, although other targets may still be fused to one another.

OCCULT SEALING

School abjuration; Level cleric 3, druid 3, inquisitor 3, medium 3, occultist 3, paladin 4, shaman 3, witch 3 Casting Time 1 standard action Components V, S, M (human blood) Range touch Target creature or object touched Duration 1 day/level Saving Throw Will negates; Spell Resistance no

You inscribe a secret symbol in human blood upon a creature or object, sealing away a possessing entity and rendering it temporarily powerless. The target must either be an intelligent item, or a creature or object possessed by another entity. If cast upon an intelligent item, this spell causes the item to lose all magical properties, senses, and communication abilities gained by being an intelligent item, and its ego score is effectively reduced to o. If cast upon a creature or object under possession, the possessing entity is effectively suppressed, being unable to act but remaining trapped within the target for the spell's duration. A creature possessing another creature by means of a *magic jar* spell or similar ability may attempt a new Will save when the spell or ability ends in order to return to his own body.

OMNI BLAST

School evocation [acid, cold, electricity, fire, force]; Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a drop of a kineticist's blood) Range long (400 ft. + 40 ft./level) Effect one ray Duration instantaneous Saving Throw none; Spell Resistance yes

You fire a single incredibly powerful bolt of energy, which deals 6d6 points of acid damage, 6d6 points of cold damage, 6d6 points of electricity damage, 6d6 points of fire damage, and 6d6 points of force damage. You must succeed on a ranged touch attack to hit your target.

OOZE BLAST

School conjuration (summoning); Level magus 5, sorcerer/ wizard 5, summoner 5 Casting Time 1 standard action Components V, S, M (a finger bone) Range long (400 ft. + 40 ft./level) Effect one ooze Duration instantaneous and 1 round/level; see text Saving Throw none; Spell Resistance no You conjure a highly acidic ochre jelly from thin air and throw it at a single target within range. You must succeed on a ranged touch attack to hit the target; if you miss, the ochre jelly appears in an adjacent unoccupied square. If you hit, the target suffers 5d4 points of acid damage and the jelly may make a combat maneuver check to start a grapple as a free action. The ochre jelly receives a bonus to CMD equal to 1/2 your caster level. The summoned jelly remains for 1 round per caster level you possess, and fights your foes to the best of its ability as though summoned by a *summon monster I* spell.

OPEN CONDUIT

School enchantment (mind-affecting); Level bard 5, medium 4, mesmerist 5, psychic 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V

Range close (25 ft. + 5 ft/2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You open a conduit directly between the target's mind and cosmic otherworldly forces that whisper secrets of space and time to the target, greatly empowering him, but also causing a serious risk of mental collapse. The target gains a +6 competence bonus to AC, attack rolls, saving throws, skill checks and weapon damage rolls. Each round, the target must make a Will save with a -6 penalty (effectively canceling the bonus from this spell) or become confused for 1d4 rounds. If the target fails this saving throw while babbling incoherently, he instead falls unconscious for 1 minute (the spell's duration continues to elapse during this time). The unconscious character can be awoken from unconsciousness with sufficient prodding, requiring a standard action to wake him, but upon waking, the target continues to babble incoherently for the remainder of the 1 minute he would have been unconscious.

OTHERWORLDLY TRANSFORMATION

School transmutation; Level alchemist 6, magus 6, medium 4, occultist 6, psychic 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action

Components V, S, M (aberration blood) Range personal Target you Duration 1 round/level Saving Throw Will negates; Spell Resistance no

For the spell's duration, you become completely impervious to nonmagical weapons and suffer only half damage from magical and energy attacks (including magical weapons). You also gain a +8 bonus to each of your physical ability scores, and may make an additional attack each round at your highest base attack bonus. While under the effects of this spell, you lose control of your actions to murderous otherworldly forces, and each round must do your best to kill the nearest living creature. A successful Will save allows you to refrain from attacking any creature that round.

OVERPOWERING MUSK

School transmutation; Level alchemist 3, bard 3, cleric 3, druid 2, inquisitor 3, shaman 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (a pinch of troll-kin sweat) Range personal Target you Duration 1 minute

You are surrounded by a potent musk which is familiar to trolls and their kin, though highly unpleasant for others. You gain a +2 bonus on Charisma-based skill checks against creatures of the giant subtype, and count as a giant for the purposes of spells and abilities which specifically affect giants, although creatures who gain a favored enemy bonus against giants receive only half their normal bonus against you. Additionally, the overpowering stench of your potent musk causes non-giant creatures adjacent to you to gain the sickened condition for as long as they remain adjacent to you. If you are a troll-kin, then creatures within a 10- foot radius are sickened, instead.

PACK AMBUSH

School conjuration (creation); Level druid 7, shaman 7, summoner 5, witch 7 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one animal or magical beast with Intelligence of 2 or less Duration 1 round/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You create one or more copies of the target, while simultaneously enhancing him, as the obvious "alpha" of this new pack. You create up to three copies of the target, whose combined total Hit Dice cannot exceed twice your caster level. These copies are completely loyal to the target, and fight on its behalf as though it had summoned them with summon monster I.

Further, as long as any of the creatures created by this spell remain, the target gains a +4 enhancement bonus to each of its ability scores, and its natural armor bonus to AC increases by +2.

At the end of the spell's duration, the created animals or magical beasts vanish, ceasing to exist entirely.

PHANTOM WORKER

School illusion (shadow); Level alchemist 1, antipaldin 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, magus 1, inquisitor 1, paladin 1, psychic 1, ranger 1, shaman 1, sorcerer/ wizard 1, spiritualist 1, summoner 1, witch 1 Casting Time 1 hour Components V, S, M/DF (a masterwork artisan's tool) Range close (25 ft. + 5 ft./2/levels)

Effect one phantom worker Duration 24 hours Saving Throw none; Spell Resistance no

You create a phantom to perform certain tasks for you. When you cast this spell, choose either phantom craftsman, phantom professional, or phantom performer. If you choose phantom craftsman, you can instruct it to work on a single crafting project. The phantom craftsman makes a Craft check of the appropriate type using your bonus (maximum + 10) for the day's work. The phantom craftsman is treated as having any item creation feats you possess, and you can expend spells to create the item for the phantom craftsman, allowing you to pursue other activities or aid the phantom craftsman in producing the item. If you choose phantom professional, you may command it to perform a single professional task, making a Profession check of the appropriate type using your bonus (maximum +10) for a day's work and earning the appropriate amount of gold, based on the check result. If you chose phantom performer, you may choose to have it perform alone, making a Perform check of the appropriate type at using your bonus (maximum +10) and earning an appropriate amount of gold. If you prefer, you may instead choose to join the phantom performer, each making a Perform check of the appropriate type and using the higher of your 2 rolls to determine the amount of gold earned (the phantom performer still uses your bonus, up to a maximum bonus of +10).

PRIMORDIAL MISTS

School conjuration (creation); Level druid 4, shaman 4, summoner 4, witch 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect fog spreads in 40-ft. radius Duration 1 min./level Saving Throw Fortitude partial; Spell Resistance no

You conjure swirling mists from the ancient times of the dinosaurs, which bring with them some of that lost age's climate. This functions as fog cloud except as noted here. The fog carries with it an intense heat and humidity. Each round that a non-reptilian creature begins its turn within the fog, it must succeed on a Fortitude save (DC 10, +1 for each previous check) or suffer 1d4 points of nonlethal damage. This is treated as fire damage for the purposes of resistances, immunities, and vulnerabilities. Characters wearing heavy clothing or armor of any sort take a -4 penalty on this saving throw. A creature reduced to unconsciousness begins taking lethal fire damage, instead. A creature who takes any nonlethal damage from this spell becomes fatigued until the nonlethal damage is healed. Once the creature leaves the heated cloud, the nonlethal damage inflicted this way heals rapidly as the character's body cools; the character recovers 1d2 points of nonlethal damage inflicted in this way for each round spent outside the cloud.

Reptilian creatures in the cloud (including dragons, dinosaurs, humanoids with the reptilian or kobold subtype, and so on, at the GM's discretion) do not suffer these penalties, and instead gain a +2 enhancement bonus to Strength and Dexterity for as long as they remain within the cloud, and 1d4 rounds thereafter.

PSYCHIC SHATTERING

School evocation [sonic]; Level antipaladin 4, cleric 5, occultist 4, psychic 4, shaman 5, sorcerer/wizard 5, witch 5 Casting Time 1 round Components V, S Range touch and unlimited; see text Target object touched and its owner; see text Duration instantaneous; see text Saving Throw Fortitude half (object) and Fortitude half, see text; Spell Resistance yes, see text

You shatter a touched object, and send a shockwave of psychic energy through the ether to strike at the object's owner. If the target object is attended, you must succeed on a melee touch attack. If the object has spell resistance from some source, that spell resistance applies. You inflict idio points of sonic damage per caster level to the object. The object's hardness applies, but is treated as though it were to lower than it actually is for the purposes of this spell. A successful Fortitude save halves the damage.

If the damage is not sufficient to destroy the object, the spell has no further effect. If the object is destroyed, however, then a wave of psychic energy is unleashed across the ether, following the bond between the destroyed item and its owner. In order for this aspect of the spell to function, the item must have been possessed and used, handled, or otherwise interacted with regularly by a single individual for at least one month. At the GM's discretion, items that have been used less regularly but owned for great periods of time, or which have been owned for less time but are of great sentimental value to their owner, may also be suitable for this purpose. If more than one creature could qualify as the owner based on these criteria, and you have a particular target in mind, you can choose which one is affected. Otherwise, the one with the strongest connection to the object is affected, or, in the event that two creatures are tied for the strongest connection, the target is determined randomly from amongst them.

The target creature is affected regardless of his distance from you and from the object, as long as he is on the same plane as the object at the time the spell is cast (if he isn't on the same plane, the spell does not affect him). The target creature suffers the same amount of damage as the object did, but the damage is reduced by 1010 for every 100 feet of distance between you and the target creature. A successful Fortitude save halves this damage. If the target fails this saving throw, he is also stunned for 1 round.

RAGING MUTAGEN

School enchantment (compulsion) [emotion, mindaffecting]; Level alchemist 4 Casting Time see text Components V, S Range see text Target see text Duration see text Saving Throw Will partial; Spell Resistance no

This extract must be mixed into a mutagen when it is prepared, and cannot be used or consumed on its own. When the mutagen that the extract is mixed with is consumed, the creature gains the benefits of this spell, in addition to the normal effects of the mutagen. If the character is not able to benefit from the mutagen for any reason, he is also unable to benefit from this extract. The effects of the extract last for as long as the effects of the mutagen persist.

In addition to the mutagen's normal effects, the target gains an additional +4 morale bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to AC. Additionally, when you create this mutagen, you may select a single rage power with no prerequisites. The target gains that rage power. Finally, for the extract's duration, whenever the target suffers damage, he must succeed on a Will save (DC equal to raging mutagen's DC) or be compelled to make a melee attack against the source of that damage, if possible, or attempt to move closer to the source of the damage, if that is not possible. This compulsion lasts for 1d6 rounds, but if the target is damaged repeatedly, each time he fails this save, the compulsion's duration increases by 1d6 rounds. The compulsion remains in effect even if the source of the damage is dead or destroyed. If the target is affected by multiple compulsions of this sort, he can choose which of the creatures that he attacks on any given round, but must attack at least one of them if able.

RAINFALL

School conjuration (creation); Level druid 5, ranger 3, shaman 5, witch 6 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./2 levels) Area 100-ft.-radius emanation Duration 10 minutes/level Saving Throw none; Spell Resistance no

You raise your hands to the sky and summon forth a mighty cloud which pours steady and oppressive rain within the spell's area. All nonmagical fires, as well as all magical fires whose caster level is lower than your caster level, are automatically extinguished. Additionally, all creatures in the area suffer a -5 penalty on all Perception checks. Finally, all fire spells cast within the area, into the area, or which have an area which is wholly within the spell's area have their caster level reduced by 5, while all electricity spells cast within the area, into the area, or which have an area which is contained wholly within the spell's area have their caster level increased by 2.

REACTIVATION

School conjuration (healing); Level occultist 5, psychic 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (topaz dust worth 100 gp) Range touch Target inactive construct touched Duration 1 min./level Saving Throw Will partial, see text; Spell Resistance no

You imbue a construct with arcane energies, reanimating its fallen form. The target regains all of its hit points and becomes active again, obeying your spoken commands without question or hesitation for the spell's duration, after which time it becomes free-willed and generally returns to following whatever commands it had before it became inert. Intelligent constructs may attempt a Will save in order to not fall under your control. They are reactivated regardless of whether they succeed on the saving throw or not.

REANIMATION DRAUGHT

School enchantment (compulsion) [mind-affecting]; Level alchemist 4, spiritualist 4 Casting Time 1 standard action Components V, S Range personal Target you Duration 24 hours

You drink an extract of necromantic energies that provides a temporary defense against death. When you die, this special extract returns your body and mind back to life for a number of minutes equal to your Intelligence modifier. You are restored to full hit points, but retain any ability damage or drain, and continue to suffer from any poisons or diseases that were affecting you before you died. You may act normally for the extract's duration, at the end of which you die once again. A *raise dead* or similar spell can be cast upon you during the extract's duration to prevent this effect.

SACRIFICE

School necromancy; Level antipaladin 4, cleric 5, inquisitor 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (a a black spike) Range touch Target helpless or willing creature touched Duration 1 round/level and instantaneous; see text Saving Throw Fortitude negates; Spell Resistance yes

You instantly end the target's life, absorbing the rush of magical energy caused by their sacrificial death. You gain temporary hit points equal to the number of hit points the target had remaining when you cast this spell, as well as gaining a +4 profane bonus on attack rolls, saving throws, skill and ability checks. These benefits last for 1 round per caster level. You also gain a rush of insight into the target, allowing you to make a special Knowledge check as a free action to identify the target. You gain a +20 bonus on this check and can achieve results of higher than 10, even if untrained.

SCALES OF THE DRAGON

School abjuration; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a scale from a chromatic or metallic dragon, worth at least 25 gp) Range personal Target you Duration 1 round/level (D)



Your body is covered in gleaming scales, matching those of the dragon whose scale was used as a material component. Your natural armor bonus to AC increases by +5, you gain DR 10/magic, and spell resistance equal to 10 + your caster level. Additionally, you gain 30 points of energy resistance. The type of energy that you resist is determined by the color of dragon whose scale was used as a material component for the spell, as outlined on the table below.

Table 2-2: Scales of the Dragon

Dragon Type	Energy Type
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

SCHISMATIC MUTAGEN

School enchantment (compulsion) [mind-affecting]; Level alchemist 3 Casting Time see text Components V, S Range see text Target see text Duration see text Saving Throw Will negates and Will partial, see text; Spell Resistance no

This extract must be mixed into a mutagen when it is prepared, and cannot be used or consumed on its own. When the mutagen that the extract is mixed with is consumed, the creature gains the benefits of this spell, in addition to the normal effects of the mutagen. If the character is not able to benefit from the mutagen for any reason, he is also unable to benefit from this extract. The effects of the extract last for as long as the effects of the mutagen persist.

The target's alignment changes to match an alignment that you specify at the time that the extract is prepared. While this alignment change is temporary, it is completely real, and spells such as *detect evil* or *holy word* will reflect the chosen alignment, rather than the target's normal alignment. For the most part, this alignment change does not directly dictate the target's actions, but if the target attempts to perform an action that is directly opposed to the new alignment, he must succeed on a Will save or be unable to perform that action.

If the chosen alignment is the opposite of the target's normal alignment on either alignment axis (good vs. evil or chaos vs. law), then the target must succeed on a Will save when the extract's effect ends, or be unable to remember anything that occurred while under the effects of this extract. Any such memories are retained if the target ever uses this extract to gain that alignment again, but once again disappear when the extract's effects end.

SÉANCE

School divination; Level medium 4, shaman 6, spiritualist 6
Casting Time 1 standard action
Components V, S
Range unlimited
Effect call the spirit of a single deceased humanoid creature
Duration 1 minute; see text
Saving Throw Will negates, see text; Spell Resistance no
0 0 1

This powerful divination can only be cast with the aid of one or more individuals and allows you to summon the spirit of a specific individual. This spell functions as *call spirit*, except as noted above, and with the following additional exceptions.

If the spirit fails its Will save, it must answer your questions truthfully, though it may still attempt to deceive you by leaving out information or by making misleading statements that are technically true. If the summoned spirit succeeds on its saving throw, things go disastrously wrong, conjuring a dangerous spiritual entity which either takes the form of ghost, with statistics identical to what the creature had in life, with the ghost template applied, or it takes the form of a demon with a CR equal to your caster level (at the GM's discretion). The summoned entity may act as it pleases, but almost always acts maliciously. Normally you have 1 minute to question the summoned spirit; however, if you accidently summon a malicious entity, the creature remains until slain or banished.

Allies adjacent to you can participate in casting this spell in order to make it more difficult for spirits to resist. Each participant must spend an immediate action when you cast this spell, and must have at least one hand free. For each additional participant beyond the first, the spell's saving throw DC increases by +1 (to a maximum increase of +4).

SECRET FROM BEYOND

School divination; Level bard 5, inquisitor 5, medium 4, mesmerist 5, occultist 5, psychic 6 Casting Time 1 standard action Components V, S, M (human blood) Range touch Target creature or object touched Duration instantaneous Saving Throw Will negates; Spell Resistance no

By touching a creature or object and appealing to otherworldly forces, you can attempt to learn about the creature or object. This spell functions similarly to the spell *legend lore*, except that the target need not be legendary and the information provided is overwhelming. You become stunned for one round after using this ability, and the knowledge leaves your mind after 24 hours. The target creature or object may attempt a Will save to prevent you from learning anything about it.

SENSE PRESENCE

School divination; Level cleric 2, medium 1, shaman 2, spiritualist 1, witch 2 Casting Time 1 standard action Components V, S Range 30 ft. Area cone-shaped emanation Duration instantaneous Saving Throw Will negates; Spell Resistance no

You reach out with your otherworldly senses, seeking the wider world beyond the veil. You immediately become aware of the presence of spirits within the area. You learn the name of any spirits which reside in the area, as well as learning whether the area was the final resting place of a present spirit, or if a present spirit has migrated to the area from elsewhere. Additionally, this spell automatically reveals the presence of any haunts in the area, as well as each haunt's trigger. A spirit within the area may attempt a Will save in order to conceal its presence. Unless otherwise noted, the spirit makes its saving throw as if it were alive.

SHIELD OF FRIENDSHIP

School abjuration; Level cleric 3, inquisitor 3, paladin 3, psychic 3, spiritualist 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 hour/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You draw upon the power of friendship to share any wounds suffered by the target, reducing his pain and suffering. This spell functions identically to *shield other*, except as noted here.

As you cast this spell, any number of allies within 30 feet of you can choose to focus on the spell, in order to empower it with feelings of goodwill and friendship towards you and the target. Each creature that does so is staggered on his next turn. The damage suffered by the target is distributed evenly amongst the target, you, and each creature that focuses on the spell in this way (so if one ally focuses on the spell in this way, and the target is damaged, 1/3 of that damage will be suffered by the target, 1/3 by you, and 1/3 by the ally that focused on the spell). Any of these allies can end their participation in the spell as a standard action. If they do so, or if they die, or are otherwise unable to suffer their share of the damage, any further damage is divided evenly amongst those creatures who are able to suffer their share of the damage.

SMOKE BLAST

School evocation [air, fire]; Level magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a piece of smoky quartz) Range long (400 ft. + 40 ft./level) Effect one ray Duration instantaneous and 1 round/level; see text Saving Throw Fortitude partial; Spell Resistance yes

You create a massive blast of fire and air energy in a column of choking smoke. You must succeed on a ranged touch attack to hit with this spell. This smoke beam deals 1d4 points of bludgeoning damage per caster level to the target, and causes the target to choke and suffocate. If the target is a living creature, he must succeed on a Fortitude save or suffer a -4 penalty to his Strength, Dexterity, and Constitution scores for 1 round per caster level.

SMOKING CONCEALMENT

School evocation [fire]; Level bard 1, bloodrager 1, magus 1, mesmerist 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

You surround yourself in a small cloud of deep black smoke. You gain concealment (20% miss chance) and are obscured by the smoke, making it difficult to determine what kind of spells you are casting. Spells without verbal components you cast while under the effects of this spell cannot be identified, except by characters who can see through the smoke. Even spells with verbal components are still more difficult to identify, however, and all Spellcraft checks made to identify such spells suffer a -4 penalty. The smoke is impossible for most characters to see through, and this spell provides no ability for you to see through it. The smoke can be dispersed by a moderate wind. Due to its magical nature, this smoke has no effect on your breathing.

SMOKING FIRE

School evocation [fire]; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level Saving Throw Reflex negates; Spell Resistance no

You cause the target to erupt in flames and catch on fire, suffering 5d6 points of fire damage each round for the spell's duration. The fire also produces a huge cloud of black smoke which envelopes the target while he burns. This smoke is identical to normal smoke, except that it only occupies the target's square. See the *Pathfinder Roleplaying Game Core Rulebook* for more information about the effects. As a fullround action, the target can attempt a new Reflex save in order to extinguish both the fire and the smoke.

SONGS OF DISCORDANCE

School enchantment [emotion, sonic]; Level bard 5, cleric 6, inquisitor 6, summoner 6 Casting Time 1 round Components V, S, F (an instrument worth at least 1,000 gp) Range 60 ft. Area 60-ft.-radius burst centered on you Duration 1 round/level Saving Throw none; Spell Resistance yes

You cause powerful music to issue forth from the instrument that serves as the focus of the spell, although it is not made by the instrument itself, and in fact even includes singing. The music can be heard much further than 60 feet from the instrument, but it only has its magical effects on those within 60 feet. If the instrument is destroyed or leaves your possession at any time, the spell immediately ends.

The music sounds differently to your allies than it does to other creatures: while your allies hear a powerful melody that invigorates them and spurs them to glory, your enemies hear harsh, discordant noise. Each ally that begins his turn in the affected area gains a +4 morale bonus on attack rolls, saving throws, ability checks, and skill checks until the beginning of his next turn. All other creatures that begin their turn in the affected area suffer a -4 penalty on attack rolls, saving throws, ability checks, and skill checks until the beginning of their next turn, instead. Creatures that are unable to hear the music gain no benefits and suffer no penalties. Creatures that can hear the music but are unable to understand the language of the singing (which must be a language you know) gain only a +2 bonus or -2 penalty, instead of the full amount.

SOUL FORGE

School necromancy (evil); Level cleric 8, psychic 7, sorcerer/ wizard 8, witch 7 Casting Time 1 standard action Components M/DF (beak of a parrot) Range close (25 ft. + 5ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You sever off of a piece of a creature's soul and graft it onto your own. The target gains 1d4 negative levels and you gain a bonus on attack rolls, saving throws, and skill and ability checks equal to the number of negative levels lost by the target, as well as a number of temporary hit points equal to 10 x the number of negative levels lost by the target. Additionally, you learn which feats the target has, and may choose a single feat from among them. For the spell's duration, the target loses access to that feat, and you gain access to that feat, even if you would not normally qualify for it.

SOUL SEEKER

School necromancy [death, evil]; Level psychic 9, sorcerer/ wizard 9, witch 9 Casting Time 1 standard action Components V, S, M (the eye of recently deceased human) Range medium (100 ft. + 10 ft./level) Target one living creature Duration instantaneous (see text) Saving Throw Will partial, see text; Spell Resistance yes

This terrible spells produces a deadly force, which seeks out the living in order to snuff out their life-force. If the initial target of this spell fails his saving throw, he suffers 300 points of damage and the spell ends. If the target succeeds on his saving throw, the spell is not ended; rather, the spell energy seeks out the nearest living creature to the target (within the spell's range) and affects that second target. If the second target also succeeds on his saving throw, this process continues until a character fails his save. A creature can only be targeted by any given instance of this spell once (but can be targeted again if the spell is cast again). When the spell energy reaches the last available target of the spell (i.e., there are no remaining valid targets within the spell's area), that target automatically suffers 100 points of damage (even if he succeeds on his saving throw) and the spell ends. If a target has no soul, he suffers no damage from this spell.

SPEAK WITH LOVED ONE

School divination; Level cleric 4, medium 2, shaman 4, spiritualist 3, witch 2 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration concentration, up to 1 round/level Saving Throw Will negates; Spell Resistance no

You reach out to speak with a deceased person close to the target, allowing you to ask questions of the deceased person. The entity to be contacted must be dead and its soul must be free. You may ask the entity one question per round, which it must answer. A question which relates directly to the target must be answered honestly; otherwise, the contacted entity may attempt to deceive you with Bluff.

SPECTRAL STARE

School illusion (glamer); Level mesmerist 3 Casting Time 1 standard action Components V, S, F (a pocket mirror) Range see text Effect a spectral set of glaring eyes above your head Duration 1 round/level Saving Throw none; Spell Resistance no

You create a second pair of giant, illusory eyes which float above your face and can be used to direct your hypnotic stare at an additional creature. You can target one additional creature with your hypnotic stare at any given time. Directing each stare (your normal one and the extra one granted by this spell) requires a separate swift action. You cannot target the same creature with both stares.

SPELL CLONE

School universal; Level mesmerist 6, psychic 6, shaman 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect a copy of an ongoing spell Duration varies; see text Saving Throw varies; see text; Spell Resistance yes; see text

When you cast this spell, choose an ongoing spell effect within range, whose spell level is 6th or lower. This spell's effects are identical to the chosen spell, including that spell's caster level, saving throw DC, metamagic effects, and other benefits (including things like Spell Focus or Spell Penetration, if the caster had such feats, and they were applied to the target spell). If the spell has one or more targets, you choose new targets for this copy of the spell. If the spell has an area of effect, you choose a new area for this copy of the spell. If desired, you can choose the same targets, or the same area, although the effects of the spells may not stack. Any saving throws normally allowed by the spell are still allowed. Your copy of the spell offers spell resistance, even if the original spell did not.

SPIRIT FLAME

School evocation [fire]; Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (a bottle of spirits costing at least 5 gp) Range o ft. Effect 6o-ft. cone Duration instantaneous Saving Throw Reflex partial; Spell Resistance yes

You drink an entire bottle of strong spirits and then, in a drunken revel, breathe forth a raging torrent of supernaturally hot fire in a 6o-foot cone. This spell is nearly impossible to aim, and when you cast it, you must roll 1d8 to determine which direction the cone goes. All characters in the area suffer 2d6 points of fire damage per caster level, with a successful Reflex save reducing the damage by half. Once this spell is cast, you become drunk (gaining the sickened condition) for 1d4+1 hours.

SPITEFUL CORRUPTION

School necromancy; Level antipaladin 2 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level (D)

You offer up your life-force to the dark entities that empower your touch of corruption, allowing you to use that ability at the cost of your own health. For the spell's duration, you can use your touch of corruption class feature without expending daily uses of that ability. However, for every 2 points of damage you inflict with your touch of corruption, you also suffer 1 point of damage. You can apply cruelties to touches of corruption used in this way, as normal. Abilities that require you to expend daily uses of touch of corruption, but which do something different (such as the channel negative energy class feature) are unaffected by this spell.

STEAL VITALITY

School necromancy; Level antipaladin 2, cleric 3, sorcerer/ wizard 3, witch 4 Casting Time 1 hour Components V, S, F (a pair of black sapphire wands engraved with eldritch markings, worth 500 gp each) Range touch Target two creatures touched Duration instantaneous Saving Throw Fortitude negates, varies, see text; Spell Resistance yes

Over the course of an hour, during which time you must touch the twin wands to the two target creatures and chant certain incantations, you transfer some of the vital essence from one character to another. When you complete casting this spell, you must choose one of the targets to be the giver, whose vital energy is transferred to the other target (the receiver), inflicting some harm to one and granting some benefit to the other.

- You may transfer life from the giver to the receiver, inflicting 1d6 points of damage per caster level on the giver (a successful Fortitude save halves this damage), and restoring a like number of hit points to the receiver. Hit points restored in excess of the receiver's maximum hit points are gained as temporary hit points which last for 10 minutes per caster level.
- You may transfer health between the two individuals, allowing you to effectively cure any condition on the giver (except for death), instead imposing it on the receiver. You can transfer one condition for every 4 caster levels in this way. The receiver is entitled to a saving throw to resist this transfer. The type of saving throw is the same as the kind that inflicted the original condition, but the DC is equal to this spell's DC. If the original condition did not allow for a saving throw, then the receiver is entitled to a Fortitude save, with the DC based on *steal vitality's* DC.
- You may attempt to siphon memories from one target to the other. The giver is entitled to a Will save to resist the effect. You can transfer 1 hour's worth of memories per caster level, which are lost to the giver and absorbed by the receiver.

STRENGTH OF AGES

School transmutation; **Level** alchemist 6, bard 6, cleric 6, druid 5, medium 4, psychic 6, shaman 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action Components V, S, M/DF (a pinch of troll-kin sweat) Range personal Target you Duration 1 minute

You fill yourself with magic, imparting the wisdom of the ages not to your mind but to your body, teaching your muscles how to operate more efficiently and with greater power. You gain a bonus to your Strength score based on your age. At adult age, you gain a +2 bonus to your Strength score; at middle age, and every age category thereafter, this bonus increases by a further +2, to a maximum bonus of +8 at venerable (for most creatures, or a maximum bonus of +12 for a great wyrm dragon).

SUMMON MINOR TOOL

School conjuration (summoning); Level bard o, cleric o, druid o, inquisitor o, magus o, occultist o, shaman o, sorcerer/wizard o, summoner o, witch o Casting Time 1 round Components V, S Range o ft. Effect one summoned tool or kit Duration 10 minutes or 8 hours; see text Saving Throw none; Spell Resistance no

You conjure a simple kit or tool. This spell can be used to summon any one of the following: a set of artisan's tools, a climber's kit, a healer's kit, a set of thieves' tools, or a small tent complete with a bedroll and blanket. If the spell is used to summon the tent, it lasts for 8 hours. Otherwise, the spell's duration is 10 minutes. None of the tools or kits summoned by this spell are masterwork.

SUMMON OVERBEING

School conjuration (summoning); Level cleric 7, druid 6, sorcerer/wizard 6, summoner 5 Casting Time 1 minute Components V, S, M/DF (a golden figurine of the creature to be summoned worth 100 gp per HD of the creature to be summoned) Range close (25 ft. +5 ft./level) Effect one summoned creature Duration 1 minute/level Saving Throw none; Spell Resistance no

You can summon any kind of creature whose Hit Dice is equal to your caster level -4. The type of creature to be summoned must be chosen in advance, as a material representation of the creature is expended in the casting of this spell. The summoned creature fights your enemies to the best of its ability and using its own best judgment, though you may attempt to direct it if you have the means to communicate with it. The summoned creature will generally listen to reasonable requests, but dangerous or obviously suicidal requests require an opposed Charisma check to convince the summoned creature to act in accordance with your wishes. In the case of summoned humanoids without racial Hit Dice, the summoned creature is an archetypal example of that race, with a single level in warrior and ability scores equal to 10 + that character's racial adjustments, with Toughness as a feat. If a character summoned by this spell would be reduced to o or fewer hit points, it is instead whisked back whence it came; if some effect prevents this, the summoned creature is instead reduced to -1 hit point and becomes stable.

SUMMON SCALED REGENTS

School conjuration (summoning); Level druid 9 Casting Time 1 round Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect three or more summoned tyrannosauruses Duration 10 min./level Saving Throw none; Spell Resistance no

Reaching back through the mists of time, you summon 1d3+2 tyrannosauruses, each with the advanced and giant simple creature templates. The summoned tyrannosauruses appear where you designate and act immediately after the end of your turn. They are not under your control, but immediately begin hunting for prey. As you cast the spell, you can designate up to 1 creature per 2 caster levels, each of which must be within 60 feet of you. The tyrannosauruses will not attack the designated creatures.

Any creature that is currently swallowed whole by one of the tyrannosauruses at the end of the spell's duration is transported back with them whence they came, still inside the stomach of the giant lizard. The unfortunate creature continues to take damage each round until he either dies or escapes from the tyrannosaurus's stomach. If he escapes into the tyrannosaurus's mouth, he is immediately transported back to the place where the tyrannosaurus was when the spell ended. If he dies, he is not transported back.

SUPPRESS MIND

School enchantment (compulsion) [mind-affecting]; Level mesmerist 3, psychic 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range close (25 ft. + 5ft./2levels) Target one creature Duration concentration, up to 1 round/level Saving Throw Will negates; Spell Resistance yes

You overwhelm the target with pure thought energy, slowly crushing his mental faculties. You reduce each of the target's mental ability scores by 1 for the duration of the spell. Each round you concentrate on this spell, the target must succeed on a new saving throw or have the penalty to his mental ability scores increase by an additional 1 point. A character who fails his save by 5 or more instead suffers 1 point of permanent ability score drain to each of those scores. Additionally, a character whose mind is suppressed by this spell produces no surface thoughts and cannot have his mind read by *detect thoughts* and similar abilities.

TEARS OF THE SUN GOD

School necromancy [death, mind-affecting]; Level alchemist 6

Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

This extract is one of alchemy's oldest secrets, causing your eyes to cry a special substance that causes those who see it to die peaceful deaths. As a standard action, you can focus your gaze upon a single creature, which must succeed a Fortitude save or suffer 10 points of damage per caster level. Unlike other death and mind-affecting spells, this spell can affect intelligent undead. Whenever you use this ability, you suffer 1 point of Constitution damage.

TELEKINETIC HAMMER

School transmutation; Level magus 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (a miniature hammer) Range long (400 ft. + 40 ft./level) Target up to 3 creatures or objects, weighing up to a total of 25 lbs. per caster level. Duration instantaneous Saving Throw Reflex negates, Reflex partial, see text; Spell Resistance yes

You hurl a creature or object at another creature or object, and then hurl the pair at a third creature or object. You must designate a primary, secondary, and tertiary target. If the primary target succeeds on its Reflex save, the spell ends. If the primary target fails its Reflex save, it is thrown at the secondary target, and both of them suffer 5d6 points of bludgeoning damage. The secondary target must then make a Reflex save. If it fails, both the secondary and primary targets are thrown at the tertiary target. The primary and secondary targets suffer an additional 5d6 points of damage when they connect with the tertiary target, while the tertiary target suffers 10d6 points of damage and falls prone. The primary and secondary targets each fall prone in an unoccupied square adjacent to the tertiary target.

If the secondary target succeeds on its Reflex save, only the primary target is thrown at the tertiary target; in this case, both the primary target and the tertiary target suffer 5d6 points of damage when they collide, and fall prone (the primary target landing in an unoccupied square adjacent to the tertiary target). Movement caused by this spell does not provoke attacks of opportunity.

TELEKINETIC MANIPULATION

School evocation [force] Level bard 2, medium 2, mesmerist 2, psychic 3, sorcerer/wizard 3, summoner 2, witch 3 Casting Time 1 standard action Components V, S, Range medium (100 ft. + 10 ft./2 levels) Effect telekinetic force which can manipulate objects Duration concentration Saving Throw none; Spell Resistance yes (harmless)

You use your mind to create a persistent telekinetic force which can manipulate objects in a fashion similar to a human hand. The telekinetic force open doors, pull levers, hold objects, or perform any other task which could be done with one hand. This force is easy to control, even to perform delicate and complex tasks, and you can use the Disable Device and Sleight of Hand skills with the force. If you do, the telekinetic force uses your caster level + your primary spellcasting ability score modifier as its skill bonus. The telekinetic force can attempt to disable locks and mechanical traps, but not magical traps, and cannot find traps on its own. Once cast, you can move the hand to any point that was within the spell's range at the time of casting. Moving the force is a free action made as part of concentrating on the spell.

TIME LEECH

School transmutation; Level bard 5, magus 5, sorcerer/ wizard 5, summoner 5 Casting Time 1 round Components V, S, M (the end of a whip that has been soaked in honey) Range close (25 ft. + 5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 feet apart Duration 1 round/level Saving Throw Will negates; see text; Spell Resistance yes

You bend and warp the fabric of time, speeding some targets and slowing others. For each target, you can choose to affect that creature as either the *haste* or *slow* spell. For creatures affected by *haste*, this spell is considered harmless. Once the spell is cast, the targets can move more than 30 feet away from one another without disrupting the spell's effects.

TIMELY DEMISE

School necromancy [curse, death, evil]; Level antipaladin 4, cleric 7, sorcerer/wizard 6, witch 7 Casting Time 1 standard action Components V, S, M/DF (heart-blood from a raven) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Fortitude negates and Fortitude partial; Spell Resistance yes

You curse the target, slowly siphoning away his life-force. The target is allowed an initial Fortitude save to negate the effects of this spell; if he fails this save, the curse takes hold and may become strong enough to utterly destroy him. Once the curse takes hold, roll 2d6. If the result is equal to or greater than the target's Hit Dice, the target instantly dies. If the result of the roll is less than the target's Hit Dice, the target must succeed on a new Fortitude save each round at the beginning of his turn or feel the curse get stronger. If the target succeeds on three such Fortitude saves, the spell ends. Each time he fails a Fortitude save in this way, roll an additional 2d6 and add it to the previous result. If the sum of all the d6s rolled when using this spell ever exceeds the target's total Hit Dice, the target instantly dies. Unlike other death effects, this spell is fully effective on undead, constructs, and other non-living creatures such as elementals. Such creatures rot, deteriorate, or diminish as the spell goes on.

TOUCH OF DEATH

School necromancy [death, evil]; Level antipaladin 4, cleric 8, sorcerer/wizard 7, witch 8 Casting Time 1 standard action Components V, S, M/DF (the finger bone of a dead human) Range touch Target living creature touched Duration 1 round/level or until discharged Saving Throw none; Spell Resistance yes

With a touch, you gouge the target's life-force, gravely injuring him. This spell requires a melee touch attack to hit. If you successfully touch the target, he suffers too points of damage. You may make 1 touch attack, plus 1 additional touch attack for every 5 caster levels beyond 15th before this spell is discharged.

TWIN BRAIN

School transmutation; Level alchemist 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 minute/level

You drink a specially prepared extract containing your own brain matter that causes your head to warp and twist before bloating as your brain duplicates inside your skull. You grow a second brain inside your head, attached to the first, allowing you to roll twice and take the higher result whenever you are subjected to a mind-affecting effect which offers a Will save. Additionally, whenever you make a Perception check, you may roll twice and take the higher result. Finally, you gain a +6 racial bonus to Intelligence.

UNSEEN SOLDIER

School conjuration (creation) Level psychic 5, sorcerer/ wizard 5, spiritualist 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./2 levels) Effect one unseen warrior Duration 1 round/level Saving Throw none ; Spell Resistance no

You throw forth your mental energies to form a telekinetic force given to the shape and might of a demiurge. This spell functions like unseen servant, except that the force created by the spell can make attacks and perform combat maneuvers. The unseen soldier has a Strength score of 22 and a base attack bonus equal to your caster level for these purposes. The unseen soldier has no natural attacks and is incapable of making unarmed strikes; however, it is proficient with all types of weapons and can use any weapon it acquires to make weapon attacks. The unseen soldier can perform combat maneuvers even while unarmed. The unseen soldier has an AC equal to your caster level + your primary spellcasting ability score modifier. While the unseen soldier is indestructible, any attack which hits it disrupts it for 1 round, causing it and any weapon it wields to be treated as though it did not exist for 1 round. An unseen soldier cannot make attacks of opportunity and any attempt to pass through its square is automatically successful.

VANISHING STRIKE

School conjuration (teleportation); Level magus 5, mesmerist 5 Casting Time 1 immediate action Components V Range 10 ft. Target you Duration instantaneous Saving Throw none; Spell Resistance no

You teleport yourself 10 feet to an unoccupied square, and may immediately make a single melee attack at your full base attack bonus as a free action. If you cast this spell in response to being attacked, the attack misses you automatically (although the attacker may be able to make subsequent attacks against you, if it is capable of making more than one attack). Further, if you cast this spell in response to being attacked, and choose to make your attack against the creature that attacked you, the target of your attack is denied his Dexterity bonus to AC for the purposes of your attack.

VISAGE OF THE CLOWN

School illusion [emotion, fear, mind-affecting, see text]; Level bard 3, inquisitor 3, medium 3, mesmerist 3, psychic 3, shaman 3, sorcerer/wizard 3, spiritualist 3, witch 3 Casting Time 1 standard action Components V, S, M (a pinch of white make-up) Range 30 ft. Area cone-shaped burst Duration 1 round/level or 1 round/4 levels; see text Saving Throw Will partial and Will negates, see text; Spell Resistance yes

For just a moment, your face takes on the guise of a horribly exaggerated clown, painted a deathly white, with strange designs, unnatural hair, and a bulbous red nose. Though the change lasts for only a moment, it is long enough for the magic to take its hold on those to whom you direct your gaze.

Each creature in the affected area must succeed on a Will save or be overcome with a fit of laughter at the sight of you, falling prone and being unable to take any actions for the spell's duration. Each round, at the end of its turn, an affected creature can attempt a new Will save to break free of the effect. Success on this saving throw ends the spell's effect for that creature. This aspect of the spell is not a fear effect.

Each creature in the affected area that succeeds on its initial Will save to resist laughing must succeed on a second Will save to avoid becoming horribly frightened by you, instead. Creatures that fail this saving throw are panicked for the spell's duration. Each round, at the end of its turn, an affected creature can attempt a new Will save to break free of the effect. Success on this saving throw ends the spell's effect for that creature. This aspect of the spell is a fear effect.

The spell's duration varies depending on the creatures it affects. For creatures with 10 or fewer Hit Dice, this spell's duration is 1 round per caster level you possess. For creatures with 11 or more Hit Dice, this spell's duration is 1 round per 4 caster levels you possess.

WARD OF CAMARADERIE

School abjuration; Level bard 2, bloodrager 2, inquisitor 2, psychic 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 round/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Using the power of friendship, you create a magical ward, which protects the target from harm, granting a +2 deflection bonus to AC, and resist acid, cold, electricity, and fire 5.

As you cast this spell, any number of allies within 30 feet of you can choose to focus on the spell, in order to empower it with feelings of goodwill and friendship towards you and the target. Each creature that does so is staggered on his next turn. For each creature that focuses on the spell



in this way, the deflection bonus to AC granted by the spell increases by +1, and the amount of acid, cold, electricity, and fire resistance increases by 2. Regardless of how many allies focus on the spell, it cannot grant more than a +8 deflection bonus to AC, although the amount of energy resistance it can grant is not limited.

WHITE NOISE

School enchantment (mind-affecting); Level bard 2, mesmerist 2, psychic 2, sorcerer/wizard 2 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft/2 levels) Target one living creature Duration concentration Saving Throw Will negates; Spell Resistance yes

You can fill the target's head with buzzing white noise, making it extremely difficult to think about anything at all for more than a brief moment. This spell causes 20% spell failure for spells the target casts with verbal components. Additionally, it is very difficult to cast spells with thought components while under the effects of this spell. Each round at the beginning of your turn, you and the target make opposed concentration checks; if you win the check, the target is unable to cast spells with thought components that round.



WORDS OF MAGIC/WORDS OF THE GODS

School divination; Level alchemist 1, bard 1, bloodrager 1, cleric 1, druid 1, inquisitor 1, magus 1, paladin 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level

You gain an instant insight into the workings of strange words of magic. Arcane casters call this spell *words of magic*, while divine casters call it *words of the gods*, though the two spells are actually one and the same. You gain the ability to read and cast spells from all kinds of scrolls, as though they were your choice of arcane or divine scrolls, though other features of the scroll (such as the spell's level, caster level, etc.) remain unchanged. Finally, you gain a bonus equal to your caster level (max +5) on caster level checks made to use the scroll.

WYRMGIFT

School transmutation; Level druid 3, medium 3, shaman 3, sorcerer/wizard 3 Casting Time 1 round Components V, S, M (a specially prepared gem, see text) Range personal Target you Duration 1 hour/level

This spell allows the caster to draw upon a speciallyprepared gem, into which a dragon has willingly imbued some of its own magical essence. Preparing a gem in this way requires one minute of concentration by the dragon, and imposes a temporary negative level on the dragon for 24 hours. Only a gem from the dragon's own hoard can be prepared in this way, and even if the dragon is compensated for the loss of the gem (which must always be worth at least 100 gp), most dragons are still less than generous when it comes to creating them.

When the spell is cast, it draws the dragon's power from the gem, consuming it in the process, and granting you special powers unique to the type of dragon that empowered the gem. The exact powers that you gain are summarized on the table below. Full descriptions of each ability can be found in the description of dragons of that particular color, in the *Pathfinder Bestiary*.

Table 2-3: Wyrmgift

Dragon Type	Granted Powers	
Black	Corrupt water (1 use), speak with reptiles	
Blue	Desert thirst, sound imitation	
Green	Camouflage, woodland stride	
Red	Manipulate flames (3 uses), smoke vision	
White	Ice shape (3 uses), icewalking	
Brass	Desert wind (2 uses), move sand (2 uses)	
Bronze	Water breathing, wave mastery	
Copper	Climb stone, uncanny dodge	
Gold	Detect gems (3 uses), luck (1 use)	
Silver	Fog vision, true courage	

If an ability in the table lists a number of uses, that ability can only be used that many times during the spell's duration. Otherwise, the ability can either be used at will, or is constantly active, depending on the nature of the ability. Your caster level for the purposes of these abilities is equal to your actual caster level. Similarly, any ability that references how many Hit Dice a dragon possesses also refer to your caster level for the purposes of this spell.

ZONE OF PEACE

School enchantment (compulsion) [mind-affecting]; Level cleric 5, inquisitor 5, mesmerist 5, psychic 5 Casting Time 3 rounds Components V, S, DF Range long (400 ft. + 40 ft./level) Targets each creature within range, including you Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You unleash a wave of energy which instills an intense compulsion of peace in each creature it passes through, forcing them to stay their weapons, and instantly bringing even large-scale combats to a halt. Each creature that fails its Will save is unable to make attacks or cast harmful spells (any spell that inflicts hit point damage, ability damage, or ability drain, or which allows a saving throw that is not denoted as harmless) for the spell's duration. Any affected creature that is attacked or affected by a harmful spell is immediately freed from this spell's effects.

Chapter 3: Magic Market



Magic Market is our weekly article that contains all the tools, toys, and treasure that players (or GMs) could want in their game. In 2015, we created 19 suits of magic armor, 11 magic shields, 21 magic weapons, 5 magic rings, 5 magic rods, and 50 wondrous items, plus 8 new magic beverages.

In addition to all of this, we also experimented with some content that was more flavorful and less tied to game mechanics, and so created four articles with ten flavorful descriptions of treasure objects, each of which was tied to a particular theme. This chapter contains all the content from Magic Market produced over the course of 2015. The magic items are presented in groups, beginning with specific armors, then specific shields, and so on, in the order presented above. Within each category, the magic items are presented in alphabetical order, and a convenient table near the beginning of each such section lists each magic item by price.

After the magic beverages, each of the four articles with flavorful descriptions is listed in alphabetical order by the title of the article. Some of these descriptions have been reduced from the original article in which they debuted, in order to allow all ten descriptions to fit in a single page.

Specific Armors

The following section provides a number of specific magic armors. They are presented in alphabetical order.

ARMOR OF MAGICAL TRANSFERENCE PRICE 90,300 gp

Slot armor; **CL** 15th; **Weight** 40 lbs. **Aura** strong transmutation

While this suit of chainmail is visually indistinct from typical examples of its kind, most are wrapped in exotic, highly decorative surcoats to demonstrate their great value. Older suits are often stained with blood.

This unique suit of +*i* chainmail can be used to allow the wearer to form a close bond with a specific spellcaster. In order to form a bond, the spellcaster must be adjacent to the wearer and spend a full-round action to mark the armor with some of his blood, suffering *i* point of damage. For the next minute, any spell the bonded caster casts with a target of "you" can instead be cast upon the wearer of the *armor of magical transference* as though it had a range of touch. Because this armor conducts magical energy, however, the wearer suffers a -2 penalty on saving throws against spells.

None of an *armor of magical transference's* unique abilities count as an enhancement bonus equivalent, and it is treated as +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 45,300 gp

Craft Magic Arms and Armor, polymorph any object

ARMOR OF THE ACROBAT

PRICE 120,160 gp

Slot none; **CL** 1st; **Weight** 15 lbs. **Aura** faint transmutation

This suit of ultra-thin red and yellow armor feels light as air. Not only does this fine armor allow the wearer to move unhampered, it actually enhances his ability to leap, balance, and tumble.

A suit of *armor of the acrobat* functions as a suit of +5 *leather armor*, except that it is treated as having no maximum Dexterity bonus, and has a number of additional powers relating to movement. The wearer of a suit of *armor of the acrobat* gains a +20-foot enhancement bonus to his movement speed, and this bonus is doubled while he is running. Further, the wearer of this armor gains a +30 competence bonus to Acrobatics skill checks, and the distance he can jump in a round is not limited by his total movement speed. Finally, the wearer never uses more than a single move action to make a single jump, regardless of the distance jumped.

None of an *armor of the acrobat's* unique abilities count as an enhancement bonus equivalent, and it is treated as +5-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 60,160 gp
Craft Magic Arms and Armor, jump	

Table 3-1: Specific Armors

Armor	Price
Plate of the deep guard	3,750 gp
Cutpurse's protection	4,160 gp
Rage guard	4,250 gp
Phantom armor	7,170 gp
Skyknight's plate	7,650 gp
Blurring breastplate	9,350 gp
Shirt of telekinetic defense	10,000 gp
Snakeskin	22,160 gp
Trickster's leather	34,175 gp
Imp-leather armor	41,895 gp
Tireless armor	48,250 gp
Oni armor	52,1 <mark>65</mark> gp
Iron boulder armor	61,650 gp
Soulbond armor	79,350 gp
Armor of magical transference	90,300 gp
Armor of the acrobat	120,160 gp
Turtle shell armor	121,650 gp
Mail of midnight	180,300 gp
Shining plate of the gods	214,15 <mark>0 gp</mark>

BLURRING BREASTPLATE

Slot armor; **CL** 3rd; **Weight** 30 lbs. **Aura** faint illusion

This excellent quality breastplate is made from a metal composite which makes it into a swirl of colors that seem to move when they catch the light. The wearer of this suit of +*i* breastplate can act as though affected by the spell blur for up to 1 minute each day. This time need not be spent consecutively and can be split up in 1-round increments. Choosing to activate or deactivate the blur ability is a free action. While the wearer is affected by this armor's blur effect, his movement speed is increased by 10 feet. Additionally, if the wearer makes a charge attack while affected by this armor's blur effect, the target of that attack is considered to be flat-footed.

Some of the *blurring breastplate's* unique abilities count as an enhancement bonus equivalent, and it is treated as +2-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 4,850 gp
Craft Magic Arms and Armor, blur	

CUTPURSE'S PROTECTION

PRICE 4,160 gp

PRICE 9,350 gp

Slot armor; **CL** 1st; **Weight** 15 lbs. **Aura** faint conjuration

This excellent suit of leather armor was designed to be unassuming, but is far too garishly made to accomplish the task. Jet black, with an attached hood that can be pulled fully over the head (with a pair of eyeholes to allow for normal vision while keeping the wearer's face obscured), anyone seen in one of these suits of armor will assuredly be assumed to be a thief or assassin by any authority figure that views them.

While a *cutpurse's protection* always functions as +1 leather armor, its true power can only be unlocked by the very sneaky and murderous. Whenever the wearer of a *cutpurse's* *protection* successfully deals sneak attack damage, she gains a deflection bonus to AC equal to 1/2 the number of sneak attack dice she possesses (minimum 1) for 1 round.

Some of a *cutpurse's protection* unique abilities count as an enhancement bonus equivalent, and it is treated as +2-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 2,160 gp

Craft Magic Arms and Armor, mage armor

IMP-LEATHER ARMOR

PRICE 41,895 gp

Slot armor; CL 3rd; Weight 20 lbs. Aura faint conjuration and illusion

These disturbing suits of +1 studded leather armor are actually fashioned from the hides of several imps, which have been sewn together to form a single suit of armor. The inside of the suit is lined with various small hooks and barbs, made from the tips of the imps' tails, and these dig into the flesh of anyone who dons the armor, exposing them to a single dose of imp poison for each hour that the suit is worn. This most likely goes unnoticed by the wearer, however, as he is constantly affected by the spell *delay poison* for as long as the armor is worn, although as soon as the armor is removed, all of the stored doses of imp poison take effect at once. Additionally, as long as the armor is worn, the wearer gains resist fire 10, and DR 5/good or silver. Finally, while wearing the *imp-leather armor*, the wearer can cast *invisibility* on himself as a spell-like ability 3 times per day.

None of an *imp-leather armor*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 21,035 gp
Craft Wondrous Item, delay poison, invisibil	lity, protection
from good, resist energy, creator must be law	wful evil

IRON BOULDER ARMOR PRICE 61,650 gp

Slot armor; **CL** 9th; **Weight** 50 lbs. **Aura** moderate transmutation

This solid iron suit of full plate is made from large, interlocking plates which extend beyond the body in a sort of shell. These plates are magically empowered to join together when a command word is spoken, encasing the wearer in a ridged iron sphere.

A suit of *iron boulder armor* always functions as a suit of +4 *full plate*, and by speaking a command word, the wearer of a suit of *iron boulder armor* can cause the armor to magically shift, forming an iron sphere around him. This can be performed as an immediate action in order to gain total cover for 1 round. Because the armor forces you into a tight ball when activated, the user is subsequently knocked prone after the effect ends. While encased in the iron sphere, the *iron boulder armor* is susceptible to attack as normal, and can be targeted by a *disintegrate* spell as though it were an unattended object. Fire damage dealt to the iron sphere is transferred as heat to the armor to the wearer.

In addition to allowing the wearer to defend himself, the iron boulder armor's magic can be activated while the wearer is moving in order to transform him into a rolling engine of destruction. In order to use the armor in this way, the wearer must move at least 10 feet and spend an immediate action to transform the armor. Once he does, the wearer continues to move for an additional 90 feet in a straight line, barreling into any creature in his path. While traveling in this fashion, the first 100 feet of downhill movement do not count against the distance traveled in this way, while uphill movement counts as 3 times as much movement to be expended. Any creature whose square the wearer enters during this movement suffers 4d6 points of damage and is knocked prone in a random adjacent square; a successful Reflex save (DC 10 + 1 for every 10 feet moved in this way + the wearer's Dexterity modifier) halves this damage and negates the target being knocked prone, though the target is still jostled enough out of the way to allow for the wearer's continued movement. Certain terrain features might alter the wearer's straight path, such as ditches, trenches, or banks. There is no limit to the number of times per day the magic of the iron boulder armor can be activated, though the wearer must wait 1d6 rounds between uses.

None of an *iron boulder armor's* unique abilities count as an enhancement bonus equivalent, and it is treated as +4-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 31,650 gp
Craft Magic Arms and Armor, beast shape III	

MAIL OF MIDNIGHT

PRICE 180,300 gp

Slot none; **CL** 7th; **Weight** 40 lbs. **Aura** moderate illusion

This blue-black chainmail magically alters its form to fit closely about the wearer, covering him in tiny, breathable, black chain links from head to toe, completely obscuring his body. Donning a suit of *mail of midnight* only requires the user to touch it and speak a command word. Once donned, wicked barbs appear from the armor, giving it a cruel appearance. To remove a suit of *mail of midnight*, the wearer need only speak a second command word, and it removes itself.

This dread suit of +5 heavy fortification chainmail is darker than the blackest night and grows to absolute lightlessness in areas of darkness, rendering the user impossible to see. While in areas of darkness, the wearer of a suit of mail of midnight is affected as though by the spell greater invisibility, except that the effect cannot be removed by invisibility purge or seen with a see invisibility spell. Additionally, the wearer of a suit of mail of midnight can see perfectly in all forms of darkness, including magical darkness. Finally, once per day, while in an area of dim light or darkness, the wearer of a suit of mail of midnight can cast the spell deeper darkness (with an effective caster level of 20). None of a *mail of midnight's* unique abilities count as an enhancement bonus equivalent, and it is treated as +10-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 90,300 g

Craft Magic Arms and Armor, greater invisibility

ONI ARMOR PRICE 52,165 gp

Slot —; **CL** 6th; **Weight** 25 lbs. **Aura** faint enchantment

This +2 *hide armor* is said to be the creation of the oni, and it certainly falls in line with those spirits' focus on physical sensations. Oni that encounter armor of this type often go well out of their way to acquire it, often desiring it for personal reasons, even if they have better armor to wear in battle.

The armor transforms all sensations of pain to ones of intense pleasure, and also delays those sensations for a brief time, as the armor converts them. This has two effects. First, whenever the wearer would suffer damage or be affected by a spell or ability with the pain descriptor, that damage or effect does not occur until the end of his next turn, even if the damage is enough to cause him to fall unconscious or die. Second, the target gains a +4 bonus on saving throws made to resist pain effects (if he still fails, he is just as overwhelmed by the sensation of pleasure as he would have been by the pain).

Some of a suit of *oni armor*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +7-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 26,165 gp
Craft Magic Arms and Armor, delay pain	

PHANTOM ARMOR

PRICE 7,170 gp

Slot armor; **CL** 1st; **Weight** 15 lbs. **Aura** faint universal

This suit of fine leather armor is crafted in the form of a long brown trench coat which provides protection from the user's shoulders to shins. The armor is infused with a phantom's spiritual essence and features several obscure runes which glow eerily and shift form from time to time. Each suit of *phantom armor* allows its wearer to assume some form of phantom power for a short time. In addition to functioning as a suit of *+1 leather armor*, a suit of *phantom armor* allows its wearer to take on a specific phantom emotional focus, as though the wearer were a level 1 phantom. If the wearer is a spiritualist, he may assume the emotional focus of his phantom as though he were a phantom of its level.

None of a *phantom armor's* unique abilities count as an enhancement bonus equivalent, and it is treated as +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 3,670 gp
Craft Magic Arms and Armor, creator mu	ust be a spiritualist

PLATE OF THE DEEP GUARD

Slot none; **CL** 3rd; **Weight** 50 lbs. **Aura** faint transmutation

This dull grey plate is fastened with great care to a suit of fine, polished steel chain, and when worn, the smaller plates which make up the armor move to brace the wearer's arms. This +*i* half-plate is valued by the heavily armored fighters who dwell in deep, dark places. As long as the wearer of a suit of plate of the deep guard is at least 10 feet underground, and wielding a heavy shield or tower shield, he gains a +2 competence bonus on attack rolls.

None of a *plate of the deep guard*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 2,250 gp
Craft Wondrous Item, alter self	

RAGE GUARD

PRICE 4,250 gp

Slot armor; **CL** 3rd; **Weight** 25 lbs. **Aura** faint necromancy

These unusual armors are actually a single iron chain magically bent into the shape of a chain shirt. Wearers often complain that the armor is extremely uncomfortable, though it is no more restrictive on one's movements than a typical chain shirt. These potent armors were originally crafted by a cunning bloodrager as a means to help keep her in the fight, but they are highly prized by many other characters to keep them alive a little longer.

In addition to functioning as a +1 chain shirt, a rage guard provides limited protection to those in the grips of a battle rage. The wearer treats any penalty to AC caused by entering a rage or bloodrage as half of what it normally is. Additionally, whenever the wearer benefits from a morale bonus to one or more ability scores, she gains a number of temporary hit points equal to the sum total of morale bonus received that way (for example, a character gaining a +4 morale bonus to Strength and a +4 morale bonus to Constitution would gain a total of 8 temporary hit points). These hit points fade as soon as the morale bonus does.

Some of a *rage guard's* unique abilities count as an enhancement bonus equivalent, and it is treated as +2-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 2,250 gp
Craft Magic Arms and Armor, false life	

SHINING PLATE OF THE GODS

PRICE 214,150 gp

Slot none; **CL** 17th; **Weight** 50 lbs. **Aura** strong universal

This gleaming armor is as old as the world itself, created by a unified celestial order for a future chosen champion and then hidden away. Some legends claim that many of these suits of armor exist in hidden corners of the world in order to protect the interests of heaven, or even to outfit a divine army against some unknown threat. Made of bright metal and styled in ancient fashion to appear as the body of demigod, this holy suit of armor made from interlocking steel plates is among the most effective protections available.

A shining plate of the gods is a suit of +5 full plate, and it is further enhanced by heavenly magic to protect the user from danger. It provides a further +5 inherent bonus to AC and grants a +5 sacred (or profane) bonus on all saving throws. Finally, the wearer of this armor never suffers ill effects from an effect when he succeeds on a saving throw.

Some of a *shining plate of the gods*' unique abilities count as an enhancement bonus equivalent, and it is treated as +10-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 107,900 gp
Craft Magic Arms and Armor, miracle	

SHIRT OF TELEKINETIC DEFENSE

SE PRICE 10,000 gp

Slot none; **CL** 9th; **Weight** 1 lb. **Aura** moderate transmutation

This finely woven blue shirt functions as a suit of +*i* padded armor, and bears all the hallmarks of ishior design, being made to fit tight about the body with loose sleeves and far too much intricate embroidery to be considered tasteful for most cultures. The heavy fabric is both comfortable and warm, making it a fine choice for cold weather climates. Additionally, the shirt is woven with magic rendering the wearer untouchable by telekinetic forces. This has the effect of rendering the wearer immune to the *telekinesis* and *telekinetic sphere* spells. As a further quirk of the item's magic, the *shirt of telekinetic defense* repels outside attempts to move the wearer against his will, granting a +4 bonus to CMD vs. bull rush, reposition, and trip combat maneuvers, and similar effects that would cause the wearer to be moved against his will.

None of a *shirt of telekinetic defense*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 5,000 gp
Cueft Maria Anna and Anna an talalin aria	

Craft Magic Arms and Armor, telekinesis

SKYKNIGHT'S PLATE

PRICE 7,650 gp

Slot armor; **CL** 1st; **Weight** 10 lbs. **Aura** faint transmutation

These exquisite suits of armor were originally crafted for the express use of the elite Skyguard Mercenaries, a company famed for fighting on the backs of giant eagles. In addition to being far lighter than ordinary full plate, these armors provide skybound warriors with extreme protection. Since the Skyguard disbanded, many of these armors have found their way into the hands of lesser knights and other warriors. While a typical example of *skyknight's plate* is a potent defense in its own right, many of these armors carry additional enchantments which make them suitable for knights of all kinds. These lightweight armors always function as a suit of +1 *full plate*, but weigh only 10 pounds. Additionally, a suit of *skyknight's plate* does not impose its armor check penalty on Fly or Ride checks. Finally, a suit of *skyknight's plate* is far more impressive at higher altitudes. So long as the wearer is at least 10 feet above the ground, she gains a +2 dodge bonus to her AC. If the wearer is at least 100 feet above the ground, this dodge bonus increases to +4. Finally, a character wearing a suit of *skyknight's plate* suffers only half damage from falling.

None of a *skyknight's plate* unique abilities count as an enhancement bonus equivalent, and it is treated as +1-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 4,650 gpCraft Magic Arms and Armor, jump

SNAKESKIN

Slot armor; **CL** 9th; **Weight** 15 lbs. **Aura** moderate varied

This suit of leather armor is made from the cured hides of various snakes that have been sewn together, and is supernaturally tough and durable. This +2 leather armor has power over snakes and grants its wearer a number of snake-themed magical powers. The wearer can transform himself into a constrictor snake or a tiny viper. Each of these transformations can be used once per day, and the transformation works as the spell *beast shape III* with the following exceptions: the transformations last for 1 minute only; the wearer can still speak normally (but cannot cast spells with verbal component) while changed into a snake in this way, and the saving throw DC for the tiny viper's poison attack is equal to 10 + the armor's enhancement bonus + the wearer's Constitution modifier (typically 12 + the wearer's Constitution modifier).

In addition to granting the ability to transform into a snake, the armor allows the wearer to command snakes and snake-like creatures, allowing him to use dominate animal (DC 16) or charm monster (DC 15) as a spell-like ability on any snake or snake-like creature (including any serpentine creatures of types other than animal, at the GM's discretion). This ability is useable at will. Finally, the wearer can produce a hypnotic effect with the capacity to mesmerize any living creature. As a standard action, the wearer can lock eyes with a single living creature within 30 feet. The target must succeed on a Will save (DC 13) or become fascinated. The wearer retains the use of these abilities while transformed into a snake, and if he uses these abilities while so transformed, the saving throw DC for the spell-like abilities and the mesmerizing ability are equal to 10 + the armor's enhancement bonus + the wearer's Charisma modifier.

None of a *snakeskin*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +2-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, beast shape III, charm monster, dominate animal, hypnotism

Cost 11,160 gp



SOULBOND ARMOR

PRICE 79,350 gp

Slot armor; **CL** 9th; **Weight** 30 lbs. **Aura** moderate necromancy

These suits of +4 ghost touch breastplates bear a single gem in the middle of the breastplate, usually an emerald or a ruby. Some bear engravings of spectral knights vigilantly performing their duties after death, while others are adorned with evil-looking skulls, and many have no special decorations related to their function at all.

Each suit of *soulbond armor* contains a spirit that was trapped—sometimes willingly, and sometimes not—within the gem on the front of the breastplate. This causes the *soulbond armor* to function as an intelligent suit of armor, with mental ability scores of 16, 14, and 12 (assigned according to the spirit trapped within the armor), senses to a range of 60 feet, and the ability to telepathically communicate with the creature wearing it (but no one else). The *soulbond armor*'s alignment matches that of the creature whose spirit is imprisoned within it. Unlike most intelligent items, a suit of *soulbond armor* does not have an ego score, and cannot fight its wearer for control.

Any attempt to read the wearer's aura (including with *detect evil*) provides results about the *soulbond armor*'s aura, instead, as though the wearer were constantly under the effects of a *misdirection* spell, targeting the *soulbond armor*. Additionally, if the wearer would ever be slain outright or reduced to o or fewer hit points by a death effect, he can choose to redirect that death effect to the *soulbond armor*; doing so destroys the gem on the front of the armor and frees the entrapped soul, rendering the *soulbond armor* a standard suit of +4 ghost touch breastplate. None of a *soulbond armor*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +7-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, *entrap soul*^{OA}, creator must trap the soul of a disembodied spirit with *entrap soul*, or similar

TIRELESS ARMOR

PRICE 48,250 gp

Cost 39,850 gp

Slot armor; **CL** 5th; **Weight** 30 lbs. **Aura** faint necromancy

This suit of shiny steel plates is magically adhered to a thick and fluffy cotton robe, making it exceedingly comfortable. Because of its magic, the armor is as easy to don and remove as a robe, making it highly convenient, though most owners of these magical armors never take them off.

These +3 *half plate* armors are exceedingly comfortable and easy to move around in, reducing the armor check penalty to -2 and imposing no speed penalty, although the arcane spell failure chance remains the same. In addition to being notably more comfortable than ordinary half plate, this magical armor can be worn while sleeping without difficulty, and can animate the wearer's sleeping body to continue moving while he dozes. To do this, the wearer must spend a full-round action instructing the armor on which path to continue walking or hustling while he sleeps; typically, this requires that the wearer either succeed on a DC 15 Survival check as well as a DC 15 Knowledge (geography) or Knowledge (local) check (depending on whether or not the environment is nature or urban), or that the armor is instructed to follow a particular creature or clearly-marked road. Additionally, while the wearer sleeps, the armor keeps an eye out for threats and produces a mental alarm, as the spell alarm, whenever a character makes an attack or casts a spell with a saving throw entry denoted as other than harmless 100 feet of the wearer.

Finally, the *tireless armor* can use its magic to animate the wearer should he die. This causes the deceased character to rise as a zombie when he is killed, with the following exceptions. The character retains his Constitution and Intelligence scores, his Hit Dice from class levels (benefits derived from those levels are not recalculated), and the wearer suffers a -4 penalty to all physical ability scores and a -8 penalty to all mental ability scores. The zombie created in this way retains its free will and can use its feats and skills, and cast spells (provided its new ability scores allow it to do so). Finally, a zombie created in this way returns to a normal corpse when reduced to o hp, or if it is separated from the *tireless armor*, or if the *tireless armor* gains the broken condition.

None of a *tireless armor*'s unique abilities count as an enhancement bonus equivalent, and it is treated as +3-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 24,500 gpCraft Magic Arms and Armor, alarm, animate dead

TRICKSTER'S LEATHER

PRICE 34,175 gp

Slot armor; **CL** 15th; **Weight** 20 lbs. **Aura** strong transmutation

These suits of +5 studded leather armor are often pitch black in color, although some are an odd grey whose exact hue is difficult to place, with some seeing it quite light, and others quite dark. In addition to their other properties, they serve as a conduit to spirits belonging to the trickster legend, allowing a medium to channel such a spirit from any location, provided he has the armor in his possession.

Additionally, as long as the armor is worn, the wearer gains a +2 competence bonus on all Dexterity, Intelligence, and Charisma-based skill checks, but suffers a -4 penalty on Wisdom checks and Wisdom-based skill checks (these benefits and penalties stack with the séance boon and influence penalty of trickster spirits).

None of a *trickster's leather's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 17,175 gp
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Craft Magic Arms and Armor, cat's grace, fox's cunning, eagle's splendor

TURTLE SHELL ARMOR

PRICE 121,650 gp

Slot armor; **CL** 13th; **Weight** 50 lbs. **Aura** strong conjuration

These suits of +5 heavy fortification full plate are lacquered with green enamel and engraved with patterns reminiscent of a tortoise shell, or, in some cases, with depictions of tortoises in various poses. Three times per day, the armor's wearer can activate its magical power as a standard action to draw his entire body inside an extradimensional pocket created within the armor, apparently leaving only an empty breastplate on the ground where he once stood.

While within this extradimensional space, the armor's wearer cannot be harmed by creatures on the outside. The extradimensional space has enough air to breathe, but is completely dark and is only just big enough to accommodate the wearer's body, leaving much to be desired in the way of comfort. The wearer can exit the extradimensional space with another standard action. If he does not, he is automatically ejected after 1 minute. The wearer is also ejected from the extradimensional space if a *dispel magic* spell, or similar effect, is cast on the remaining portion of the armor left behind. Regardless of the means by which the wearer returns to the Material Plane, he is prone, and returns in whatever square is currently occupied by the remaining portion of the armor he left behind.

None of a *turtle shell armor's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +10-equivalent armor for the purposes of the cost of further improving its magical abilities.

Construction Requireme	nts Cost 61,650 gp
Craft Wondrous Item lesser create deminlane and either	

Craft Wondrous Item, lesser create demiplane and either limited wish or miracle

Specific Shields

The following section provides a number of specific magic shields. They are presented in alphabetical order.

FLAME BARRIER SHIELD

PRICE 23,860 gp

Slot shield; **CL** 7th; **Weight** 45 lbs. **Aura** moderate evocation

These +1 tower shields are often charred black and coated with soot, and are often made of cast iron. Three times per day, on command, the wielder of a *flame barrier shield* can cause it to transform into a wall of flame. This functions as a *wall of fire* spell, except that the wall or ring of fire that is created must pass through at least one edge of the square that the wielder was in when the ability was activated, and the wall of fire remains in place until the shield's command word is spoken. If the effect is dispelled, the shield simply returns to normal.

None of a *flame barrier shield*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction RequirementsCost 12,020 gpCraft Magic Arms and Armor, wall of fire

INTERPOSING TOWER SHIELD PRICE 4,180 gp

Slot none; **CL** 5th; **Weight** 45 lbs. **Aura** faint abjuration

A bulwark of defense, this humongous shield is forged from a single piece of iron into a disk which stretches from the wielder's shoulders to below her knees. A single glyph, shaped like a bear claw, glows blue with obvious magic on the front of this shield.

In addition to functioning as a +1 tower shield, an interposing tower shield can be used to defend the user's allies. When the wielder of an interposing tower shield uses it to gain total cover, he can choose to extend its protective energy, providing total cover to adjacent allies who are not on the opposite side of the edge chosen to provide cover. Additionally, since some of the shield's magic is always active, the wielder of an interposing tower shield provides regular cover, rather than soft cover, against attacks made through him.

Some of an *interposing tower shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent shield for the purposes of the cost of further improving its magical abilities.

	1	0	0	
Construction Requirements			Cost 2,180 gp	
Craft M	lagic A	rms and	d Armor, <i>shield</i>	

MENTAL SHIELD

Slot shield; **CL** 9th; **Weight** 5 lbs. **Aura** moderate necromancy

These +3 animated mithral bucklers are usually goldor platinum-plated, and typically bear intricate scrollwork and other decorative elements. Many of them are studded

PRICE 46,155 gp

Table 3-2: Specific Shields C1. 1. 1. 1

Shield	Price
Interposing tower shield	4,180 gp
Quick tower shield	4,180 gp
Tower shield of blades	9,180 gp
Flame barrier shield	23,860 gp
Vrock's head shield	36,157 gp
Mental shield	46,155 gp
Shield of the guardian	50,180 gp
Shedu spirit shield	60,720 gp
Volcanic shield	75,170 gp
Shield of the mind mirror	100,170 gp
Shield of the tortoise	130,170 gp

with numerous small gems around the rim, but all of them feature a large red gem in their center. This is actually the gem of a carbuncle (Pathfinder Roleplaying Game Bestiary 3), which has been magically preserved and treated to allow it to serve as a temporary receptacle similar to a magic jar. Mental attacks made against the shield's wielder are redirected to this gem, making them easier to resist.

The wielder gains a bonus equal to the shield's enhancement bonus on saving throws made to resist compulsion effects and possession attempts (including effects such as magic jar, the malevolence special attack of ghosts, and so on). Additionally, if the wielder succeeds on a saving throw to resist a possession attempt by 5 or more, then the possessor is redirected to the shield's gem, and trapped there. Instead of gaining control of the wielder's body, the would-be possessor is instead held within the gem, unable to take any kind of action. Treat this as though the would-be possessor had cast magic jar, and is using the mental shield as a receptacle, except that he cannot return to his own body, nor can he attempt to possess other creatures from within the gem. The would-be possessor remains trapped in this way for 1 minute.

None of the *mental shield*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 23,155 g
Confe Mania Anna and Anna and Anna	

Craft Magic Arms and Armor, magic jar

QUICK TOWER SHIELD

PRICE 4,180 gp

Slot none; CL 5th; Weight 15 lbs. Aura faint transmutation

This massive wooden shield is covered on one side with a thin layer of silvered iron, and the side facing the wearer is engraved with intricate marks of apparent arcane significance. Despite its great size and obviously sturdy construction materials, this shield is wondrously light, and able to be easily maneuvered by a strong individual.

In addition to functioning as a +1 tower shield, a quick tower shield can be used to gain total cover as a move action, rather than a standard action. Additionally, once per day, the wielder of this shield can choose to gain total cover as a swift action, rather than a move action.

Some of a *quick tower shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent shield for the purposes of the cost of further improving its magical abilities..

Construction Requirements	Cost 2,180 gp
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Craft Magic Arms and Armor, haste

PRICE 60,720 gp

Slot shield; CL 9th; Weight 15 lbs. Aura moderate abjuration

SHEDU SPIRIT SHIELD

These rare shields are made when a shedu (Pathfinder Roleplaying Game Bestiary 3) willingly imparts its spirit into a shield in order to aid heroes in their struggles against evil. This typically occurs when the shedu's precognition tells it that its life is coming to an end, and nothing can be done to avoid it. In these cases, provided it has enough warning, some shedu choose to preserve some portion of their spirit into one of these shields.

This +1 ghost touch heavy steel shield absorbs the first 10 points of electricity or fire damage from each attack that the wielder is subject to. Additionally, once per day, as a swift action, the wielder can call upon the power of the shield's spirit in order to grant himself spell resistance 20, DR 10/evil, and an insight bonus to AC and Reflex saves equal to his Wisdom modifier (minimum o). These benefits last for one minute. Evil characters cannot activate this ability, as the shield's spirit refuses to aid them.

None of the shedu spirit shield's unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 30,445 gp Craft Magic Arms and Armor, energy resistance, mage armor,

PRICE 50,180 gp

spell resistance

SHIELD OF THE GUARDIAN

Slot none; CL 3rd; Weight 45 lbs. Aura faint transmutation

These iron shields generally look fairly plain, and seem to be naturally dull and lusterless. They generally feature engravings of brave and stalwart knights defending virtuous maidens, or of towers or other fortifications. In addition to their other properties, these +5 tower shields serve as a conduit to spirits belonging to the guardian legend, allowing a medium to channel such a spirit from any location, provided he has the shield in his possession.

Additionally, as long as the shield is worn, the wearer adds his shield bonus to his CMD. Further, any round in which he makes at least one attack, the shield's wearer suffers a -2 penalty on that attack, but gains a +2 bonus to AC until the beginning of his next turn (these benefits and penalties stack with the séance boon and influence penalty of guardian spirits).

None of a shield of the guardian's unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 25,180 gp

Craft Magic Arms and Armor, magic vestment

SHIELD OF THE MIND MIRROR PRICE 100,170 gp

Slot shield; CL 15th; Weight 15 lbs. Aura strong abjuration

This silver-plated shield is emblazoned with various runes of a protective nature around a gilded humanoid face, which protrudes slightly forward from the shield's silvery surface. The face's normally calm expression twists to alertness and rage when within 30 feet of a character who can cast psychic spells.

These +5 heavy steel shields are specially enchanted to defend against attacks of the mind. The bearer of this shield gains spell resistance 25 against mind-affecting spells. This spell resistance is increased by 5 against mind-affecting spells cast by psychic spellcasters. Additionally, when the bearer of a shield of the mind mirror successfully resists a spell with the spell resistance granted by a shield of the mind *mirror*, he may choose to hold that spell in the shield. If he does, the spell remains stored in the shield until the next time the bearer makes a shield bash attack, at which time the target of the shield bash is immediately subject to the spell stored in this way. The caster level and saving throw DC for this spell are equal to the caster level and saving throw DC of the original spell. A shield of the mind mirror can only store one spell at a time in this way, and attempting to store a second spell causes the first one to be expended harmlessly.

None of a *shield of the mind mirror's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +5-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 50,170 gp
Craft Magic Arms and Armor mind blank	

Craft Magic Arms and Armor, mind blank

SHIELD OF THE TORTOISE

PRICE 130,170 gp

Slot shield; CL 13th; **Weight** 15 lbs. **Aura** strong transmutation

These +5 *heavy steel shields* are patterned so as to resemble the shells of giant tortoises, and in a few rare cases, are even made of tortoise shells, instead of steel.

As long as they are held in hand, these shields render the wielder immune to magical aging, as well as to the spell *slow*. Additionally, whenever the wielder is fully submersed in water, the shield melds onto the wielder's back, continuing to provide its shield bonus to AC, but freeing his hands and negating the shield's armor check penalty to Swim checks the wielder makes. This property of the shield only functions while underwater. Finally, as long as the *shield of the tortoise* is worn (or melded into its wielder's back), the wielder gains spell resistance 25.

Some of a *shield* of *the tortoise*'s unique abilities count as an enhancement bonus equivalent, and it is treated

as a +10-equivalent shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 65,170 gp

Craft Wondrous Item, beast shape II, greater age resistance, haste, spell turning

TOWER SHIELD OF BLADES

Slot none; **CL** 5th; **Weight** 45 lbs. **Aura** faint transmutation

This great shield is made from a single piece of fine steel, sharpened to a cutting edge. The surface of the shield is covered in Dwarven script, reciting a tale of the triumph of dwarven warriors over orcs and goblinoids.

In addition to functioning as a +1 tower shield, a tower shield of blades is made to allow the user to attack. If the wielder whispers "kill" in Dwarven to the shield as a swift action, the shield warps, becoming thin and light, allowing the wielder to make a special improved shield bash with the shield, which deals 1d10 points of slashing damage on a successful hit. A tower shield of blades becomes somewhat less useful as a defensive implement when used to bash. In any round in which the wielder makes an attack with a tower shield of blades, the shield cannot be used to gain total cover that round, and the shield bonus that it grants to its wielder's Armor Class is reduced by 1. Finally, a tower shield of blades has a subtle property about it which makes it easier to make weapon attacks, and for every 2 points of enchantment bonus the shield possesses, the penalty to attack rolls for wielding the tower shield of blades is reduced by 1 (to a minimum penalty of o).

Some of a *tower shield of blades*' unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent shield for the purposes of the cost of further improving its magical abilities. Although they do not have it naturally, a *tower shield of blades* can gain the *bashing* magic shield special ability, as though it were a heavy shield.

Construction Requirements

Cost 4,680 gp

PRICE 9,180 gp

Craft Magic Arms and Armor, keen edge

PRICE 75,170 gp

Slot none; CL 1st; Weight 15 lbs. Aura faint evocation

VOLCANIC SHIELD

This heavy shield is made from polished layers of obsidian so thin as to be translucent, allowing the observer a clear view of the dancing fires trapped between the layers of volcanic glass.

In addition to functioning as a +5 heavy steel shield, a volcanic shield has the ability to transform itself into a portal which summons forth lava to burn creatures in a 15-foot cone. This ability can be used 5 times per day and requires a standard action to activate. Any creature within the lava's path suffers 5d6 points of fire damage and must succeed on a Reflex save (DC equal to the damage suffered) or suffer a -2 penalty on attack rolls and Reflex saving throws for 1d6 rounds.

None of a *volcanic shield*'s unique abilities count an enhancement bonus equivalent, and it is treated as is a +5 shield for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 37,670 gp

Craft Magic Arms and Armor, burning hands

VROCK'S HEAD SHIELD

PRICE 36,157 gp

Cost 18,157 gp

Slot shield; CL 13th; Weight 15 lbs. Aura strong transmutation

This blood-soaked +2 heavy wooden shield has a metal binding along its edges, which is studded with various curved spikes that vaguely resemble demonic feathers. Its most prominent feature is the severed vrock head, which is nailed in three different places to the front of the shield. The grisly emblem does not decay as long as it remains attached to the shield, and is a perfectly preserved (if still incredibly gory) specimen, no matter how long the shield has been around.

As long as the shield is worn, the wielder is treated as a demon for the purposes of abilities that affect demons differently from other creatures (this does not change his type, so if he is a humanoid, he is still subject to *charm person* and similar spells). Additionally, the wielder can participate in a dance of ruin, and is treated as an additional dancing vrock if he does so, though he cannot perform the dance on his own.

Three times per day, as a standard action, the shield's wielder can shake it vigorously at an adjacent character, releasing a cloud of spores from the head. The adjacent creature suffers id8 points of damage, and must succeed on a Reflex save (DC 21) or the spores begin to grow on his body, inflicting id4 points of damage per round for 10 rounds as they grow into thick vines. These vines are harmless and wither away in 1 hour if they have not been destroyed before then. They can also be destroyed prematurely with a *bless* spell or a dose of holy water, preventing any further damage.

Finally, once per day, as a full-round action, the shield's wielder can cause the head to briefly animate, emitting a shrill screech. All non-demon creatures within 30 feet of the wielder must succeed on a Fortitude save (DC 21) or be stunned for 1 round.

None of the *vrock's head shield's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent shield for the purposes of the cost of further improving its magical abilities.

Craft Magic Arms and Armor, greater polymorph

Specific Weapons

The following section provides a number of specific magic weapons. They are presented in alphabetical order.

AXE OF MUSICIANS

PRICE 82,320 gp

Slot none; **CL** 9th; **Weight** 12 lbs. **Aura** moderate evocation

These +3 flaming keen thundering adamantine greataxes are powerful weapons in any hands, but in the hands of an accomplished musician, they are truly inspiring. Though they are fully-functional greataxes, various additions allow them to serve as several different instruments. Strings run down the length of the handle, and the inside of the blade is hollow, allowing it to function as a string instrument. Several keys also run the length of the handle, and, if a small gem near the base of the blade is depressed, these keys produce musical notes as well. Finally, the entire length of the handle has been hollowed out, and can serve as a wind instrument. While normally having all of these competing instruments within a weapon would produce incredibly poor sound, part of the magic of the weapon corrects for this and causes the weapon to produce beautiful sound.

Additionally, the wielder adds the weapon's enhancement bonus on all Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments) and Perform (wind instruments) checks that he makes, and he can make such checks while wielding the weapon, without needing an additional free hand to do so.

Further, the wielder can attempt to use his performance to create powerful harmonics within the weapon that make it even more effective at combatting his foes. As a standard action, he can make a Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments) or Perform (wind instruments) check. For every 5 points by which the result of the check exceeds 10, the weapon deals 1 additional point of sonic damage with each successful hit. This benefit lasts for 1 minute.

Some of an *axe of musicians*' unique abilities count as an enhancement bonus equivalent, and it is treated as a +7-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Co	onstru	ıcti	ion	Requireme	nts		Cost 42,820 gp
_					~	 	

Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*, and *keen edge*, and *blindness/deafness*, and *shout*

BLADE OF THE CHAMPION

PRICE 85,310 gp

Slot none; **CL** 15th; **Weight** 2 lbs. **Aura** strong transmutation

These deadly weapons are richly adorned, with gleaming blades and ornate handles, and their pommels and crossguards often contain depictions of famous warriors of bygone days. In addition to their other properties, these +5 *short swords* serve as a conduit to spirits belonging to the champion legend, allowing a medium to channel such a spirit from any location, provided he has the *blade of the champion* in his possession.

Additionally, on any round that the weapon's wielder attacks with it at least once, he gains a +2 bonus on all attack and damage rolls made with the weapon, but suffers a -1 penalty to AC until the beginning of his next turn (these benefits and penalties stack with the séance boon and influence penalty of champion spirits). Finally, the weapon is treated as a two-handed weapon for the purposes of determining the effect of using it in conjunction with the Power Attack feat.

Some of a *blade* of the champion's unique abilities count as an enhancement bonus equivalent, and it is treated as a +6-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 42,810 g
Craft Magic Arms and Armor, rage	

BOUGH OF BREAKING

PRICE 2,500 gp

Slot none; **CL** 15th; **Weight** 2 lbs. **Aura** strong transmutation

Made from a single piece of fire-hardened wood, this javelin is painted with strange angular lines which twist about the whole of the shaft. Heavy for its size, this magical javelin can be used as a melee weapon without any penalty, though it carries no enhancement bonus to attack and damage whether it is used as a melee or ranged weapon. As a free action made as part of an attack, the wielder of the *bough of breaking* can choose to destroy it in order to transform any metal object it strikes into wood. The javelin can transform up to two 5-ft. cubes worth of metal into wood in this way. If used on a suit of armor or a shield, the resulting object grants only 1/2 its normal armor or shield bonus to AC.

None of the *bough* of *breaking*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a mundane (albeit masterwork) weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 1,250 gp
Craft Magic Arms and Armor, polymor	ph any object

BOW OF THE EAGLE HUNTER

PRICE 35,700 gp

Slot none; **CL** 9th; **Weight** 3 lbs. **Aura** moderate divination

Carved from supple yew and wrapped with bands of polished gold decorated with bright agates made to resemble an eagle's eye, this impressive bow is beautiful as well as functional. In addition to functioning as a +1 distance composite longbow (+3 Str), as a free action made as part of an attack, the wielder of this bow can cause a single piece of ammunition it fires to be further empowered by a potent tracking magic. If the attack hits, the bow's wielder can see a bright orange glow around the target which remains clearly visible to him, regardless of the target's actual distance (a target which is beyond the maximum range of the wielder's vision or which has concealment from him still cannot be seen) and grants the wielder a +40 bonus on Perception checks made to locate the target (this bonus does not apply to other Perception checks against the target, such as those

Table 3-3: Specific Weapons Weapon

Weapon Price	
Bough of breaking 2,500	gp
Lock breaker 4,302	
Staff of many uses 4,350	gp
Rapier of the zephyrblade 6,320	gp
Dagger of the one-handed mage 8,302	gp
Troll-bone warclub 9,305	gp
Kiss of Abbadon 13,318	gp
Kyton blade 20,375	gp
Staff of boiling seas 26,300	gp
Stonelord's axe 28,320	gp
Bow of the eagle hunter 35,700	gp
Sword of shields 43,315	gp
Sling of beasts 54,300	gp
Knife of the great hunt 56,102	
Vordis crossbow 68,335	gp
Axe of musicians 82,320	
Blade of the champion 85,310	gp
Volcanic blade 150,315	gp
Sword of death 152,715	gp
Sickle of slaying 200,306	
Scythe of the reaper 292,118	gp

to see through a disguise the target might be wearing). Additionally, ammunition fired at the target from the *bow of the eagle hunter* flies true, ignoring any penalty to attack due to range increment (the target still cannot be attacked if he is beyond the bow's maximum range).

Finally, as a swift action, the wielder of a *bow of the eagle hunter* can shift his vision to the target's position, allowing him to clearly see the target and the 10-foot-radius area around the target (using his normal senses as well as any special senses he possesses). This ability only functions so long as the target remains within sight distance and works in a fashion similar to a *clairaudience/clairvoyance* spell. This effect lasts for as long as the wielder wishes and can be ended with a swift action. While viewing the target in this way, the wielder is not able to see with his normal vision, and is treated as being blind..

Some of the *bow of the eagle hunter*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 18,200 gp
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Craft Magical Arms and Armor, scrying

DAGGER OF THE ONE-HANDED MAGE PRICE 8,302 gp

Slot none; **CL** 5th; **Weight** 1 lb. **Aura** faint evocation

This well-crafted dagger is both incredibly light and supernaturally sharp, easily cutting through most materials without concern. The dagger itself appears unremarkable when wielded in hand, but glows a light blue when wielded with the magic of a *mage hand* spell. This +1 dagger is unique among weaponry for its ability to be used for combat with
even simple spells. Unlike most other objects, when held with a mage hand spell, a dagger of the one-handed mage can make attacks at the user's normal attack bonus while being wielded by mage hand. These attacks deal 1d4+1 points of damage (regardless of the user's Strength score).

None of the *dagger of the one-handed mage's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements					Cost 4,302 gp
_					

Craft Magic Arms and Armor, mage hand

KISS OF ABADDON

PRICE 13,318 gp

Slot none; **CL** 17th; **Weight** 10 lbs. **Aura** strong necromancy

These +1 vicious scythes are typically made entirely of black materials, including an onyx or obsidian blade, and are carved with skull and bones motifs that are difficult to make out, being black as well. It is said that originally five kisses of Abaddon were made, which were each gifted to a different king by four powerful daemons, and a fifth, unknown individual. Whether the connection to daemons is true or not, these blades certainly further the fiends' aims of extinguishing all mortal life.

Whenever the wielder of a *kiss of Abaddon* scores a critical hit, before rolling damage, he can choose to offer up any amount of his own life force to strengthen the blow, in the form of hit point damage. For every 2 hit points worth of damage that he suffers in this way, the critical hit deals 1 additional point of damage (the damage is not multiplied as a result of the critical hit).

None of a *kiss of Abaddon's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 6,818 gp
Craft Magic Arms and Armor energy drain	

Craft Magic Arms and Armor, energy drain

KNIFE OF THE GREAT HUNT

PRICE 56,102 gp

Slot none; **CL** 9th; **Weight** 1 lb. **Aura** moderate transmutation

These +1 keen animal-bane daggers have carved bone handles, which are often set with rubies or garnets, or other gems with a blood-red color. The blades, which are made of metal, are stylized so that they resemble the snarling, biting face of a predator animal, such as a wolf or bear, when viewed in profile, though this decoration is never allowed to interfere with the effectiveness of the blade, and so is sometimes a bit abstract.

Whenever a critical threat is confirmed with the weapon, the target must succeed on a Fortitude save (DC 17 + 1 for every 5 points of damage inflicted by the critical hit) or be affected as though by a *baleful polymorph* spell, transforming into a random woodland creature (it must still be Small or smaller, and have no more than 1 Hit Die). As with *baleful polymorph*, a secondary Will save is required, and failure indicates that the target loses its abilities and class features.

None of a *knife of the great hunt's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Craft Magic Arms and Armor, *baleful polymorph*, *summon monster I*

KYTON BLADE

PRICE 20,375 gp

Cost 10,375 gp

Cost 28,202 gp

Slot none; **CL** 15th; **Weight** 8 lbs. **Aura** strong necromancy

These +*1 keen falchions* are said to have first been invented by the kytons, the mysterious pain-loving denizens of the shadow plane, who used them for collecting body parts to graft from one creature onto another. Others claim that the blades each hold the imprisoned spirit of a kyton, and that it is from the kyton that the blade's unique powers come.

Whenever the wielder of a kyton blade scores a critical hit against a living creature, the kyton blade absorbs a small amount of the victim's tissue, inflicting 2d6 additional points of damage. This tissue is stored in an extradimensional space within the blade for an indefinite amount of time, immune to the ravages of time. As a standard action, the wielder can call upon the kyton blade to use the captured tissue to regrow some or even all of the creature's body. While giving this command is a standard action, the process takes 1 hour for a very small body part (such as a finger or eyeball), 1d4 hours for a limb, or 4d6 hours for an entire body. During this time blood flows down the length of the blade constantly, congealing at the tip, essentially growing the body part on the end of the blade's tip. For this reason, the blade must remain still the entire time, or the resulting body part will be ruined.

Body parts created in this way remain fresh and living for 1 hour, after which the tissue dies, and begins to decay. Entire bodies created this way are identical to those created by the spell *clone*, except that if the original creature dies, its soul does not automatically inhabit the body (although a creature with a way of putting the soul in the body could potentially do so). Regrowing a body part or body in this way expends the stored tissue. A *kyton blade* can store up to 5 pieces of tissue at any one time. If a sixth would be stored, the oldest stored tissue is destroyed to make room for it.

Some of a *kyton blade*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction	Requirements
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Craft Magic Arms and Armor, *clone*, *gentle repose*, *keen edge*

LOCK BREAKER

PRICE 4,302 gp

Slot none; **CL** 5th; **Weight** 1 lb. **Aura** faint universal

This finely wrought dagger is made of a single piece of dark iron and features a thin, straight blade with dozens of tiny notches in the shape of arcane runes. In addition to functioning as a +1 dagger, the lock breaker can be used to destroy all but the finest of locks and even to unbar magically sealed portals and containers. Once per day, the wielder of this dagger can touch it to a device to try to unlock it. When the dagger is touched to a mechanical lock of good quality or less (Disable Device DC 30 or less), the lock is automatically broken, rendering it forever useless. If the dagger is touched to an object which is magically sealed by a *hold portal* or *arcane lock* spell, that spell is dispelled. Whenever the wielder of this dagger scores a critical hit, he may use this ability an additional time that day.

None of the *lock breaker's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 2,302 gp

Craft Magic Arms and Armor, creator must have at least 5 ranks in Disable Device

RAPIER OF THE ZEPHYRBLADE

PRICE 6,320 gp

Slot none; **CL** 5th; **Weight 2** lbs. **Aura** faint evocation

These finely worked rapiers are both stupendously thin and supernaturally strong, being highly resistant to breakage. Often these silvery blades are adorned with a complex crossguard of golden filigree, which is itself emblazoned with small gems. In addition to functioning as a +1 rapier, these magical rapiers allow the wielder to expend panache points as telekinetic energy. By expending 1 panache point, the wielder can generate the effects of an *unseen servant* spell. If the user is an ishior, this *unseen servant* has a Strength score equal to the ishior's character level. In either case, the *unseen servant* lasts for 1 minute.

None of the *rapier of the zephyrblade's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 3,320 gp

Craft Magic Arms and Armor, unseen servant

SCYTHE OF THE REAPER

PRICE 292,118 gp

Slot none; **CL** 15th; **Weight** 10 lbs. **Aura** strong transmutation

This dread scythe is obviously magical and glows with a pale light which illuminates nothing at all, but renders the scythe's wicked blade perfectly visible, even in magical and supernatural darkness. The blade is always sharp, and even a small cut with it displays the scythe's awesome might as the victim feels his very soul shredding.



The scythe of the reaper is a unique item created by otherworldly forces to ensure the law of death is preserved. In addition to its unique functions, a scythe of the reaper functions as a +5 vorpal scythe. Unlike a normal vorpal weapon, the scythe of the reaper can affect all forms of living creatures with its vorpal ability, including those normally immune to critical hits, even if such creatures have an unusual anatomy or can survive without their heads. Additionally, any character slain by the scythe of the reaper is utterly destroyed, leaving no worldly trace of his body and having his soul imprisoned in an otherworldly dimension, preventing resurrection by any means. Even a wish or miracle spell cannot be used to restore the target's soul, unless the scythe which killed the target is first tracked down and destroyed.

None of the *scythe of the reaper's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +10-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Cost 146,218 gp

Craft Magic Arms and Armor, polymorph any object

SICKLE OF SLAYING

PRICE 200,306 gp

Slot none; **CL** 17th; **Weight 4** lbs. **Aura** strong enchantment

Construction Requirements

These sickles are visually indistinct from a simple farmer's implement, but those who touch them are overwhelmed by an intense dread and sense of doom. A sickle of slaying is a powerful magical weapon touched by the hand of death and designed to easily kill massive numbers of a specific race of creatures. In addition to functioning as a +1 sickle, each sickle of slaying is tied to a single creature type (and subtype outsiders and humanoids). Whenever the sickle of slaying deals damage to a creature of that type, the wielder can attempt to slay that creature as a free action. If the wielder chooses to use this ability, the target must succeed on a Fortitude save (DC 10 + 1/2 the wielder's Hit Dice + the weapon's enhancement bonus) or suffer 100 points of damage. This extra damage is not subject to damage reduction. If this extra damage is insufficient to slay the target, the sickle of slaying loses its magic for 24 hours, becoming a mundane sickle; otherwise this ability may be used at will.

None of the *sickle of slaying's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 100,306 gp
Craft Magic Arms and Armor, power word kil	1

SLING OF BEASTS

PRICE 54,300 gp

Slot none; CL 9th; Weight — Aura moderate conjuration

This sleek and well-crafted sling is made from the remnants of a torn *bag of tricks* and thus comes in brown, grey, or tan, and seems to generate the sounds of various wild beasts as it whirls through the air. In addition to functioning as a +1 thundering sling, up to three times per day, the wielder of a *sling* of *beasts* may invoke the sling's magic in order to conjure forth any animal which could be summoned by a summon nature's ally V spell. Using this ability is a full-round action and the summoned creature is treated as having charged on its first turn, even if it does not actually move. The beast summoned in this way remains for 5 rounds, and acts immediately following the wielder's initiative. If the wielder can communicate with the summoned creature, he may give it instructions, which it obeys without question; otherwise, the summoned beast attacks the wielder's enemies to the best of its ability, or if unable to do so, does nothing.

Finally, by placing the *sling of beasts* in direct contact with his animal companion or familiar, as a full-round action, the wielder can transform that animal companion or familiar into a sling bullet and launch it to any square within range by making an attack roll. If he targets a square occupied by another character, and the result of the attack roll is high enough to hit that character, the bullet transforms into your animal companion immediately before impact and that creature can make an attack against that target. The animal companion or familiar is treated as having used the charge action for this attack (including using the pounce special ability, or any similar ability, if the animal companion or familiar possesses it). If the animal companion or familiar kills the target or forces the target out of that space, it ends its turn in that space; otherwise, the animal companion or familiar is moved to an unoccupied adjacent space. If you do not target a square occupied by another character, your animal companion or familiar simply reappears in the unoccupied space.

None of the *sling of beast's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements

Cost 27,300 gp

Craft Magical Arms and Armor, summon nature's ally V, teleport

STAFF OF <u>BOILING SEAS</u>

PRICE 26,300 gp

Slot none; **CL** 15th; **Weight** 4 lbs. **Aura** strong transmutation

These +*1* flaming quarterstaves are made of red coral (although they have hardness and hit points as though they were made of steel), and have been carved so that they appear to have tongues of flame covering them from end to end. They are warm to the touch, but not uncomfortably so. Both ends of the staff have the enhancement bonus and special ability, and the fire damage from the *flaming* special ability is increased to 2d6 if the creature being attacked has the aquatic or water subtype, or if they are underwater when hit.

As a standard action, the wielder of a *staff* of *boiling* seas can touch one end of the staff to a body of water and speak a command word. If he does, he can transform up to 15 five-foot-cubes of water into supernatural flames. These five-foot-cubes must form a single, contiguous shape, but can otherwise be shaped however the wielder desires. All water in the affected area vanishes, replaced by a sea of roiling flames, which burn without fuel, dealing 4d6 points of fire damage each round to any creature that begins its turn in the area (a successful DC 15 Reflex save halves this damage). The flames burn for one minute, after which they subside. While the flames burn, they fill the five-foot-cubes they occupy, magically preventing any adjacent water from flowing in to replace that which was transformed. Water has no effect on these flames, and cannot be used to put them out, but any other effect that can extinguish flames can do so. The flames do not obscure vision or movement, and do not produce smoke (or steam). The wielder can use this ability once per day.

None of a *staff of boiling seas*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Cost 13,300 gp

Craft Magic Arms and Armor, polymorph any object

STAFF OF MANY USES

PRICE 4,350 gp

Slot none; **CL** 3rd; **Weight** 4 lbs. **Aura** faint transmutation

Construction Requirements

This apparently normal quarterstaff confers a sense of wonder and anticipation upon the holder. In addition to functioning as a +i quarterstaff, this ingenious staff has the ability to change its shape to become any non-magical wooden object of Medium size or smaller. The object can be of any sort the wielder desires, though it must be made entirely out of wood; once transformed, the object lasts for 1 hour before transforming back into a +1 quarterstaff.

None of the *staff of many uses*' unique abilities count as an enhancement bonus equivalent, and it is treated as a +1-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 2,325 gp
Craft Staff, wood shape	

STONELORD'S AXE

PRICE 28,320 gp

Slot none; **CL** 11th; **Weight** 40 lbs. **Aura** moderate transmutation

These +*i* greataxes have blades of gleaming onyx, though part of the weapon's magic makes them as effective as adamantine (and they function in all ways as adamantine weapons). The axe's handle is also made of stone, which seems to have been smoothed from hundreds of years of use.

As soon as the *stonelord's axe* is picked up, the stone handle seems to come alive, and envelops the wielder's hands, fusing them to the axe. This functions as locked gauntlets, except that both hands are affected, and only speaking the command word (or destroying the axe) can free the wielder's hands (a standard action). The wielder cannot use his hands for other things, or put down the axe, without the command word being spoken. As long as the *stonelord's axe* is fused to the wielder in this way, the rocky growth also protects him, increasing his natural armor bonus to AC by +2. If desired, the wielder can continue to wield the *stonelord's axe* after speaking the command word and ending the fusing effect, though if he does so, he does not gain these benefits. Putting the weapon down and picking it back up causes it to fuse to the wielder once more.

Additionally, wounds inflicted by a *stonelord's axe* cause the area around the wound to harden, taking on a rock-like consistency. Whenever a creature is struck by a *stonelord's axe*, he must succeed on a Fortitude save (DC 16 + the wielder's Strength modifier) or suffer 1 point of Dexterity damage. A creature reduced to o Dexterity in this way is turned completely to stone, as the spell *flesh to stone*.

Some of a *stonelord's axe's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 15,820 gp
Craft Magic Arms and Armor, flesh to	stone, stoneskin

SWORD OF DEATH

PRICE 152,715 gp

Slot none; **CL** 17th; **Weight** 8 lbs. **Aura** strong necromancy

The sword of death is an elegant, surprisingly understated weapon consisting of a well-made black handle and crossguard and a long, thin, arrow-straight blade of silvered iron. The sword of death is a fantastic weapon, even without its unique abilities, functioning at all times as a +4 speed longsword. A sword of death additionally overcomes all forms of damage reduction, except DR/—. Additionally, whenever the wielder successfully confirms a critical hit with the sword of death, the target's regeneration (if any) stops for 1 minute. Even the regeneration of creatures such as the tarrasque, which could not normally be stopped in any way, is affected, though in these cases, the target's regeneration is compromised but not completely stopped: the target is prevented from recovering hit points due to its regeneration during this time, but still cannot be killed.

Finally, whenever the wielder delivers a coup de grace against a character using the *sword of death*, if the target dies as a result of the coup de grace, the target is immediately transformed into an undead creature, as though affected by the spell *create undead*. For the purpose of this ability, the target becomes a random undead creature, and the sword is considered to have met all prerequisites for creating the creature (but is still limited by its caster level of 17). The undead created in this way is not under the wielder's control, though it never attacks the wielder and can be controlled though normal means, such as by a *control undead* spell.

None of the *sword of death's* unique abilities count as an enhancement bonus equivalent, and it is treated as a +7 weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements Cost 76,515 gp

Craft Magic Arms and Armor, create undead

SWORD OF SHIELDS

PRICE 43,315 gp

Slot none; **CL** 3rd; **Weight** 1 lb. **Aura** faint abjuration

This exquisite longsword has an ivory handle wrapped with golden thread and bears the image of a kite shield emblazoned on each side of the silvery blade. A *sword of shields* always functions as a +1 *defending longsword*. If the wielder is also wielding a magic shield, and that shield is used to make a shield bash attack, then it is treated as having the same enhancement bonus to attack and damage as the *sword of shields*, and also gains any weapon special abilities that the *sword of shields* possesses. Additionally, if the *sword of shields*' wielder is also wielding a magic shield, then once per day, as a swift action, he can use the sword's magic to have its enhancement bonus increase by an amount equal to the shield's enhancement bonus to AC. This benefit lasts for one minute.

Some of a *sword of shields*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Cost 21,815 gp

Craft Magical Arms and Armor, shield other

Construction Requirements

TROLL-BONE WARCLUB

PRICE 9,305 gp

Slot—; **CL** 3rd; **Weight** 8 lbs. **Aura** conjuration varies

These enormous spiked clubs are created from the bones of powerful trolls slain by magic and are favored as weapons to be used against trolls by their kin. These +*1 giant bane greatclubs* are oversized and difficult to use, imposing a -1 penalty on attack rolls for all non-giants who wield them. In addition to their normal magical properties, these magical clubs retain some of the essence of the spell which slew the troll from which each was made, and when striking with great force, they unleash some of that power. On a successful critical hit or coup de grace action, an attack with a *troll-bone warclub* overcomes regeneration as though it had inflicted acid and fire damage.

None of the *troll-bone warclub*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Construction Requirements	Cost 4, <mark>80</mark> 5 gp
Craft Magical Arms and Armor acid arrow	

Craft Magical Arms and Armor, acid arrow

VOLCANIC BLADE

PRICE 150,315 gp

Slot none; **CL** 3rd; **Weight** 4 lbs. **Aura** faint transmutation

This wicked looking scimitar is made from exceptionally lustrous obsidian cut to almost impossible thinness. The blade is long and burns scorching hot to the touch, leaving little doubt as to its magical nature.

In addition to functioning as a +3 *flaming burst keen wounding scimitar*, these ultra sharp blades can transform your victim's blood into volcanic lava, greatly increasing the lethality of bleeding wounds. Any bleed damage dealt with a volcanic blade deals an additional 5d6 points of fire damage as long as the target continues to bleed.

Some of a volcanic blade unique abilities count an enhancement bonus equivalent, and it is treated as a +10-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Со	nstru	ction	Requireme	nts	Cost 75,315 gp
-	0				

Craft Magic Arms and Armor, blood blaze

VORDIS CROSSBOW

PRICE 68,335 gp

Slot none; **CL** 6th; **Weight** 8 lbs. **Aura** moderate divination

Though not actually created by the vordis, a race of evil construct-like undead, this hideous and bizarre-looking crossbow was created by human wizards using cruel and advanced science commonly used by the vordis scourge. Appearing mostly as a dull brown metal crossbow, this wicked weapon incorporates several organic components, prominently including what appears to be a large pupilless eye at the front of the weapon, as well a fleshy cord which extends from the rear of the device and connects to a gleaming black metal cup designed to fit over a human's eye. Though the use of this +3 heavy crossbow is abhorrent to some, others find its potent magical effects to be more than worth the tradeoffs. In order to properly wield a vordis crossbow, the wielder must attach the metal cup to his right eye. Though apparently opaque, the cup does not interfere with the wearer's vision in any way (though it does prevent the use of items worn on the eyes such as goggles and spectacles) and by closing his eyes, the wielder can evoke the true power of this dread weapon. Once the wearer shuts his eyes, small metal spikes protrude from the cup, inflicting 1d6 points of damage each round the wearer's eyes remains shut, but triggering electrical responses in the wearer's brain that allow him to see through solid objects as though he were wearing a *ring of x-ray vision*.

Additionally, by placing the eye-like organic compound on the front of the crossbow in contact with a solid surface, the wielder can channel the same strange psychic impulses which allow him to see through walls to create a temporary warp in the very fabric of reality, allowing him to make a single attack with the crossbow through up to 5 feet of solid materials. Certain rare substances (such as adamantine, blacksteel, and even simple lead) cannot be pierced by this effect, though it can bypass force effects (such as a *wall of force* or a *resilient sphere*) with ease. Typically, targets of these attacks are denied their Dexterity bonus to AC, both as a result of total concealment and because the very idea of attacking through a solid barrier is difficult for those inexperienced with such things to predict; however, certain circumstances might negate this penalty (for example, attacking through a transparent wall of force or making such an attack after loudly proclaiming that you were about to do so). The wielder can use this ability up to three times per day.

Some of the *vordis crossbow*'s unique abilities count as an enhancement bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of further improving its magical abilities.

Co	Construction Requirements					Cost 34,335 gp
0	6.34		1 4			

Craft Magical Arms and Armor, true seeing

<u>Rings</u>

The following section provides a number of magic rings. They are presented in alphabetical order.

PHRENIC RING

PRICE 14,000 gp

Slot ring; CL 1st; Weight — Aura faint transmutation

These rings are made of silver, and are unadorned, except for a single, very large gemstone. The cut and type of the gemstone can often be used to determine the ring's exact properties, as each combination of gem and cut corresponds to a particular phrenic amplification, though there seems to be no particular rhyme or reason to this pattern, and those who are not familiar with it must identify the ring's properties through traditional means.

Each *phrenic ring* contains within it the knowledge of a single phrenic amplification. The *phrenic ring* has a single charge, which is renewed each day at dawn. If the ring's wearer is a psychic, he can expend the charge in order to use the phrenic amplification stored in the ring, as though he knew it (he must still expend the necessary number of points from his phrenic pool to do so). As a full-round action, the ring's wearer can expend a point from his phrenic pool to restore a single charge to the ring, allowing it to be used again that day.

Construction Requirements

Cost 7,000 gp

Forge Ring, crafter must know the phrenic amplification stored in the ring.

RING OF THE ARCHMAGE

PRICE 65,000 gp

Slot ring; CL 9th; Weight — Aura moderate transmutation

These rings are generally made of exotic and obscure metals, such as onyx, palladium, or osmium, and often feature a single, very large gemstone. The insides are often engraved with magic sigils or arcane theorems, although this is not always the case. In addition to their other properties, these rings of spell storing serve as a conduit to spirits belonging to the archmage legend, allowing a medium to channel such a spirit from any location, provided he has the ring in his possession.

Additionally, as long as the ring is worn, all spells the wearer casts that deal damage deal 2 additional points of damage of the same type that they would normally deal to each target, but the wearer suffers a -2 penalty on Strength checks, Strength-based skill checks, Constitution checks, attack rolls, and non-spell damage rolls (these benefits and penalties stack with the séance boon and influence penalty of archmage spirits).

Construction RequirementsCost 32,500 gpForge Ring, fox's cunning, imbue with spell ability, ray of
enfeeblement

Table 3-4: Rings

Ring	Price
Phrenic ring	14,000 gp
Ring of usefulness	15,000 gp
Ring of the body	50,000 gp
Ring of the mind	50,000 gp
Ring of the archmage	65,000 gp

RING OF THE BODY

PRICE 50,000 gp

Cost 25,000 gp

PRICE 50,000 gp

Slot ring; **CL** 3rd; **Weight** — **Aura** faint transmutation

This charming band of twisted iron copper and bronze is marked with repeated images of bears, bulls, and large cats, such as leopards and lions, forever chasing each other. Usually sold in pairs, and often set with precious gems to serve as wedding bands and similar symbols of unity, these rings have a potent sympathetic magic that makes them more valuable in groups.

The wearer gains a +2 circumstance bonus on all Strength- and Dexterity-based skill checks, and on all Strength, Dexterity, and Constitution checks. Additionally, once per day, whenever a living creature within 30 feet of the wearer makes an attack roll, Fortitude save, or Reflex save, as an immediate action, the wearer of a *ring of the body* may choose make the attack roll or saving throw instead. The creature may choose to use their own roll, or that of the wearer of the *ring of the body*. If the creature is also wearing a *ring of the body*, the wearer gains a +4 bonus on the associated roll, and this use of the ability does not count about the number of times the wearer can use this ability per day.

Construction Requirements	
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Forge Ring, bear's endurance, bull's strength, cat's grace

RING OF THE MIND

Slot ring; **CL** 3rd; **Weight** — **Aura** faint transmutation

This elegant ring is made from a single piece of electrum and engraved with stylized foxes, owls, and eagles spaced equidistant from each other. Usually sold in pairs, and often set with precious gems to serve as wedding bands and similar symbols of unity, these rings have a potent sympathetic magic that makes them more valuable in groups.

The wearer gains a +2 circumstance bonus on all Intelligence-, Wisdom-, and Charisma-based skill checks, and on all Intelligence, Wisdom, and Charisma checks. Additionally, the wearer can aid another creature in mental endeavors. Once per day, whenever a living creature within 30 feet makes a Will save or concentration check, as an immediate action, the wearer of a *ring of the mind* may choose to make the Will save or concentration check herself. The creature may choose to use their own roll, or that of the wearer of the *ring of the mind*.

Further, whenever another creature within 30 feet who is also wearing a *ring of the mind* casts a spell, as an immediate action, the wearer of a *ring of the mind* can expend an unused spell or spell slot of the same level as the



spell being cast in order to increase that spell's caster level by 4, and increase its saving throw DC by 2.

Construction Requirements	Cost 25,000 gp
Forge Ring eagle's splendor, fox's cu	nning, owl's wisdom

RING OF USEFULNESS

PRICE 15,000 gp

Slot ring; **CL** 11th; **Weight** 1 lb. **Aura** moderate universal

This plain band of interwoven gold and silver feels pleasantly warm to the touch and thrums in a comfortable fashion on the wearer's finger. A *ring of usefulness* must be worn for at least 24 hours before its magical properties can be used. This magical ring allows the wearer to use each of his magic items which can only be used a certain number of times each day one additional time each day.

Construction Requirements	Cost 7,500 gp	
Forge Ring, mage's lucubration		

<u>Rods</u>

The following section provides a number of magic rods. They are presented in alphabetical order.

ROD OF METAMAGIC AID PRICE 220,000 gp

Slot—; **CL** 17th; **Weight** 5 lbs. **Aura** strong no school

Made from a single piece of moonstone, this ornate octagonal rod allows the bearer to transfer her own magical powers to another. Though not intended to be used as a weapon, these rods are sturdy, and function as masterwork clubs.

The wielder of a *rod of metamgic aid* is able to transfer her own magical energies and know-how to another caster. Whenever a creature within 30 feet casts a spell or uses as spell-like ability, the wielder of a *rod of metamgic aid* can point the rod at the caster as an immediate action; if she does, she may choose to apply any metamagic feat she possesses to that spell without increasing its casting time or spell level. She may use this ability 3 times per day.

Construction Requirements

Cost 110,000 gp

Craft Rod, creator must possess at least 3 metamagic feats

ROD OF PRACTICAL MAGIC

PRICE 25,000 gp

Slot—; **CL** 17th; **Weight** 5 lbs. **Aura** strong universal

These rods are of very plain construction, being made of a single piece of brown oak, with the command words for the rod's activation painted along one side in neat black paint. Though despised by the eccentric, these functional rods are prized by those who believe magic should make everyday life more efficient.

A rod of practical magic can produce 3 different effects by using one of 3 different command words printed on the side. With the first command word, a rod of practical magic can magically transmute up to 10 coins into any number of coins whose total value is the same as the transmuted coins; the newly created coins are of the same realm as the transmuted coins. This function of the rod can also transmute up to 10 gemstones into any number of gems of the same kind whose total value is the same as the transmuted gems (for example, it could turn 10 small amethysts worth 20 gp each into a single 200 gp amethyst).

The second function the rod allows a wounded creature to act normally for a short time. As a move action, the rod of practical magic can be used on a disabled creature with o hit points, allowing that creature to perform a full round's worth of actions on his next turn without risking being reduced below o hit points.

Finally, the rod can be used to make travel easier, allowing a creature targeted by the wand to take 10 on all Climb, Fly, and Swim checks for 1 minute.

Construction Requirements Cost 12,500 gp Craft Rod, wish

Table 3-5: Rods Rod

Rod	Price
Rod of practical magic	25,000 gp
Rod of scrolls, staves, and wands	30,000 gp
Rod of the hierophant	66,000 gp
Rod of the marshal	72,000 gp
Rod of metamagic aid	220,000 gp

ROD OF SCROLLS STAVES AND WANDS PRICE 30,000 gp

Slot none; **CL** 17th; **Weight** 1 lb. **Aura** strong universal

This stout wooden rod is comprised of the remains of spent staves and wands and is often further decorated with arcane runes and gaudy crystals or jewels. When held, this rod grants the bearer the ability to add his own magical power to spells cast from objects. Up to three times per day, whenever the bearer of a rod of scrolls, staves, and wands casts a spell using a spell completion or spell trigger item, he may apply the effects of one or more metamagic feats he possesses to the spell cast. If the item has charges, then for each adjusted spell level of the spell, an additional charge is consumed (for example, if you cast a silent still magic missile using a wand of magic missile, it would consume 3 charges). If the item does not consume charges, the wielder may only apply one metamagic feat he knows to the spell in question, and this metamagic feat must be one that would not increase that spell's level beyond oth.

Construction Requirements

Cost 15,000 gp

Craft Wondrous Item, any 2 metamagic feats

ROD OF THE HIEROPHANT

PRICE 66,000 gp

Slot rod; **CL** 9th; **Weight** 6 lbs. **Aura** moderate conjuration

These rods are almost universally crafted with the images of saints or other important religious figures, typically those most associated with healing and mercy. In addition to their other properties, these *rods of maximize* serve as a conduit to spirits belonging to the hierophant legend, allowing a medium to channel such a spirit from any location, provided he has the rod in his possession.

Additionally, as long as the rod is held, all healing spells and abilities the wearer uses heal 2 additional points of damage to each target, but the wearer suffers a -2 penalty on all damage rolls, including spell damage rolls (these benefits and penalties stack with the séance boon and influence penalty of hierophant spirits).

Construction RequirementsCost 33,000 gpCraft Rod, cure light wounds, creator must have the MaximizeSpell feat

ROD OF THE MARSHAL

PRICE 72,000 gp

Slot none; **CL** 20th; **Weight** 8 lbs. **Aura** strong enchantment

These rods are adorned with crowns or other symbols of office and authority, and often feature depictions of famous generals and other leaders at the moments of their greatest triumphs. In addition to their other properties, these rods of rulership serve as a conduit to spirits belonging to the marshal legend, allowing a medium to channel such a spirit from any location, provided he has the rod in his possession.

Additionally, as long as the rod is held, the wielder gains a +4 competence bonus on all Charisma checks and Charisma-based skill checks. However, those that he fails to influence are much more prone to take exception to his attempts at control, and any time the wielder fails a Bluff, Diplomacy, Intimidate, or Charisma check, the target of that check automatically has his attitude towards the wielder change to hostile (these benefits and penalties stack with the séance boon and influence penalty of marshal spirits).

Cost 36,000 gp

Construction Requirements

Craft Rod, eagle's splendor, mass charm monster

Wondrous Items

The following section provides a number of wondrous items. They are presented in alphabetical order.

AMULET OF PHRENIC POWER PRICE 90,000 gp

Slot neck; **CL** 10th; **Weight** 1 lb. **Aura** moderate universal

These amulets are made of gold and feature a large ruby as their centerpiece. They often have ostentatious carvings, sometimes of occult significance, but these vary greatly, and are not always present. As long as the amulet's phrenic pool has at least 1 point, it glows with a faint interior light. The more points in the pool, the brighter the light: at 3 points, it sheds light like a candle, and at 5 points, it sheds light like a common lamp (15 feet of normal light, and 15 feet beyond that where the light level is increased by 1 step).

Each *amulet of phrenic power* serves as a phrenic pool, in which the wearer can store phrenic power for later use. By concentrating on the amulet for 1 minute, the amulet's wearer can transfer 1 point from his phrenic pool into the amulet's phrenic pool. The amulet's phrenic pool can hold a maximum of 5 points at any given time, and only one point can be transferred into the amulet in this way in any given 24-hour period. At any time, as a move action, the wearer can draw a single point from the amulet's phrenic pool, regaining a lost point from her own phrenic pool. While the wearer can only add 1 point to the amulet per day, she can withdraw as many as she likes, until the amulet's pool has no points remaining.

If the wearer does not have a phrenic pool, she can still draw on the amulet's power, spending a move action and reducing the number of points in the amulet's phrenic pool by 1 in order to gain a +2 bonus on the next attack roll, ability check, saving throw, or skill check she makes in the next minute. Wearers without a phrenic pool have no way of adding points to the amulet's pool, however.

Construction Requirements	Cost 45,000 gp

Craft Wondrous Item, crafter must have a phrenic pool.

Table 3-6: Wondrous Items

Wondrous Item	Price
Haunt blade	200 gp
Troll-kin musk	200 gp
Spirit sight	250 gp
Lava boots	500 gp
Scabbard of peace	500 gp
Circle breaker	950 gp
Elixir of troll blood	1,000 gp
Figurine of wondrous power (lead snail)	1,200 gp
Leather breeches of the diva	1,200 gp
Pipe of peace	1,500 gp
Reading gloves	2,400 gp
Pillow of peaceful slumber	2,500 gp
Auror's glasses	3,000 gp
Troll-kin's crest	3,000 gp
Wand of noise extension	3,000 gp
Armlets of alliance	4,000 gp
Ishior horned helm	5,0 <mark>00</mark> gp
Spirit revive	5,000 gp
Linked pack	5,050 gp
Animated coach	5,500 gp
Silent signal whistle	5,800 gp
Hellfire gloves	6,000 gp
Inspirational implement	8,000 gp
Bracers of teamwork	10,000 gp
Gauntlet of rings	10,000 gp
Boulder form bedroll	11,000 gp
Spell-tuned bracers	15,000 gp
Diabolist's tome	25,000 gp
Cloak of the fire bat	27,750 gp
Helm of mental protection	28,000 gp
Chelonian belt	32,000 gp
Swaddling of stolen life	40,000 gp
Gloves of gold	45,000 gp
Book of the stars	50,000 gp
Saint's prayer book	50,000 gp
Mirror of vanity	54,000 gp
Mask of the fire eater	60,000 gp
Mirror of protection	60,000 gp
Heroes' bracelets	64,000 gp
Hat of mental shielding	80,000 gp
Amulet of phrenic power	90,000 gp
Mirror of travel	90,000 gp
Suit of the shadows	100,000 gp
Lost book of Orm Khel	120,000 gp
Helm of hypnotic combat	140,000 gp
Cloak of phasing	150,000 gp
Master's coin charm	150,000 gp
Nyth thought web	170,000 gp
Astral mastery amulet	175,000 gp
Dream casket	200,000 gp

ANIMATED COACH

Slot —; **CL** 3rd; **Weight** 250 lbs. **Aura** faint conjuration

Despite their name, these coaches are not actually animated objects, although they are able to provide their own motion. They are almost always lavishly decorated both inside and out, engraved fancifully and often covered with gold leaf. Inside, the seats feature soft velvet pillows, and curtains can be drawn to block out the outside world.

On command, the *animated coach* can conjure a team of six horses, which appear already harnessed to the coach and ready to go. These horses immediately vanish if they are removed from the coach's harnesses. If a horse is slain or otherwise lost, a replacement can be summoned with the same command. Similarly, if the horses become exhausted from too much travel, simply issuing the same command again replaces them with fresh ones. The horses can also be dismissed with another command.

The coach can be driven directly, like a normal coach, but it does not need to be: as long as the coach is on a road, it can be directed to simply follow the road, in which case it does so automatically until the road comes to an end, or a fork in the road occurs. Alternatively if the driver possesses an accurate map that shows his current location, his desired destination, and the area in between the two, he can spend 1 minute focusing on the details of the journey, then direct the coach to follow that route, which it automatically does (although if the map is poorly made or inaccurate, the coach may not arrive at its intended destination).

Finally, the inside of the coach is incredibly comfortable. Everyone inside is affected as though by the spell *endure elements*. Further, the inside of the coach is remarkably stable, even on bumpy roads, and no concentration checks are ever required to cast spells as a result of the coach's movement.

Construction Requirements

Cost 2,225 gp

Craft Wondrous Item, communal mount

PRICE 4,000 gp

Slot wrists; **CL** 3rd; **Weight** 1 lb. **Aura** faint enchantment

ARMLETS OF ALLIANCE

These simple golden armbands are warm to the touch, though not unpleasantly so, and magically resize to comfortably fit on the arm of any creature wearing them. These armlets allow the wearer to be of more use to others in heated situations. Whenever the wearer of an *armlet of alliance* is flanking an opponent with another ally creature, the ally gains an additional +1 bonus to all attack rolls against that opponent, so long as both he and the wearer are flanking the target. Additionally, whenever the wearer uses the aid another action, he increases the bonus granted by his aid another attempt by an additional +1. Finally, these armlets have a certain synchronicity with one another. If a creature wearing an *armlet of alliance* uses one of the armlet's abilities

to grant a bonus to another creature that is also wearing an armlet of alliance, that bonus is doubled.

Construction Requirements	Cost 2,000 gp
Craft Wondrous Item, aid	

PRICE 175,000 gp

PRICE 3,000 gp

ASTRAL MASTERY AMULET

Slot neck; CL 17th; Weight 1 lb. Aura strong necromancy

Forged wholly out of a single band of liquid quicksilver, this necklace is imbued with the essence of the Astral Plane by the finest of nyth smiths. When placed around the wearer's neck, the amulet awakens the wearer's latent psychic potential, allowing him to draw upon the very fabric of the Astral Plane for power.

A creature wearing this amulet may enter the Astral Plane bodily, as though with the spell astral projection, except that his physical body, as well as those of up to 6 creatures touching the wearer, are moved to the Astral Plane, rather than simply their consciousness. The magic of the amulet also allows creatures transported in this way to exist comfortably on the Astral Plane, allowing them to breathe normally and to move about in any direction as though they had a fly speed equal to their land speed, with perfect maneuverability while on the Astral Plane. Entering the Astral Plane with this amulet is a standard action, and the wearer can return himself and his companions to the Material Plane from the Astral Plane as another standard action, appearing in the same place he was in when he activated the amulet's ability.

While on the Astral Plane, the wearer of this amulet gains a +2 bonus to all mental ability scores and gains DR 10/silver. A creature wearing this amulet while on the Astral Plane can enter mindscapes and similar pocket dimensions he comes across, and may leave a mindscape as a standard action.

Construction Requirements	Cost 87,500 gp	
Craft Wondrous Item astral projection		

aft Wondrous Item, astral projection

AUROR'S GLASSES

Slot eyes; CL 5th; Weight — Aura faint divination

These spectacles typically have large, perfectly circular red-tinted lenses and thin gold frames. If the wearer is able to use the read aura occult skill unlock, he gains a +4bonus on skill checks made to read auras in this way, and can attempt to read auras one additional time per day. If the wearer is not otherwise able to use the read aura occult skill unlock, he gains the ability to do so once per day (even if he is not a psychic spellcaster and is not trained in Perception).

The magic of a pair of *auror's glasses* is strongly affected by its own wearer's aura. Once a given creature has worn a pair of *auror's glasses*, they will not function for any other creature until 24 hours have passed without any creature wearing them.

Constru	ictioi	n Requi	irements	Cost 1,500 gp
		_		

Craft Wondrous Item, analyze aura

Slot none; CL 1st; Weight 1 lb. Aura faint universal

This ornate leather-bound book is obviously named for the silver 5-pointed stars which adorn the cover. Upon initial examination, the many-paged book appears to be blank, though of fine quality. The books resist any attempt to write within them, but when viewed under starlight, the pages are filled with visible writing in a beautiful, curving script. The text itself is in elven, and contains some of the finest and most inspiring poetry ever written. A creature can read from the book as a standard action in order to provide a +5 morale bonus to attack rolls, weapon damage rolls, saving throws, or skill and ability checks for one round. The magic of the book is such that its words only affect creatures the reader wishes to affect, though those creatures must be able to hear the words. A creature who reads the entire text gains a permanent +1 competence bonus to his choice of attack rolls, weapon damage rolls, saving throws, or skill and ability checks. A creature cannot benefit from the same book of the stars in this way more than once, though by reading a second book of the stars, the creature could gain another bonus. Reading a book of the stars takes about 3 months of casual study. In order to preserve the magical nature of the book's words, they must be read from the actual book of the stars, and copies of the text have no magical value. As a result, the book can only be used in starlight.

Construction Requirements

Cost 25,000 gp

Craft Wondrous Item, creator must be a bard

BOULDER FORM BEDROLL PRICE 11,000 gp

Slot none; CL 15th; Weight 1 lb. Aura strong transmutation

This magical bedroll comes in a variety of earthen and stone hues, with granite gray and clay brown being the most common. A minor part of its magic causes the bedroll to comfortably resize to provide a pleasant and snug fit for anyone who climbs in. In addition to functioning as an ordinary bedroll, any creature who is wrapped in the boulder form bedroll can speak a command word in order to transform into a common stone of his size for 8 hours. While transformed in this way the user gains hardness 8. This ability can be used at will; however, once activated, the user remains in the form of a rock unless special circumstances cause him to revert to his normal form. While transformed in this way, the user appears in all ways as a normal stone of his size, although he radiates a magical aura that matches that of the boulder form bedroll. As long as he is transformed in this way, the user's worn and held items merge into his rock form in a fashion similar to a spell of the polymorph subschool.

The user retains his ordinary senses while in rock form and may interact with the world in a limited fashion. The user is unable to move or take physical actions, in a fashion similar to a petrified creature, though he may take purely mental actions, including communicating via telepathy. Though the user cannot move by himself, he can be picked up and moved by another creature. The user can also choose to sleep while in rock form, gaining the normal benefits of rest for the time spent asleep in this way. While sleeping in this fashion, he suffers a -20 penalty on Perception checks, instead of the usual -10 penalty. A

creature in rock from cannot be the target of a coup de grace action, even while sleeping, and spells and effects which specifically affect sleeping creatures, such as *nightmare*, have no effect on a creature sleeping in rock form, unless they also work on objects.

The transformation created by a *boulder form bedroll* can be dispelled with *dispel magic* and similar effects (typically with a dispel check of DC 26). It is also dispelled if the user suffers at least 20 points of damage (this damage need not be dealt all at once, but must be dealt within the same 8-hour period), or if the user spends a full-round action to end the effect. If forced out of rock form in this way, the *boulder form bedroll* ceases to function as anything other than an ordinary bedroll for 8 hours while its magic recharges.

Construction	Requirements
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Cost 5,500 gp

Craft Wondrous Item, polymorph any object

BRACERS OF TEAMWORK

PRICE 10,000 gp

PRICE 950 gp

Slot wrists; **CL** 5th; **Weight** 1 lb. **Aura** faint universal

These fine leather bracers are made from the hides of two oxen that spent many years pulling carts as part of the same team, and the spirit of these great beasts lives within the bracers, granting them their magic. These bracers are always sold in magically linked pairs and inspire a feeling of cooperation and confidence between the two characters who wear the linked sets. While two characters wear the bracers from a linked set, each wearer is treated as having all the teamwork feats possessed by the other (both wearers can benefit from these teamwork feats).

Construction Requirements	Cost 5,000 gp
Craft Wondrous Itom any two teamwork feats	

Craft Wondrous Item, any two teamwork feats

CHELONIAN BELTPRICE 32,000 gpSlot belt; CL 5th; Weight 2 lbs.

Aura faint transmutation

These belts are made of turtle skin, and feature a buckle of carved tortoise shell bone. As long as the belt is worn, the wearer gains a +9 armor bonus to AC, but is constantly under the effects of a *slow* spell. Anything that ends the *slow* effect also removes the armor bonus to AC.

Construction Requirements				ements		Cost 16,000 gp
~	C. TAT	1	τ.		1	

Craft Wondrous Item, mage armor, slow

CIRCLE BREAKER

Slot—; **CL** 5th; **Weight** 3 lbs. **Aura** faint abjuration

These objects, sometimes referred to as *binder's bane*, especially on the outer planes, resemble long ropes apparently woven from silvery strands, which are just long enough to mark the perimeter of a circle with a 10-foot radius, and they serve as a potential escape for creatures trapped within a *magic circle* spell. In order to use it, the *circle breaker* must be laid along the inside border of a *magic circle* effect, tied into a loop, and then lit on fire. The silvery rope will slowly burn in both directions, leaving a ring of soot just inside of the ring marking the circle's barrier. The *circle breaker* takes roughly 10 minutes to burn completely. Once it does, there is a blinding flash of silvery light, and the user must make a caster level check (1d20 + the *circle breaker's* caster level, DC equal to the *magic circle's* caster level + 5). If the check succeeds, the *magic circle* is dispelled, as though with *dispel magic*, and the user is free to leave.

Construction Requirements Cost 475 gp

Craft Wondrous Item, dispel magic

CLOAK OF PHASING

PRICE 150,000 gp

Slot body; **CL** 17th; **Weight** 1 lb. **Aura** strong transmutation

This beautiful silvery cloak is embroidered with countless patterns of fine scrollwork in numerous styles and materials, giving the cloak a subtle and complicated appearance. Though the materials resemble silk or velvet from a distance, close examination reveals the material to be far too strong to be either.

These magic cloaks allow the wearer to be unseen, as he moves partially out of reality. As a swift action, the wearer can think a command word which causes him to phase out of reality. This has the effect of rendering the wearer invisible, as though by the spell *greater invisibility*, and making him incorporeal for a short time. The cloak's magic functions for up to 10 minutes each day, which needs not be spent consecutively, but which must be spent in 1-minute increments.

Cost 75,000 gp

Craft Wondrous Item, shapechange

Construction Requirements

CLOAK OF THE FIRE BAT

PRICE 27,750 gp

Slot shoulders; **CL** 5th; **Weight** 1 lb. **Aura** faint varies

These cloaks are typically black on the outside and bright red on the inside, and are often adorned with a bright red image of a flaming bat on the back. The wearer gains fire resistance 5 for as long as the cloak is worn. Further, he can breathe and see through smoke without difficulty (though this does not grant him protection from other things that may interfere with his breathing or sight, such as inhaled poisons or an *obscuring mist* spell). Finally, on command, the wearer can produce three fire shuriken from within the cloak, as the spell *fiery shuriken*^{UC}.

Construction Requirements

Cost 13,875 gp

PRICE 25,000 gp

Craft Wondrous Item, alter self, flaming shuriken, resist energy

DIABOLIST'S TOME

Slot none; **CL** 7th; **Weight** 5 lbs. **Aura** moderate transmutation

This impressive-looking tome is bound in black leather and features a silver pentagram embedded in its cover. Some versions of the book instead have stylized skulls, often with horns, or a similar motif, making it all but impossible not to identify it as an evil book at a glance. Its vellum pages are strange, and come from no known animal, while the ink has a slightly reddish tone, suggestive of dried blood. Each page within the book is identical, featuring a single paragraph of apparently nonsense words repeated over and over.

If the book is opened and the paragraph is read aloud, an imp is summoned, which serves the reader as an improved familiar. The imp's loyalty is to the holder of the book, rather than to the individual reader, and it will regard whoever possesses the book as its master. Most of the time, the imp will serve its master with surprising faithfulness, though it will constantly urge him towards evil courses of action. If its master proves particularly unwilling to compromise with the imp's evil desires, or if it is abused by its master, however, the imp will begin to subvert orders it is given, obeying their letter but acting directly contrary to their spirit.

The imp functions in all ways as an imp gained with the Improved Familiar feat. If its master is at least 7th level, it uses its master's level (combined from amongst all classes) to determine the familiar benefits that it gains. Otherwise, it is treated as though its master were 7th level. In addition, the imp has 7 ranks in three Knowledge skills, determined when the imp is first summoned. These skill ranks are in addition to the normal skill ranks it would receive as a result of its Hit Dice and being a familiar.

If the imp is slain, it can be summoned again in the same fashion 24 hours later. Each *diabolist's tome* is linked to a particular imp, and will always summon the same imp. If that imp is permanently destroyed, imprisoned, or is otherwise unable to be summoned for whatever reason, the link passes to a new imp, who is forever after the only imp that can be summoned with that particular *diabolist's tome*.

Construction Requirements

ents Cost 12,500 gp

Craft Wondrous Item, *summon monster III*, creator must be lawful evil, lawful neutral, or neutral evil.

DREAM CASKET	PRICE 200,000 gp
Slot none; CL 15th; Weight 100 lbs.	

Aura strong enchantment

Apparently made of glass, these unusual caskets serve as vessels to preserve and imprison sleepers. Originally developed by the nyth to preserve the bodies and minds of their greatest leaders, these caskets soon became popular as prisons for their most horrible enemies, and, controversially, as ways to trap those having extremely interesting dreams.

Any unconscious creature placed within the *dream casket* is placed into a state of nearly suspended animation, preventing any harm from coming to the victim so long as he remains inside, allowing him to exist indefinitely without need of food and water and without aging. It is impossible to harm the victim's body while imprisoned within the *dream casket*, though if the casket is destroyed or opened, the creature can be harmed as normal. While in the *dream casket*, the victim's mind still lives, and he continues to dream and think while trapped within the *dream casket*. This always results in the creation of a permanent mindscape on the Astral Plane, which can be entered by a creature touching the casket and speaking a command word. A creature who enters the mindscape in this way can exit the mindscape by speaking a second command word. Spells and effects which attack a creature's mind function normally on a creature within a *dream casket*.

Construction Requirements	Cost 100,000 gp
Craft Wondrous Item, binding	

ELIXIR OF TROLL BLOOD

PRICE 1,000 gp

Slot none; CL 15th; Weight 1 lb. Aura strong transmutation

This potent elixir is made from the blood of a troll, prepared with alchemical reagents which make it easily absorbable by the body, allowing any creature to gain some the troll's legendary endurance. Once consumed, the elixir grants the imbiber regeneration 5, which is stopped by fire or acid. The regeneration normally persists for 1 minute; however, once it is stopped by fire or acid damage, the elixir become inert and ceases to function.

Construction Requirements Craft Wondrous Item, giant form I Cost 500 gp

FIGURINE OF WONDROUS POWER, LEAD SNAIL PRICE 1,200 gp

Slot—; **CL** 11th; **Weight** 1 lb. **Aura** strong transmutation

Similar to other *figurines of wondrous power*, the lead snail is a small statuette of a snail, roughly one inch tall, which is typically made of lead. When the figurine is tossed down and the correct command word spoken, it grows to become a snail roughly 2 feet in height. Even when animated, its body is still made of lead, and it is treated as a tiny animated object with a movement speed of 20 feet. A *lead snail* actually has two different command words that can be used to activate it, each of which produces a different result.

The first type of activation causes the lead snail to clean the floor of the nearby area. After becoming animated, the lead snail begins to move across the floor in everwidening circles. Everywhere that it passes over is cleaned of dust, dirt, mud, grime, and stains. Only relatively minor obstructions can be removed in this way, and the lead snail is unable to affect difficult terrain while operating in this way. Once the lead snail reaches the boundaries of the room or area it is currently in, it reverts to a statuette. The lead snail can be activated in this way at will. It can be returned to its statue form early with the same command word.

The second type of activation causes the lead snail to devour up to 1,000 lbs. of organic material that is set directly in front of it. This process takes 1 minute per 10 lbs. of material. The lead snail is unable to devour moving creatures in this way: only creatures that are dead, willing, or helpless can be devoured by the snail. Creatures and objects devoured by the snail are completely destroyed, leaving no trace (unless the object is larger than 1,000 lbs.). The lead snail can be activated in this way any number of times, but cannot devour more than 1,000 lbs. of organic material in a single week.

Construction Requirements Cost 600 gp

Craft Wondrous Item, animate objects, disintegrate

GAUNTLET OF RINGS

PRICE 10,000 gp

Slot hand; CL 15th; Weight 1 lb. Aura strong transmutation

This black iron gauntlet has a sinister appearance and locks closed on the wearer's hand when donned. Considered cursed by some, a *gauntlet of rings* is a magical gauntlet which becomes very difficult to remove when its magic is activated. A gauntlet of rings cannot be removed from the wearer's hand once it has been joined with a ring. The only way to remove such a gauntlet is to dispel or suppress its magical effects, destroy the gauntlet (a *qauntlet*) of rings has hardness 5 + 1 per joined ring and has 25 hit pints plus 10 per joined ring), or to sever one's hand while wearing the gauntlet.

The wearer of a gauntlet of rings can place a magical ring on each finger of the gauntlet. Once a ring is placed on the finger of a gauntlet, it is magically fused to the gauntlet, becoming part of the gauntlet permanently. Placing a new ring on a finger of the gauntlet utterly destroys the old ring. The wearer of the gauntlet gains all magical bonuses of rings joined with the gauntlet in this way. For each ring beyond the first joined with the gauntlet, the wearer suffers a -1 penalty to his Constitution score. Characters with no Constitution score cannot wear a gauntlet of rings.

Construction Requirements	Cost 5,000 gp
Confermation Income Prove Diverse I	1 1. 1.

Craft Wondrous Item, Forge Ring, polymorph any object

GLOVES OF GOLD

PRICE 45,000 gp

Slot hands; CL oth; Weight — Aura moderate conjuration

This legendary pair of gloves appears to be made from solid gold, but is in fact very lustrous golden-colored silk. The gloves are cool to the touch and provide maximum flexibility, while being surprisingly tough. Though they carry extremely potent charms, these gloves were created by a powerful wizard for his convenience, rather than for any powerful effect.

Upon command, up to 25 times per day, the wearer of a pair of *gloves of gold* can produce up to 10 gp worth of gold coins. While these gold coins normally last indefinitely, if kept within 100 feet of the gloves for more than 24 hours, they disappear as their magic is reabsorbed into the gloves. Additionally, the wearer of a pair of these gloves can store any golden or mostly golden object he encounters in a special dimension tied to the gloves. Storing an object in this way requires touching the object with the gloves and a standard action. Attended objects and objects weighing more than 10,000 lbs. cannot be transported in this way. Retrieving the objects similarly requires a standard action and places the

returned item in the user's hands, (unless it is too large, in which case it appears in an adjacent square).

Cost 22,500 gp

Construction Requirements

Craft Wondrous Item, greater creation

HAT OF MENTAL SHIELDING PRICE 80,000 gp

Slot body; CL 9th; Weight — Aura moderate divination

This fine wide-brimmed purple felt hat is considered by some to be high fashion, while others believe them to be far too garish for public display. Typically, hats of this kind are so rare as to only be worn by royalty, and only on rare occasion.

These hats protect the wearer from unwanted mental influence, shielding his mind from intrusion. The wearer is rendered immune to all charm effects and may choose to tune out telepathy if he so pleases. Additionally, his thoughts cannot be read through any means while wearing the hat, and attempts to magically discern the wearer's intentions or the truth of his words automatically fail. Finally, the wearer gains a +4 competence bonus on all saving throws made to resist compulsion effects and spells of the scrying subschool.

Construction Requirements				iremen	ts		Cost 40,000 gp
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Craft Wondrous Item, detect scrying

HAUNT BLADE

Slot none; CL 1st; Weight -Aura faint evocation

This wondrous oil was created from a phantom's blood and infused with potent spiritual essences and magic to keep it stable. When applied to a weapon, it causes that weapon to become in tune with the spirit world, granting it the ability to harm otherworldly forces for a short time. A single dose of haunt blade lasts for 1 minute, after which time the ectoplasmic matter begins to dissolve and the elixir loses its potency. While in effect, this elixir grants the target weapon the ability to harm incorporeal creatures as though it had the ghost touch weapon special ability. Additionally, an item affected by haunt blade can be used to deal damage to a haunt by attacking it. Alternatively, haunt blade can be fed to a phantom to grant all their attacks the ghost touch weapon special ability.

Construction Requirements

Cost 100 gp

Craft Wondrous Item, creator must have the ability to channel positive energy

HELLFIRE GLOVES

Slot hands; CL oth; Weight 1 lb. Aura moderate evocation

These black leather gloves have a strange texture, and seem to have been made from an unusual creature, whose flesh is not normally used for leather. Red stitching on the backs of the hands depict the outline of a flame on each hand.

PRICE 6,000 gp

PRICE 200 gp

Three times per day, when the wearer casts a spell that deals fire damage, he can choose to infuse that fire with the powers of hell. If he does, then half of the fire damage inflicted by the spell becomes profane energy, which is not subject to fire resistance or immunity. However, this profane energy does not harm truly evil creatures, and any creature with a strong or stronger evil aura (according to *detect evil*) is not subject to this damage, effectively taking only half damage from the spell.

Construction Requirements	Cost 3,000 gp
Craft Wondrous Item, flame strike, crea	tor must be evil

HELM OF HYPNOTIC COMBAT

PRICE 140,000 gp

Slot head; CL 5th; Weight 1 lb. Aura faint enchantment

This extravagant helm of black leather features a large white coin marked with a red spiral placed in the center. Normally inert, when the wearer activates the helm's magic, the coin rotates and emits a low-pitched hum, though neither of these effects is strictly tied to the operation of the helm, which is effective even against the deaf and blind.

The wearer of this helm can attempt to exert hypnotic influence over another creature with an Intelligence score of 3 or higher. As a standard action, the wearer can attempt to slowly hypnotize a character within 30 feet. Each round the wearer focuses on the target, the target suffers a cumulative –1 penalty on Will saves. The wearer must continue to spend a standard action focusing on the target each round, or the penalty ceases. At any time, as a standard action, the wearer can attempt to psychically control the target as though with the spell *suggestion*, unless the target succeeds on a Will save (DC 10 + the wearer's Charisma modifier).

Construction Requirements	Cost 70,000 gp
Craft Wondrous Item, suggestion	

HELM OF MENTAL PROTECTION PRICE 28,000 gp

Slot head; **CL** 5th; **Weight** 2 lbs. **Aura** faint abjuration

These delicately wrought silver headpieces offer little in the way of physical protection, and in fact, more closely resemble crowns than helms. A single gem, usually a sapphire or emerald, rests on the front of the helm, directly in front of the center of the wearer's forehead, and glows with a faint inner light as long as the helm's protection is active.

Similar to a *ring of counterspells*, the *helm of mental protection* is designed to have a spell cast into it, which is then used to protect the wearer against magical attacks. Unlike a *ring of counterspells*, spells of any level can be cast into a *helm of mental protection*, but only spells with the mind-affecting descriptor can be stored within it. As long as a spell is stored within the helm, the next time that the wearer is the target of a non-harmless mind-affecting effect, if the spell level of that effect is less than the spell level of the spell stored within the *helm of mental protection*, the effect is blocked automatically. If the spell level of the effect is the same as the spell level of the spell stored within the *helm of mental protection*, the effect is blocked unless the caster



succeeds on a caster level check (DC 11 + the caster level of the spell stored in the *helm of mental protection*). Regardless of whether the spell is successfully blocked or not, the stored spell is expended once the wearer has been targeted by a nonharmless mind-affecting effect whose spell level is equal to or less than that of the stored spell. However, if the spell is successfully blocked by the helm, the wearer regains 1 point in her phrenic pool. If the wearer does not have a phrenic pool, this has no effect.

Only one spell can be stored in a *helm of mental protection* per day, although, once stored, the spell remains within the helm until it is expended. By concentrating on the helm for 1 minute, the wearer can purge an existing spell from the helm in order to make room for another.

Construction Requirements	Cost 14,000 gp
Craft Wondrous Item, dispel magic.	

HEROES' BRACELETS

PRICE 64,000 gp

Slot wrists; **CL** 5th; **Weight** 1 lb. **Aura** faint transmutation

These platinum bracelets are each set with a large opal in the center, which glows with an inner light and becomes brighter the nearer it comes to its twin. While these items have no power when worn individually, they grant increased power to those who wear them in pairs.

These bracelets are always sold in pairs, and each bracelet of a pair must be worn by a separate creature in order for the item's magic to function. These bracelets each bestow a +1 luck bonus to attack rolls and AC, so long as the wearers remain within 100 feet of each other. While within 30 feet of each other, these bonuses increases to +2. Finally, while adjacent to each other, these bonuses are further enhanced to +4.

Construction Requirements	Cost 32,000 gp
Craft Wondrous Item, heroism	

INSPIRATIONAL IMPLEMENT

PRICE 8,000 gp

Slot—; **CL** 9th; **Weight** varies **Aura** moderate varies

An *inspirational implement* can come in nearly any form or shape, as any object that can serve as an occultist's implement can be made into one of these magic items. A small spark of magic is embedded within the item, awakening its inner potential and making it easier to use as an implement. Each inspirational implement is associated with a single school of magic, as well as with 7 different spells of that school of magic, which can be found on the occultist spell list (one of each spell level, from oth to 6th). When in the possession of an occultist, or another character with the implements class feature, the occultist is able to use the inspirational implement as an implement of the appropriate school of magic, even if he has not separately learned to use implements of that school of magic. This also grants him knowledge of the spells associated with the inspirational implement.

Because of the arcane and psychic energies that an *inspirational implement* uses, multiple *inspirational implements* tend to interfere with one another. A character with two or more *inspirational implements* in his possession is unable to make use of any of them. The *inspirational implement's* aura is of the same school that the implement is associated with.

Construction Requirements	Cost 4,000 gp
Craft Wondrous Item, crafter must be an occ	ultist who knows
how to use implements of the chosen school	of magic.

ISHIOR HORNED HELM

PRICE 5,000 gp

Cost 2,500 gp

Slot head; CL 5th; Weight 3 lbs. Aura faint evocation

While many erroneously believe these horned helms to feature the horns of the ishior themselves, they are in fact adorned with plain goat horns. These otherwise unremarkable leather helms are frequently worn by the ishior and come in versions with large holes cut out for the ishior's horns to poke through, giving the wearer the fearsome appearance of a many-horned humanoid. The magic of these helms enhances telekinetic might, causing the wear to be able to lift and move twice as much weight with the *mage hand* and *telekinesis* spells. Additionally, whenever the wearer casts a spell which is not of the summoning subschool and whose effect has a Strength score, that Strength score is increased by +2.

Construction Requirements

Craft Magic Arms and Armor, mage hand

Slot none; **CL** 1st; **Weight** 1 lb. **Aura** faint transmutation

These sturdy red boots are exceedingly rare and are usually sized for Small creatures, leading some scholars to believe that they were invented by a now extinct race of small, volcano-dwelling humanoids. While the boots seem to be of approximate size for a human child, the boots quickly resize to fit any wearer.

The wearer of these boots gains a limited ability to walk on lava. The boots allow the wearer to walk on lava (but not water) as though he was affected by a *water walk* spell, and he suffers no damage from the lava. While this ability functions constantly, and does not need to be activated, the wearer can only use it to walk on lava for 1d6 consecutive rounds before the magic fails and the user is submerged in the lava.

Construction Requirements	Cost 250 gp
Craft Wondrous Item, water walk	

LEATHER BREECHES OF THE DIVA PRICE 1,200 gp

Slot body; **CL** 1st; **Weight** 3 lbs. **Aura** faint enchantment

When worn during a performance, these black, tight-fitting leather pants have a profound effect on creatures that are susceptible to whatever charm the wearer might possess. Whenever the wearer uses the fascinate, suggestion, or mass suggestion bardic performance, the saving throw DC increases by +2 for any creatures that are normally inclined to be attracted to creatures of the wearer's race and gender. Additionally, creatures that fail their saving throw have their attitude towards the wearer permanently increased by one step.

Construction Re	equirements
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Craft Wondrous Item, charm person

LINKED PACK

Slot none; **CL** 9th; **Weight** 10 lb. **Aura** moderate conjuration

These backpacks always come in color-coded pairs and bear fanciful, if purposeless, runes and marks on the straps. The two bags have a dimensional link which functions even across planar boundaries, allowing items from one pack to be transferred to the other by speaking aloud the item to be transported and a command word (a rough description of the item is sufficient for this magic to function if the name of the item is not known). The item in the first backpack vanishes from it and instantly appears in the second backpack. While the packs do function across planar boundaries, any magic which blocks teleportation, extradimensional travel, or planar travel causes the packs to cease functioning. Organic matter can be transported in this way; however, doing so is risky, and each time a living organic compound is transferred through the packs, there is a 10% chance that it is instead plane shifted to a random location. When this happens, the backpack's holder or user becomes

Cost 600 gp

PRICE 5,050 gp

aware of the *plane shift* effect and which plane the organic substance ended up on.

Construction Requirements	Cost 2,525 gp
Craft Wondrous Item, secret chest	

LOST BOOK OF ORM KHEL Slot none; CL 9th; Weight 1 lb.

PRICE 120,000 gp

Aura moderate conjuration Each lost book of Orm Khel is bound in red leather, and each is slightly different from one another in size and shape. While it is unknown how many of these volumes exist, new ones seem to be discovered every year. A lost *book of Orm Khel* usually appears to have blank pages and is not meant to be read, but rather the book serves as a transportation device used to move information and bodies from one book to another. When opened, the book's pages reflect each other open book's surroundings. Energy and matter can pass through the book from one to another, allowing speech and physical matter, including living creatures, to safely pass between books, regardless of distance and planar boundaries. A typical lost book of Orm *Khel* is large enough to accommodate a single humanoid of Medium size, though some are much larger and rumors exist of volumes large enough to accommodate sailing ships. The object to pass through a lost book of Orm Khel must be small enough to enter the one it is meant to go through, but does not need to be small enough to exit from the second book; instead, the object expands after exiting the second book. Though both books must be open to allow this transportation to occur, the actual transportation is instantaneous.

Construction Requirements

Craft Wondrous Item, teleport

MASK OF THE FIRE EATER

PRICE 60,000 gp

Cost 60,000 gp

Slot head; **CL** 15th; **Weight** 1 lb. **Aura** strong abjuration

These unusual masks are often garishly decorated in bright red, yellow, and orange, and almost always have a fire motif. As long as the mask is worn, the wearer ignores the first 50 points of fire damage that he would suffer each round. Further, for every 2 points of fire damage prevented in this way, the wearer gains 1 temporary hit point, which lasts for 1 minute. These temporary hit points stack with each other, but not with other sources of temporary hit points. If the wearer suffers more than 50 points of fire damage in a round, the mask has no effect on any damage beyond the first 50 points, even if the damage comes from multiple attacks or sources.

Construction Rec	juirements	Cost 30,000 gp

Craft Wondrous Item, resist energy

MASTER'S COIN CHARM

PRICE 150,000 gp

Slot neck; CL 17th; Weight — Aura strong enchantment

This pure gold coin appears ordinary to those lacking psychic power, but to those who possess the third eye, it is obvious the coin is anything but. When viewed by a character capable of casting psychic spells, the amulet appears to glow with violently shifting lights which confuse and bewilder, and the coin's normally plain face is revealed to be an unblinking eye.

This incredibly powerful charm is a great boon to those who would rule the minds of other creatures. The saving throw DCs of all compulsion spells the wearer casts are increased by +1; this bonus increases to +2 if the compulsion effect was created by a psychic spell. Additionally, any spell of the charm school has its duration increased by 50%; if the spell was a psychic spell, then its duration is doubled instead. Finally, if the wearer is a mesmerist, he may enthrall up to 2 characters with his rule minds ability.

Construction Requirements Cost 75,000 gp

Craft Wondrous Item, dominate monster

MIRROR OF PROTECTION

PRICE 60,000 gp

Slot none; **CL** 5th; **Weight** 40 lbs. **Aura** faint abjuration

This bright, diamond-shaped full body mirror is constructed of silver, and its highly reflective surface seems to invite attention. Once gazed upon, the viewer can speak a command word in order to command his reflection to remain ever-present in the mirror. Once he does, he seals some of his essence in the mirror of protection, which allows him to deflect some damage that he would suffer to his reflection. So long as the user remains within 100 feet of the mirror, any damage he sustains is divided evenly between himself and his reflection, which has hit points equal to the user's maximum hit points at the time the command word was spoken. Whenever the user restores hit points, if he is within 100 feet of the mirror, a like number of hit points are restored to the reflection. However, the reflection is destroyed when its hit points are reduced to o. If the reflection is destroyed, the mirror of protection temporarily loses its magic and becomes a normal mirror which cannot be used again until one full week has passed. The mirror of protection itself can also be attacked and is no more durable than an ordinary mirror. If the mirror is destroyed, the user may be outright slain, as he must succeed on a Fortitude save (DC 20) or suffer 200 points of damage (regardless of the distance between him and the mirror of protection). Even if he succeeds on this Fortitude save, the user suffers 5d6 points of damage.

Construction Requirements

Cost 30,000 gp

Craft Wondrous Item, shield other

PRICE 90,000 gp

Slot none; **CL** 13th; **Weight** 40 lbs. **Aura** strong conjuration

MIRROR OF TRAVEL

This full body mirror has a frame made of an unidentifiable, bright crimson metal that never rusts or corrodes. While these mirrors appear in all ways to be fully mundane, those who know their secrets can paint a special sigil in their own blood upon the glass to transform the mirror into a portal into the realm beyond the mirror. A creature can freely pass into or out of the mirror realm for 1 minute after the sigil is painted, after which the blood fades and the mirror returns to its normal state. This ability can be activated from either the plane of origin or the mirror realm.

The mirror realm on the other side of a mirror of travel is an exact reflection of the plane on which the *mirror* of *travel* was placed, except that it is almost completely devoid of living creatures (including creatures with a semblance of life or animation, such as undead or constructs), save for the creatures which have passed into the mirror realm through a mirror of travel, characters imprisoned by a *mirror of life trapping* (though these are confined within the trappings of those magical mirrors), and the spirits and demons which have been trapped in mirrors over time. Objects in the mirror realm that are a reflection of objects on other planes cannot be removed from the mirror realm. Attended objects are not reflected in the mirror realm, and so their reflective versions cannot be found here. Artifacts, and other truly unique items that can exist only in one plane, are never found in the mirror realm unless brought there. Time in the mirror realm passes at the same rate as it does in the plane from which the mirror realm was entered.

Characters in the mirror realm are generally free to wander about in safety, barring environmental hazards; however, every hour they remain within the mirror realm, there is a 1% chance that they encounter an outsider with 15 or more Hit Dice. Should the *mirror of travel* by which the traveler entered be broken on the plane from which they entered, the corresponding mirror in the mirror realm is also broken, and the traveler must find another mirror by which to escape the mirror realm.

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Co	nstruo	ctio	n Requ	iireme	ents	Cost 45,000 gp
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Craft Wondrous Item, *planeshift*

MIRROR OF VANITY

PRICE 54,000 gp

Slot none; CL 9th; Weight 1 lbs. Aura moderate transmutation

This ivory-handled mirror is laden with fine jewels, in accordance with the accustomed value of rare stones in the land in which it was acquired. These mirrors have the power to reflect the user as other than he is and make his real form like that which is viewed in the mirror. The mirror may not show what the user wishes, however, and he must make a Charisma check whenever he looks into the mirror. If the result of the check is less than 15, the user is revealed as a hideous and degenerate version of himself, causing him to gain 2 temporary negative levels (a successful DC 16 Fortitude save will remove these negative levels after 24 hours). A result of 16 or higher reveals the user as beautiful and resplendent, granting him a +4 bonus on Charisma-based skill checks for 24 hours. A result of 20 or higher allows the user to additionally view himself however he likes, and change his shape as though by the spell polymorph, except that the effect lasts for 24 hours.

Construction Requirements	C
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Craft Wondrous Item, polymorph

Cost 27,000 gp

NYTH THOUGHT WEB

PRICE 170,000 gp

Slot head; **CL** 9th; **Weight** 1 lb. **Aura** moderate varied

Created by a wicked nyth sorcerer, these hideous iron crowns come with 10 quicksilver spikes which can be implanted into a helpless creature. While the process is time-consuming, requiring 1 full minute of uninterrupted work, implanting a spike is painless and leaves no trace on the target. The wearer of this crown can focus on any of the creatures with a guicksilver spike inserted into them, allowing him to listen to the thoughts of the target creature. If he chooses, the wearer can send a mental message to the target as though he was speaking to her telepathically. Finally, once per day as a standard action, the wearer can attempt to take mental possession of the target, controlling her as though with the spell *possession*. The target is entitled to a DC 17 Will save to resist this effect. If the wearer is a psychic spellcaster, the DC for this save is equal to 10 + 1/2the wearer's caster level + the wearer's primarily spellcasting ability score modifier, instead. A nyth thought web functions over any distance, but the wearer must be on the same plane as the creature with the implanted spike.

Construction Requirements Cost 85,000 gp

Craft Wondrous Item, possession, telepathic bond

PILLOW OF PEACEFUL SLUMBER PRICE 2,500 gp

Slot—; **CL** 1st; **Weight** 1 lb. **Aura** faint abjuration

Delicately embroidered, these pillows are always refreshingly cool to the touch, and are incredibly soft. Anyone who sleeps while resting their head on a pillow of peaceful slumber regains twice as many hit points from resting as he normally would. Additionally, he gains a +4 bonus on saving throws made to resist effects that specifically target sleeping characters (such as a *nightmare* spell), and any ability damage or drain that he would suffer from effects that specifically target sleeping characters (such as a night hag's dream haunting ability) is reduced by 1 (to a minimum of o). The pillow does have the side effect of making it somewhat more difficult to awaken, however, and the user suffers a -5 penalty on Perception checks made while sleeping. Further, unless the user is forcibly awakened by an external source (such as hearing a loud noise with a successful Perception check, or having an ally using the aid another action to awaken him), he must succeed on a Will save (DC 13) in order to awaken less than 10 hours after going to sleep.

Construction Requirements

Craft Wondrous Item, cure light wounds, protection from evil, sleep

PIPE OF PEACE

PRICE 1,500 gp

Cost 1,250 gp

Slot—; **CL** 1st; **Weight** 3 lbs. **Aura** faint enchantment

These decorative hookah pipes are used for the ritual consumption of tobacco and similar herbs in social gatherings. The quality of any tobacco smoked from the pipe is improved, and it provides a smooth finish that makes even those unaccustomed to smoking able to enjoy the process, without any risk of coughing fits or similar annoyances. Of far more importance to most users of a *pipe of peace*, however, is the subtle magic that brings those who smoke from it as a group together, promoting peace and harmony.

If the *pipe of peace* is passed about between a group of at least 3 people, each of whom smokes from it at least once, for a period of at least 10 minutes, its true powers become clearer. Each creature that smokes from the pipe is unable to take any hostile action against any of the others who used the pipe. Additionally, it becomes more difficult for affected creatures to deliberately deceive or threaten one another, and each creature that smokes from the pipe suffers a –5 penalty on Bluff and Intimidate checks made against other creatures that smoked from the pipe. These effects last for as long as the smoking continues, and for 1 hour thereafter. A successful Will save (DC 15) negates these effects.

Construction Requirements Cost 750 gr

Craft Wondrous Item, charm person, sanctuary

READING GLOVES

PRICE 2,400 gp

Slot hands; **CL** 2nd; **Weight** 2 lbs. **Aura** faint divination

These gloves are often made of white or black silk, and extend almost all the way to the wearer's elbow, although nearly any type of glove can be made into a *reading glove*. So named for their ability to help their wearer to "read" objects for magical and occult significance, a pair of *reading gloves* allows the wearer to use the object reading class feature of the occultist, up to 3 times per day. Unlike that ability, however, the chance of detecting a cursed object is always 5%, regardless of the caster level of the item, and the wearer can learn a piece of information about the object's last wearer as long as the item was used in the last 7 days, rather than the normal amount of time.

If the wearer is an occultist, these gloves function somewhat differently. Instead of the above benefits, whenever the wearer uses his object reading class feature for the first time on a given object, he can choose one of the following benefits:

- He learns one additional piece of information about the object's history, or the last person to use the object.
- He can specify what type of information he wants to learn about the object's history or the last person to use the object (for example, he could choose to learn whether a knife was used in any famous killings, or specify that he wanted to know what the last wielder looked like, rather than learning other information about the last user. The GM is the final arbiter of what sorts of information is and is not appropriate for this ability).
- He has a 10% chance of identifying whether or not the item is cursed, and, if so, the nature of the curse.

Construction Requirements Cost 1,200 gp

Craft Wondrous Item, *identify*, crafter must be an occultist of 2nd level or higher

SAINT'S PRAYER BOOK

PRICE 50,000 gp

Slot none; **CL** 13th; **Weight** 2 lbs. **Aura** strong universal

These immense volumes once belonged to a saint, and no two are quite the same. All these books bear some hallmarks of the religion in which their former owner was sainted. These books contain the saint's memoires, as well as secret prayers and invocations known only to the very devout, which can aid in divine spellcasting. A creature can read from the book as part of casting a divine spell; if he does, that spell automatically overcomes spell resistance and its caster level is increased by 2. Additionally, each *saint's prayer book* is connected to a single alignment, and any creature of a differing alignment which is affected by a spell modified in this way suffers a -2 penalty on saving throws made to resist the spell. A *saint's prayer book* can be used three times per day.

Со	nstruo	ction	ı Requ	iren	neı	its		Cost 25,000 gp
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Craft Wondrous Item, limited wish

PRICE 500 gp

Slot—; **CL** 1st; **Weight** 2 lbs. **Aura** faint transmutation

SCABBARD OF PEACE

These scabbards are usually garishly colored, to make them easily recognizable at a glance. They are used in many cities—and sometimes in upscale inns, taverns, and other establishments—in order to ensure that certain individuals will refrain from violence, or at least, that they won't be able to kill anyone with their weapons.

Though they are usually shaped like a standard sword scabbard when not in use, a *scabbard of peace* can adjust itself to fit any weapon that it is placed upon, even weapons for which that would normally be impractical, such as a crossbow or a spiked chain. The scabbard does not prevent the weapon from being used, but it does soften any blows the weapon deals, causing all damage inflicted by the weapon to be dealt as nonlethal damage, and preventing the wielder from confirming critical threats. Applying or removing a *scabbard of peace* takes one minute. Further, they are difficult to remove: while the individual who placed the *scabbard of peace* on the weapon can remove it without difficulty, anyone else must succeed on a Strength check (DC 22) in order to successfully remove it.

Construction Requirements

Cost 250 gp

Craft Wondrous Item, sanctuary

PRICE 5,800 gp

Slot none; **CL** 7th; **Weight** 1 lb. **Aura** moderate conjuration

SILENT SIGNAL WHISTLE

This simple bronze signal whistle makes no sound when blown, unless the whistle is rubbed in a specific pattern which activates its magic. A *silent signal whistle* does not normally function as a regular signal whistle; instead, once each day the whistle can be rubbed for 1 full round, during which time the whistle's user may whisper the names of up to 10 creatures in order to attune the whistle's sound to them. For as long as the whistle remains attuned to those creatures, only they can hear the sound of the whistle when blown.

As a standard action, the whistle can be rubbed in such a way to allow it function as a regular signal whistle for 1 round. Finally, as a full-round action, the user of the whistle can choose to expend its magic in order to allow all willing creatures within 680 feet to be transported to the user's location, appearing in an adjacent square as though



transported by the spell *dimension door*. Using the whistle in this way renders it powerless for 1d4 days, although, curiously, during this time the whistle makes sound and functions as an ordinary signal whistle.

Construction Requirements	
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Craft Wondrous Item, dimension door, silence

SPELL-TUNED BRACERS

PRICE 15,000 gp

Cost 7,500 gp

Cost 2,900 gp

Slot wrists; **CL** 5th; **Weight** 1 lb. **Aura** faint abjuration

These fine silver bracelets are inscribed with the arcane marks of the two wizards who crafted them to celebrate their bond of friendship. When worn by two separate individuals, the bracelets hum if brought close together.

These magical bracelets must be worn by two different creatures in order to have any effect. When worn, the paired bracelets allow the wearers to cast spells upon each other that they normally could not. The wearer of a pair of these bracelets can cast spells with a range of personal upon the other wearer of these bracelets, so long as both creatures are within 30 feet of each other (the spells effectively have a range of 30 feet when used in this way). Additionally, once per day, whenever the wearer of one of these bracelets is affected by a spell, he may choose to have it affect the other wearer of the bracelets as well, so long as the other wearer is willing.

Construction Requirements

Craft Wondrous Item, shield other

SPIRIT REVIVE

Slot none; **CL** 9th; **Weight** 1 lb. **Aura** moderate conjuration

Bottled in a special glass vial which has been tempered with the tears of a ghostly child, this strange liquid is actually the remains of a slain spirit, which can be used by a spiritualist to revive her own dispersed phantom, calling it back from the Ethereal Plane. As a full-round action, the spiritualist can throw down her *spirit revive* and call her phantom's name in order to return her phantom to her from the Ethereal Plane. Returning from the Ethereal Plane in this way takes a toll on the phantom, however, as its essence is merged with that of the slain spirit used to create the *spirit revive*. The revived phantom is confused for 1d4 rounds after being returned to life in this way, and is revived with only 50% of the hit points it would otherwise have (rounded down).

Construction Requirements Craft Wondrous Item, raise dead Cost 2,500 gp

SPIRIT SIGHT

PRICE 250 gp

Slot none; CL 3rd; Weight — Aura faint divination

Though it appears opaque, this sable liquid grants its user supernatural sight, allowing him to see things beyond mortal ken. Spirit sight can be applied to the eyes of a living creature as a move action, allowing the target to see spirits as they truly are. The *spirit sight's* effects last for 1d4 x 10 minutes before losing its effectiveness. While under its effects, the user can see incorporeal creatures, regardless of their visibility or the prevailing environmental conditions. Additionally, the user can see other spirits, including haunts and phantoms (even if not currently manifested), as well as spirits currently possessing another creature (including spirits channeled by a shaman or medium, as well as other possessing entities such as ghosts and demons). Finally, *spirit* sight reveals the alignment of any viewed spirit, and because it allows you to sense the spirit's true essence, it provides a + 4bonus on Sense Motive checks made to determine a spirit's motivations.

Construction Requirements

Cost 125 gp

Craft Wondrous Item, see invisibility

PRICE 100,000 gp

Slot body; **CL** 11th; **Weight** 4 lbs. **Aura** moderate conjuration

SUIT OF THE SHADOWS

This exquisite black suit comes in both men's and women's styles. The suit morphs when donned, becoming perfectly tailored to the wearer's form and adapting subtly to accommodate the fashions of whatever region the wearer is in. The suit is also exceedingly comfortable in both warm and cool environments.

These fine suits are actually crafted from the very fabric of the Plane of Shadow and grant their wearers numerous powers when they are in dark places. While in an area of dim light, the wearer gains DR 5/— and 20% miss chance. Additionally, while in an area of dim light, the wearer may use *shadow walk* as a spell-like ability once per day.

If the wearer of a *suit of the shadows* is a shadowdancer, the miss chance granted by the *suit of the shadows* is increased to 50% and the damage reduction granted by the suit stacks with any damage reduction granted by the shadowdancer class.

Construction Requirements Cost 50,000 gp

Craft Wondrous Item, shadow walk

SWADDLING OF STOLEN LIFE

PRICE 40,000 gp

Slot none; **CL** 17th; **Weight** 2 lbs. **Aura** strong necromancy

The lining of this black child-sized blanket is stitched in an eldritch pattern, with threads forming strange and dark runes. It is always cold to the touch, and seems to shimmer in any sort of light, giving the impression of an ink blot or an oil slick.

If the *swaddling of stolen life* is wrapped around a child that has not yet had its first birthday, and that child is left in the light of a full moon for at least 8 hours along with the likeness of a deceased individual, the *swaddling of stolen life* grants the deceased creature's spirit a chance to return to the world and inhabit the body of the child. The creature's spirit must be willing and able to return, and understands that doing so will rob the child of its life, an inherently evil act.

If the deceased creature is willing to return, he must make an opposed Charisma check against the child (the deceased creature uses the Charisma score he had when he died; most children young enough for this spell have a Charisma score of 10). If the child succeeds, the attempt fails. Otherwise, the deceased creature's soul inhabits the body. The body retains the race of the child, but has the ability scores of the deceased creature. The deceased creature loses all memory of its previous life, as well as all class levels, feats, skill ranks, and so on, but regains them at a rate of one level per year, beginning at age 7, until he has regained all of his levels, feats, and skill ranks that he had when he died. His memories return at roughly the same rate, beginning with occasional flashes and visions, and slowly expanding until, when he has regained all of his previous levels, he has full memory of his previous life, up until the time that he died.

The child's soul is consumed in this process, and can only be restored via a *wish* or *miracle* spell (a separate spell would be needed to restore the child to life).

Construction Requirements	Cost 20,000 gp
Craft Wondrous Item, call spirit ^{OA} , soul i	bind and either
reincarnate or true resurrection	

TROLL-KIN'S CREST

PRICE 3,000 gp

Slot head; **CL** 3rd; **Weight** 1 lb. **Aura** faint enchantment

These decorative headdresses are made from bone and adorned with wooden spikes and bloodstained crow's feathers, and are often seen atop the heads of troll-kin berserkers who, through sheer might, have carved a place for themselves in troll society. When worn, the *troll-kin's crest* allows the wearer to use the troll-kin's berserk racial ability once per day. If the wearer is a troll-kin, then he can use his berserk racial ability up to 3 times per day, instead.

Construction Requirements

Cost 1,500 gp

PRICE 200 gr

Craft Wondrous Item, rage

TROLL-KIN MUSK

Slot none; **CL** 1st; **Weight** 1 lb. **Aura** faint transmutation

This clear, strong-smelling solution is in truth the musk secreted by the famously foul-smelling troll-kin, which has been magically altered in order to convey more impressive effects. A single vial of *troll-kin musk* contains enough musk for 3 doses, which must be consumed in order to have any effect. *Troll-kin musk* causes the imbiber to become horribly unpalatable to everyone he meets in the next 1d4 hours, after which time the imbiber breaks into a horrible, foul-smelling sweat for a minute or two, and then the effect wears off. During the period the imbiber is affected, he suffers a –4 penalty on all Diplomacy checks and treats creatures he meets for the first time as though they had an attitude of one step worse than they normally would (this cannot reduce a creature's attitude to worse than unfriendly).

Additionally, the imbiber's form becomes quite unsightly, appearing as the worst version of himself, which makes him hard to miss and imposes a -2 penalty on Disguise checks. *Troll-kin musk* also has the curious side effect of making the imbiber resistant to spells and effects of the charm subschool, granting a +1 bonus on saving throws against such spells and effects. *Troll-kin musk* distilled in this way is itself odorless to all those except creatures of the giant subtype, and thus detecting a dose of *troll-kin musk* placed in food or drink requires a DC 20 Perception check from all creatures, except for those of the giant subtype, who notice the substance immediately without need of a skill check.

Construction Requirements Cost 100 gp

Craft Wondrous Item, disguise self

WAND OF NOISE EXTENSION

PRICE 3,000 gp

Slot —; **CL** 5th; **Weight** 3 lbs. **Aura** faint divination

This short, rather thick black wand has a metal sphere mounted on one end. As long as it is held, the range of any bardic performances or raging songs that the wielder may perform is doubled (so, a bardic performance that can normally affect creatures up to 30 feet away can affect them up to 60 feet away instead, while one that can affect creatures up to 90 feet away can affect them up to 180 feet away, etc.). Additionally, whenever the wielder casts a spell or uses a class feature or other ability to deal sonic damage to a creature, he can activate the *wand of noise extension* as a swift action to increase that sonic damage by 1.

Construction Requirements

Cost 1,500 gp

Craft Wondrous Item, clairaudience/clairvoyance

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Magic Beverages

For years, Magic Market, and Necromancers of the Northwest articles before it, have been producing a variety of magical beverages that don't quite fit into any of the existing categories for Paizo magic items. These magic beverages have their own rules, presented below, and can be produced en masse, for those that develop a taste for them.

Rules for Magic Beverages

While magic beer, cider, wine, and other spirits are sold in glasses or tankards (the minimum amount required to have their effect), they are typically created in barrels. A barrel contains 100 doses of the beverage, and requires a number of hours of preparation equal to the beverage's effective caster level. After this period, the beverage must be allowed to ferment for one day per 1,000 gp of the cost to create the barrel. The cost to create a barrel of a magical alcoholic beverage is equal to 75 times the cost to create a single glass or tankard (that is, 1/2 the market price of the item times 75), this substantial discount being the reason why such substances are so often brewed by the barrel. Even if smaller amounts are brewed at a time, it takes the same amount of time for the drink to ferment.

If you don't care about ruining the flavor and drinkability of the beverage, you can just infuse an existing beer, cider, or wine with the distilled magic and exotic ingredients. This only requires one hour per 1,000 gp in the market price of a glass or tankard of the beverage (minimum 1 hour). Those who drink a magical beverage created in this fashion must succeed on a Fortitude save (DC 12 + 1/2 the beverage's effective caster level, rounded down) or be sickened for 1d4+1 rounds.

Even though magical beverages have an effective caster level, no spells are required to cast them. Instead, special exotic ingredients must be acquired. If these ingredients are readily available for purchase, they can be used without increasing the cost required to brew the beverage. Otherwise, they must be obtained through adventure.

A bottle of magical beverage can be purchased (market price) for 5 times the market price of a glass or tankard. It contains 6 doses of the beverage. A barrel can be purchased for 75 times the market price of a glass or tankard, and contains 100 doses of the beverage.

Some magical beverages have negative effects, and require a Fortitude save from the imbiber. If a character drinks more than one such drink, he must make a separate saving throw for each drink, and the DC increases by +2 for each such drink the character has already imbibed in the last four hours. The effects of magical beverages do not stack, however, so once the imbiber fails the saving throw, this rarely continues to be an issue.

New Magic Beverages

The following magic beverages are presented in alphabetical order.

ALE OF ILL-ADVISED ASSAULT

PRICE 150 gp (tankard), 750 gp (bottle)

Slot —; CL 5th; Weight — Aura faint enchantment

This sweet red ale has a somewhat spicy aftertaste. It was invented by a hedge-wizard brewer who had an unfortunate habit of getting drunk and picking fights he couldn't hope to win. The magic of the drink increases the imbiber's combat abilities, bringing them almost in line with how much it increases his confidence. For 1 minute after drinking an *ale of ill-advised assault*, the imbiber gains a bonus on all attack rolls made against creatures more capable than himself. This bonus is equal to 1/2 the amount by which the target's Hit Dice exceed the wielder's own (minimum +o).

Construction Requirements Cost 5,625 gp per barrel

Exotic Ingredients giant's tears, minotaur blood; **Skill Ranks** Craft (alchemy) 5 ranks or Profession (brewer) 10 ranks; **Craft DC** 20

BETTER BRAGGART'S BEER

PRICE 30 gp (tankard), 150 gp (bottle)

Slot —; CL 1st; Weight — Aura faint illusion

This pale blonde ale was first created by a brewmaster with a penchant for telling tall tales whenever he was drinking, but found that his storytelling skills suffered after a few drinks. For 10 minutes after the drink is consumed, it functions as a *silent image* spell, creating an illusion depicting whatever the drinker describes during this time. The drinker must speak verbally in order for the magic to work, and if he falls silent, the *silent image* effect becomes dormant until he resumes speaking.

Construction Requirements Cos

Cost 1,125 gp per barrel

Exotic Ingredients a scale from a fish that successfully eluded capture at least once, a gray hair from a beard; **Skill Ranks** Craft (alchemy) 1 rank or Profession (brewer) 2 ranks; **Craft DC** 16

BLAZE BREW

PRICE 1,000 gp (tankard), 5,000 gp (bottle)

Slot—; **CL** 3rd; **Weight**— **Aura** faint evocation

These magical ales tend to have a spicy flavor and are usually paired with peppers and other hot dishes. Though the exact character of these ales varies regionally, dependant on the local ingredients used to create them, they always have a magical effect which enhances magical fire damage.

The effects of a tankard of *blaze brew* take place immediately upon consumption, empowering the imbiber's pyromantic potential. Any spell, spell-like ability, or supernatural ability cast or used by the imbiber which deals fire damage deals 1 additional point of fire damage per damage die. This benefit lasts for 1 minute. While multiple doses of *blaze brew* do not stack, if a creature consumes at least 4 doses of *blaze brew* within 1 hour, his spells, spell-like abilities, and supernatural abilities that inflict fire damage inflict an additional 2d6 points of fire damage, on top of the previous benefit.

Construction Requirements

Cost 37,500 per barrel

Exotic Ingredients water used to extinguish a fire; **Skill Ranks** Craft (alchemy) 5 ranks or Profession (brewer) 5 ranks; **Craft DC** 20

BLINDING BEER

PRICE 20 gp (tankard), 100 gp (bottle)

Slot —; CL 3rd; Weight — Aura faint abjuration

This dark, bitter beer is known for its ability to make it difficult to make out the faces of others, apparently blurring them out, without otherwise affecting the imbiber's vision. While this has its own uses when socializing in taverns, it has also become very popular with adventurers. For 1 minute after drinking this beverage, the imbiber suffers a -10 penalty on Perception checks made to identify an individual's face, but it also grants a +5 bonus on saving throws made to resist gaze attacks, or any other effect that requires eye contact.

Construction Requirements

Cost 750 gp per barrel

Exotic Ingredients a shard of glacial ice, hops grown by blind monks; **Skill Ranks** Craft (alchemy) 3 ranks or Profession (brewer) 5 ranks; **Craft DC** 18

Table 3-7: Magic Beverages

Beverage	Price
Blinding beer	20 gp
Better braggart's beer	30 gp
Ale of ill-advised assault	150 gp
Pachyderm porter	200 gp
Blaze brew	1,000 gp
Hurricane spirits	1,000 gp
Sand wine	1,000 gp
Vital water	1,000 gp

HURRICANE SPIRITS

PRICE 1,000 gp (tankard), 5,000 gp (bottle)

Slot —; CL 5th; Weight — Aura faint transmutation

Known to lift the drinker's spirits, these potent beverages can actually cause the imbiber to float in the air and are favored by those who fly. It is cautioned that because these spirits are strong, the imbiber should be careful not to consume too much of the stuff, lest she injure herself while conducting aerial travel.

The imbiber of a tankard of *hurricane spirits* gains the ability to fly at a speed equal to half her land speed (average maneuverability) for 1 minute. If the imbiber consumes 4 or more doses of *hurricane spirits* in 1 hour, her fly speed becomes equal to twice her land speed, but her maneuverability decreases to clumsy.

Construction Requirements Cost 37,500 per barrel

Exotic Ingredients a bit of storm cloud; **Skill Ranks** Craft (alchemy) 5 ranks or Profession (brewer) 5 ranks; **Craft DC** 20

PACHYDERM PORTER

PRICE 200 gp (tankard), 1,000 gp (bottle)

Slot—; **CL** 9th; **Weight**— **Aura** moderate illusion

The brewing, sale, and consumption of this unusual beverage is banned in many cities. Created by a mad wizard who was prone to hallucinating when drunk, and who was determined to prove these hallucinations real, anyone who consumes a dose of *pachyderm porter* invariably hallucinates a pink elephant, which, through the magic of the drink, becomes quasi-real. The result is an elephant, with normal elephant statistics, that is treated as though summoned by a *shadow conjuration* spell replicating a *summon monster I* spell. The elephant lasts only as long as the imbiber continues to concentrate on it, to a maximum of 1 minute. Because the nature of the brew interferes with concentration, this requires a successful Wisdom check (DC 10 + 1 per previous round) each round, or the imbiber loses concentration and the elephant vanishes.

Construction Requirements Cos

Cost 7,500 gp per barrel

Exotic Ingredients residue from a potion of an illusion spell, a pinch of ectoplasm; **Skill Ranks** Craft (alchemy) 9 ranks or Profession (brewer) 18 ranks; **Craft DC** 24

SAND WINE

PRICE 1,000 gp (glass), 5,000 gp (bottle)

Slot —; CL 3rd; Weight — Aura faint transmutation

Considered a great novelty, this wine is made with grapes grown in a desert and fed exclusively with magical waters. Because of its hardy upbringing and magical diet, these grapes are known to produce a very potent wine which confers limited magical powers to those who drink it. *Sand wine* is always a bit gritty, and has a bitter taste.

When consumed, a glass of *sand wine* grants the imbiber considerable hardiness for a short time. The imbiber gains DR 1/adamantine for 1 minute. If the imbiber already has DR/adamantine, his damage reduction instead cannot be overcome by any means for 1 minute. If a creature consumes 4 or more doses of *sand wine* in one hour, the effects last until he ceases to be intoxicated, and the imbiber's damage reduction is increased by 5.

Construction RequirementsCost 37,500 per barrelExotic Ingredients grapes grown in a desert that were fedexplosively with marical waterers Shill Banks Craft (alchemy)

exclusively with magical waters; **Skill Ranks** Craft (alchemy) 5 ranks or Profession (brewer) 5 ranks; **Craft DC** 20

VITAL WATER

PRICE 1,000 gp (tankard), 5,000 gp (bottle)

Slot —; CL 3rd; Weight —

Aura faint transmutation

This truly unique beverage combines waters from all over the world, which are painstakingly poured through a filter of exotic herbs and spices over and over again, flavoring the water and giving it some magical properties. Curiously, even small amounts of this beverage cause intoxication to most creatures, causing them to suffer as though sickened while on land, but the minute the wearer is submerged below water, he becomes clearheaded and his magical powers are enhanced.

While underwater, the imbiber can breathe and speak normally and increases his effective caster level by 1. If the imbiber is a kineticist, he also gains a +4 bonus to attack rolls and damage rolls made with kinetic blasts that use the water element.

Construction Requirements Cost 37,500 per barrel

Exotic Ingredients water taken from at least 5 different locations; **Skill Ranks** Craft (alchemy) 5 ranks or Profession (brewer) 5 ranks; **Craft DC** 20

Treasure Descriptions

This year, we decided to try expanding Magic Market beyond magic items, and into the realm of flavorful descriptions of treasures that, while they may or may not be magical in nature, didn't have any kind of game mechanics tied to them at all. Throughout the year, we did a series of four articles, each with a list of ten different unusual and flavorful objects that might serve as useful treasure, all of which had a single underlying theme. The following section presents these four articles, in some cases slightly edited in order to fit on a single page.

A Note About Prices

Because the objects described on these pages are primarily mundane in nature, and are mostly simply intended as a way to provide valuable treasure that is more exciting than some number of gold, silver, and copper pieces, prices were not included for any of the objects mentioned. Instead, GMs should simply assign a value to any piece that they use, which they feel is both reasonable for the piece as it is described, and which is also appropriate for the amount of treasure that they wish to provide the players.

A handful of the objects are described as having magical properties. While, for the most part, these abilities are still flavorful and are unlikely to have a major impact on game balance, GMs should still take somewhat more care in adding these to their games, and may want to take a moment to consider what the value of an item with similar properties might be if it were made as a standard magic item, instead of as a flavorful treasure description.

Cultist Clutter

The following section presents 10 unusual art objects that one might expect to find in the possession of a cult or cultist.

- 1. A golden idol of a bat, roughly 1 foot in height. The idol has small rubies for eyes, and holds a larger emerald clasped in its gleaming golden fangs. Its wings are furled tightly around its body, with hook-like claws extended upwards on either side of its head. The bat stands perched on a small stand, also made of gold, and shaped to resemble a tree branch rising up out of a flat, round base. Close examination reveals a switch on the bat's feet that allows it to be detached from this perch, though the reason for doing so remains a mystery.
- 2. An ivory sickle, carved to resemble a blowing gale. The handle of the sickle is made in the shape of a willow tree, bent and crooked in the overwhelming wind. The blade of the sickle is engraved with wavy lines showing the wind blowing, and is dotted with occasional images of objects swept up in the storm. The top edge of the blade is lined with engravings of storm clouds, and is somewhat darker than the rest of the blade. At the very tip of the blade is a jagged lightning bolt, extending from the last such cloud, which forms a serrated point.
- 3. A brass lantern, with decorative images, 18 inches tall. This lantern is made entirely of brass, with the light escaping through holes engraved on its sides. In the center of the lantern is a bowl, also made of brass, for burning special ritual oils or incense; a faint residue of previous offerings can still be found. Each of the lantern's four sides features a different image. The first side shows an image of a coiled serpent, ready to strike. The second side features a depiction of an owl, staring serenely from a perch in a tree. The third side bears the shape of a wolf howling at the moon, and the fourth side shows a fish swimming in the ocean.
- 4. An emerald wand, carefully crafted in the shape of a striking serpent. This delicate wand is six inches long, and is carved from a single sliver of emerald, into the shape of a serpent, its mouth open and fangs bared. The level of detail is exquisite, and the entire wand is scored with tiny engravings that delineate the serpent's scales. The wand is cold and slightly clammy to the touch, and when it is held, the wielder's vision takes on an ever so subtle tint of green.
- 5. An ancient scroll containing a list of names. The scroll is old and musty, bound to two wooden handles and rolled together from both ends. Much of it is written in an ancient dialect, making it difficult to decipher, but over time the writing, which has been written in many hands, throughout the years, becomes more modern and understandable, and one of these more recent authors has gone back and written translations of some of the older text. The scroll claims to be a list of names of exalted ones who have died, and who have been embraced into "the bosom of our faith." Interestingly, a small checkmark has been placed next to two dozen or so of the names on the list (which contains hundreds, perhaps thousands of names total). The checkmarks are

scattered throughout the list, and appear on both some of the ancient names, and some of the most recent. But what could they mean?

- 6. A sacrificial dagger with a copper blade. The dagger's blade is carved to resemble the shape of a tongue of flame, giving it a slight curve and numerous points and edges. About two thirds of the blade are stained with a faint reddish brown, although it is clear that the blade is well polished and taken care of, indicating that it may have been stained over and over and over, until nothing can clean it completely. The dagger has no crossguard, and the handle is wrapped in high quality black leather. The pommel is decorated to resemble a fiery bird—perhaps a phoenix—with rubies for eyes.
- 7. A clay tablet, bearing a depiction of an imp and mystic texts. This clay tablet is 30 inches tall, just over 12 inches wide, and about two inches thick. Its main feature is a primitive engraving of an imp (or, at least, an imp-like creature; it could easily be a quasit or mephit). The drawing appears to show the flow of energy through the body of the creature. Surrounding the image is a large amount of text, which forms a spiral extending outward from the image towards the edges of the tablet (or possibly inward to the image from the edges; it's impossible to say without deciphering it). The text is in an ancient and unknown language.
- 8. A silver candelabra, with five arms. The main stem of the candelabra is engraved to resemble a tree, with the arms each being branches stemming from that tree. About halfway up each of these arms, however, the motif gradually shifts from a tree to one of five different things: air (with clouds and blowing gales), earth (with rocky texture, gems and cave mouths), fire (with dancing flames and curling smoke), water (with waves, fish, and rain), and the central arm of the candelabra shifts to a skull and bones motif. If a candle is lit and placed in one of the arms, the color of the candle's flame will change to white, green, deep blood red, blue, or purple, depending on which arm is used.
- 9. An amethyst pendant bearing a dragon's eye. This rough amethyst crystal is two inches long, and about an inch in diameter at the base, with edges that are uneven and natural in shape, but have been worn smooth by time and careful polishing. The gem has been set with a small tin cap at one end, which has a small loop that allows it to hang from a leather thong. Inside the amethyst is a small sphere which resembles a reptilian eye, roughly the size of a human eyeball.
- 10. A pewter goblet, carved to resemble a purple worm. The goblet's stem is thick, and the cup is stylized to resemble the gaping, open maw of the beast, with glittering emeralds spaced equidistantly around its circumference serving as eyes. The inside of the lip of the cup is lined with numerous needle-sharp, teeth-like points, facing inwards, which makes it almost impossible to drink from the goblet without cutting one's lip. Close examination of the goblet's base reveals a small panel that can be slid aside, revealing a hidden compartment, which contains a tiny pouch filled with white powder.

For the Hoard

The following section presents 10 unusual treasure items that might be found in a dragon's hoard.

- 1. An immense oak jewelry box. Three feet tall and six feet wide and deep, the outside has been stained and lacquered. The lid features a mosaic of a soaring dragon, made from highly-polished semi-precious gems, set into the wood. The underside of the lid features a full-size mirror, and the inside of the box is lined with soft red velvet (at the GM's discretion, one or more pieces of oversized jewelry might be found in the box, as well).
- 2. A throne fit for a dragon. Resembling a nest more than a traditional chair, this throne is shaped like a low, flat bowl. It is somewhat oval in shape, and is 30 feet across at the longest point, and 20 feet across at the shortest, and about 5 feet deep. The bowl itself is made of gold, but is lined with purple silk and ermine furs, and has been stuffed with goose feathers, forming a massive pillow. One side of the throne features a high back, also made of gold, which towers some 40 feet tall, and is engraved to resemble a towering mountain peak, with three dragons perched upon it, at various heights.
- 3. A massive and highly detailed map. Beautifully painted on a massive vellum canvas six feet by eight feet, this map gives a beautiful (and very accurate, if somewhat stylized) view of the surrounding region, as seen from above. In addition to the things one would normally expect to be displayed on a map, it has detailed information about typical wind flow and thermals, making it exceptionally valuable for those who travel by air. Numerous places on the map are also denoted with small illuminated illustrations and captions, and depict places where the dragon has defeated a foe, captured a maiden, demanded tribute, and other things it is particularly proud of.
- 4. A giant bottle of perfume. This glass bottle is four feet tall, and two feet in diameter. It is fitted with a beautifully-crafted silver base and crown, both of which have been expertly engraved to resemble a tapering tower. A miniature princess, made of carved ivory, stands at the top of the tower, and serves as the stopper to the bottle. The perfume inside is a dark yellow-green color, and smells foul and musty to human sensibilities.
- 5. A large brass egg. This three-foot-tall egg is made of brass, though it is ringed with rubies and capped with an emerald. Immediately above and below each of the rubies that form a circle around its middle are small holes, and there is a removable lid, which the emerald is set in the center of. Inside is a relatively simple device, into which oil and water can be placed, in separate containers. If a flame is applied,

and the egg closed, it produces a slow and steady supply of hot steam.

- 6. A huge tome. This nickel-plated, leather-bound book is ten feet tall and fifteen feet wide when fully opened. Its vellum pages aren't just incredibly tall and wide, they are also quite thick, allowing them to be easily turned by even clumsy dragon claws. The book is beautifully illuminated, with illustrations on nearly every page, and is written in draconic (The exact contents of the tome are up to the GM. Depending on the dragon it belonged to, it could be anything from a glorious history of its own great deeds or those of its ancestors, it might be a book about arcane theory and practice, or it might be as simple as a storybook.)
- 7. A life-sized brass bull. More than just a beautifullycrafted sculpture, the insides of this unusual contraption hold extensive and finely-tuned clockwork (augmented in a few places by very simple magic) which allows it to be wound up (using its tail as the winding mechanism). Once wound, it shuffles slowly forward, raising and lowering its head, as though grazing, or threatening to charge.
- 8. A set of platinum jewelry for claws. Comprised of ten pieces, each of which is delicately inscribed with fanciful patterns and inset with emeralds and sapphires, these cone-shaped jewelry pieces are designed to be slipped over the wearer's claws, and serve as a sort of sheathe for the claw. The insides are lined with black velvet, and each piece is specially sized to fit a particular claw snugly and securely. When worn, they also extend the apparent length of the dragon's claws by about 30%.
- 9. A gilded figurehead, ripped from a ship's prow. It is fairly plain to see that this life-size image once adorned the front of a rather large sailing ship, and a few pieces of the front of the ship still seem to be attached, making it clear that it was ripped violently from the ship's hull. The entire thing is covered in a thin, not-so-evenly-spread layer of gold, as though it had been buried in gold coins which were then melted over it. The result has slightly warped the figure's features, and, purely by happenstance, turned her smiling grin into a mopey grimace.
- 10. A set of matching tail bands, made of gold. These oversized pieces of jewelry much resemble human armbands, but are much larger in size. Each one is made of gold, which is engraved in such a way as to make it look like dancing flames, and is set with a single massive ruby. There are 12 in all, each of a different size, with the larger bands bearing larger gems. In order to be worn, they must be slid onto the dragon's tail, one at a time, and pushed as far back as they can go, until they fit snugly.

Gallery Galore

The following section presents 10 art pieces that one might expect to find in a museum or private art gallery.

- 1. Statue of a wolf and a raven. This stone sculpture is roughly two feet tall, and three and a half feet long. It is made of a glossy black stone, and depicts a wolf and a raven. When placed one way, it appears that the wolf has caught the raven, and is about to clamp its jaws shut over the bird's head, but when placed with the opposite end facing up, it instead appears as though the wolf is dead, and the raven is plucking out its tongue. The wolf's fangs are made of silver, while the raven's beak is made of gold, and both have agates for eyes.
- 2. Enchanted painting of a ship in a storm. This canvas oil painting has been set in a gilded frame, and depicts a large galleon at full mast, struggling against powerful waves and torrential downpours, with stormy black clouds above, and lightning striking in the distance. The painting is enchanted so that, with a command word, the painting appears to come alive, with the waves, ship, rain, and lightning all moving in a realistic fashion. The illusion is complete with sounds and smells, as well, down to the roar of thunder and wave, and the smell of salt water.
- 3. Painting of sad woman at masquerade. This canvas oil painting has been set in a delicately-carved wrought-iron frame, which curls and twists like a metal vine around the edges of the canvas. It depicts a woman in a black dress, wearing a black masquerade mask and seated on a baroque stone bench on a balcony, with a garden or forest behind her. Her posture, the haunted look in her eyes, and the expression on her face make it clear that she is despondent. Just visible in the foreground, somewhat beneath the woman, are the upper halves of numerous masked dancers, clearly enjoying themselves immensely. Some viewers have reported seeing the unmistakable faces of fey creatures in the foliage of the forest, but most do not see them.
- 4. Statue of justice. This marble statue stands eight feet tall, and depicts a beautiful robed woman, with a sword in one hand and a pair of golden scales in the other. She wears a blindfold, which is made of ebony, and must have been applied via magic. The scales that she holds are fully functional, and it is rumored that they have another, magical use, as well. Rumor has it that if one writes two different courses of action down on separate pieces of paper, and then sets each one on the scales, the statue will read your heart's desires and tip the scales to show which one you most want, deep in your heart of hearts.
- 5. Painting of a town from above. This canvas watercolor masterfully depicts a small, country hamlet from an unusual viewpoint: one of about 15 feet in the air, in the middle of the town square. This view, combined with the painting's unusually large size (15 feet wide by 20 feet

tall) reveal it to be the work of a giant. The exact painter is unknown, but sages believe she was a cloud giant.

- 6. Magic painting of a village through the lenses of the planes. This canvas oil painting is framed in solid, sturdy oak, and the frame has been carefully engraved with images representing each of the known outer planes. The painting depicts a small village at the foot of a towering mountain. Every 18 minutes, however, the scene in the painting changes, depicting the same mountain and village as though it appeared on a different outer plane. As such, sometimes it is a tranquil, heavenly picture, and other times it is a disturbing vision of hell.
- 7. Statue of battling kraken and dragon. This crystal statue is 15 feet tall, and 20 feet across at its widest point. It depicts a kraken, half-emerged from beneath rolling waves, engaged in battle against a flying dragon. The kraken has an arm wrapped around one of the dragon's legs, and the dragon is clawing and biting at the kraken, roaring or—as some have suggested—possibly preparing to use its breath weapon. The crystal that comprises the kraken has a green hue, the dragon red, and the base blue.
- 8. Magic painting of a mage's duel. This canvas watercolor is framed with an iridescent crystal, with different colors forming rings around the frame, making it appear to be a shimmering rainbow. The picture itself shows two aged spellcasters in an arena, engaging in a magical duel. One of the combatants, who wears a blue robe with golden stars and moons, is in the foreground, facing away from the viewer, while the other, wearing a black and purple robe, with black hair and a goatee, faces towards the viewer. The painting is magical, and anyone capable of casting spells can concentrate on the painting and expend a spell in order to alter the painting's imagery, making it appear as though the nearer figure had just cast that spell against the further figure.
- 9. Portrait of a lich on her throne. This canvas oil painting has been set in a whalebone frame. It depicts a skeletal lich in fine-looking regalia, wearing a golden, gemstudded crown and holding a ruby-tipped scepter. She is seated upon a golden throne, with a pile of treasure at her feet. When viewed in a mirror, the portrait shows her as she was in life, with healthy, human features.
- 10. Magic statue of a werewolf. This statue is made of pure silver, and is life-sized. It depicts a man of noble bearing, wearing fine clothes, with a sword at his hip and a faint sneer. When touched by moonlight, however, the statue ripples and transforms, changing to resemble an oversized wolf, with gleaming emeralds for eyes and golden teeth. If the light is that of a full moon, it instead changes to resemble the hybrid form of a werewolf.

Occult Treasures

The following section presents 10 unusual oddities that one might find in the laboratory, study, or workshop of someone devoted to occult lore.

- 1. A glass jar, filled with a viscous green liquid, inside of which floats a perfectly preserved human brain. A small plaque affixed near the bottom of the jar lists a name, presumably the donor's. A metal lid fixed atop the jar looks like it can be twisted off. The underside of this lid glows with a magical light, ensuring that the floating brain is illuminated even in dim and dingy conditions. Once in a great while, the brain's tissue seems to twitch or convulse, though it is over so fast that it seems as if it must have been the viewer's imagination.
- 2. A glass sphere, roughly one foot in diameter. The glass is perfectly clear and smooth, but the interior of the ball seems to be filled with a strange, misty cloud, that slowly roils and stirs in the orb's center. The sphere is surprisingly cool to the touch, and when it is touched, the misty haze it stores within whips up into a frenzy, creating a variety of shapes and patterns that suggest and hint at—but can never truly be said to show—faces, places, people, and things. Once contact ends, the mist returns to its dormant state.
- 3. A skeletal hand, wrapped in white linen gauze, and positioned so that the index finger points straight ahead, while the rest of the hand is closed into a loose fist. Small occult engravings have been made onto the bones and inked black, making the bones appear to be covered in small runic tattoos, just barely visible beneath the wrappings. A small tag, hanging from the bones by a leather thong, denotes this as the hand of a saint, though the exact name is worn and illegible.
- 4. An elaborate framework, made of copper wires, that is designed to fit around the head, in a fashion similar to a helmet, though offering notably less in the way of physical protection. The clever design of the framework allows its size to be adjusted to fit a variety of heads, and at various places around the framework's circumference, the wires have been bent or shaped to securely hold a number of crystals and other low-quality gems, in a variety of colors, shapes, and sizes, holding them in place in a sort of bizarre orrery about the wearer's cranium.
- 5. A miniature, inverted pyramid, made of obsidian. Its surfaces are smooth, except for a single strange glyph or rune, which has been carved into the center of each face of the pyramid, a different one on each face. The corners of the pyramid are capped with silver, and the cap of the single point facing downwards also has a small silver base attached to it. This base is so small, however, that it appears that the pyramid must surely fall over, but inspection proves that it is remarkably stable, even standing on a single point.

- 6. A complex and detailed astrological chart and extensive notes, providing detailed horoscopes, predictions, and advice every day for the last 30 years, as well as for the next 50. A close examination reveals that it is calibrated for someone born on a certain day at a certain time, and that all of these horoscopes and notes are intended for that person. Curious notes, written in the margin, muse about strange coincidences and the eerie accuracy of the horoscopes, then come to a sudden end. Depending on who the horoscope was for, and if anyone else shares a similar birth date, they might prove invaluable.
- 7. A plain, worn-looking leather journal. Perusing the contents, at a casual glance it appears to be the journal of an archaeologist or explorer, recounting fabulous and strange sights, and puzzling over strange symbolism and puzzles. Closer reading reveals it to be a dream journal, however, detailing the author's nocturnal exploits into strange and unknowable realms, and his discoveries about the nature of dreams and the symbolic meanings of things encountered within them. Whether there is any value to his musings and his findings is difficult to tell.
- 8. An incredibly lifelike hand and forearm, produced of some strange material that mimics flesh, or possibly actual flesh that has been preserved. The various lines on the palm of the hand have been highlighted in different colors and labeled, making it easy to determine which line corresponds to what. The whole thing is oddly warm to the touch, and as long as the arm is held, a very faint whispering noise can be heard by the one that holds it.
- 9. A colorful and detailed portrait of an unknown individual. The painting contains both a traditional portrait, which is just barely visible, and another layer, painted on top, which is a riot of swirling colors and strange designs. The colors seem to be radiating from the person in the portrait, forming little coronas and splashes of color. A label at the bottom of the painting reveals the work's title: *An Aura Portrait of Frederick Mooremont*.
- 10. A deck of very fine tarot cards, each of which is covered with gold leaf, and bears incredibly delicate, hand-illuminated paintings for each and every card. The pictures on the cards have a theme of underwater creatures, and though it is subtle, on close inspection, it becomes clear that many of the people pictured in the illustrations are not the humans and elves that they appear to be on first glance, but actually merfolk, gillmen, and the like.

Chapter 4: Exotic Encounters



Exotic Encounters is our weekly article devoted to providing terrifying and wondrous new monsters for players to face. Originally a series of products that provided alternate versions of existing monsters, Exotic Encounters became a weekly article at the beginning of 2014, during which time it transitioned to mainly providing entirely new monsters. In 2015, we created 20 new monsters, from CR 1 to 20. Additionally, there are ten NPCs with both stat-blocks and flavorful backgrounds and personalities, six templates, and five new player character races.

This chapter contains all the content from Exotic Encounters produced over the course of 2015. First, the 20 monsters are listed in alphabetical order, with one monster appearing on each page. After all of the monsters, there are six templates, and then a page that provides a variety of helpful tables and demographic information for finding a specific monster, including Table 4-3: Monsters by CR. Next, the ten new NPCs are listed in alphabetical order.

After this, each of the five player character races is presented, in alphabetical order. Each of these has an extensive flavor description, providing information about their racial culture and heritage, as well as game rules for characters of that race. Further, each of these races' sections also includes a selection of alternate favored class bonuses for members of that race.

Some of the monsters, NPCs, templates, and races have been expanded (or, in rare cases, reduced) from the original article in which they debuted, to allow them to fit into their allotted page count.

Asura, Adrasura

This red-skinned fiend is vaguely humanoid, though it sports four arms, has a massive face on its belly—complete with gaping, fanged mouth—and appears to have its head on backwards.

ADRASURA

CR 15

XP 51,200

LE Medium outsider (asura, evil, extraplanar, lawful) Init +9; Senses all-around vision, darkvision 60 ft., arcane sight; Perception +33 Aura elusive (75 ft.)

DEFENSE

AC 31, touch 26, flat-footed 20 (+5 deflection, +5 Dex, +6 insight, +5 natural)

hp 210 (20d10+100); regeneration 10 (good weapons, good spells)

Fort +19, **Ref** +13 **Will** +20; +2 vs. enchantment spells **Defensive Abilities** infernal grace; **DR** 10/good; **Immune** curses, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 26

OFFENSE

Speed 30 ft.

Melee 2 +*1* heavy flails +26 (1d10+7/17-20), bite +19 (1d8+4 plus 2d6 acid)

Special Attacks steal spell

Spell-Like Abilities (CL 15th; concentration +19)

Constant—arcane sight

At will—alter self, detect chaos, detect good, detect thoughts (DC 18), greater teleport (self plus 50 lbs. of objects only)

3/day—dispel magic, dominate person (DC 21), delayed blast fireball (DC 23), fly

1/day—haste, mass suggestion (DC 22), summon (level 7, any CR 14 or lower asura 50%)

STATISTICS

Str 18, **Dex** 21, **Con** 21, **Int** 13, **Wis** 22, **Cha** 20 **Base Atk** +20; **CMB** +24; **CMD** 50

Feats Combat Reflexes, Great Fortitude, Improved Critical (heavy flail), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Bluff, Disguise), Weapon Focus (heavy flail)

Skills Bluff +34, Disguise +34, Escape Artist +11, Knowledge (planes) +14, Knowledge (religion) +14, Perception +33, Sense Motive +29, Spellcraft +24, Stealth +28; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft. SQ receive sacrifice, war sage

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure double (2 +1 heavy flails, other treasure)

SPECIAL ABILITIES

Infernal Grace (Su): An adrasura gains a deflection bonus to AC equal to its Charisma modifier.

Receive Sacrifice (Ex): Adrasuras are greatly pleased when living things are slain in their name. Whenever a creature affected by a compulsion effect caused by the adrasura (such as its *dominate person* and *mass suggestion*

spell-like abilities) kills a living creature, the adrasura gains a number of benefits. Its regeneration and DR increase to 15, it gains a +2 morale bonus to AC and to the saving throw DCs of its spell-like abilities, and it gains a +2 morale bonus on attack rolls, damage rolls, saving throws, skill checks, and ability checks. These benefits last for 1 minute.

Spell-Like Abilities: An adrasura's spell-like abilities are Wisdom-based.

Steal Spell (Su): Once per round, when a creature within 30 feet of the adrasura casts a spell that targets another creature within 30 feet of the adrasura, the adrasura can attempt to steal the benefits of that spell as an immediate action. In order to do so, the adrasura must succeed on a caster level check (15 + 1d20), with a DC equal to 11 + the caster level of the spell to be stolen. If the adrasura succeeds, it is treated as though it had been the target of the spell, instead of the other creature. If the adrasura is not an eligible target for the spell (such as *enlarge person*, which does not affect outsiders), the spell does not affect it, but the original target is also not affected. For each time the adrasura has used this ability in the last hour, it suffers a -2 penalty on caster level checks made to use this ability.

War Sage (Ex): An adrasura gains an insight bonus to AC equal to its Wisdom modifier. This insight bonus does not apply at any time the adrasura is denied its Dexterity bonus to AC. Additionally, the adrasura is considered to be proficient with all simple, martial, and exotic weapons, and suffers no penalties for wielding multiple weapons, provided it makes only a single attack with each such weapon in a given round.

Ecology

Among the more powerful asuras, adrasuras are proud and vain, considering themselves to be lesser deities, worthy of worship from mortal races. Their anatomy is both familiar and bizarrely alien: their head faces backwards, giving them the disconcerting appearance of having no face when viewed from in front. Or, rather, this would be the case, if not for the massive face that dominates their chest and belly, with eight-inch-diameter eyes and a fanged mouth which occasionally dribbles acid, which stretches from one side of their belly to the other. They also possess four arms, the second pair attached just above the waist.

Adrasuras are, as a general rule, obsessed with the practice of providing sacrifices to deities, and spend much of their time either interfering with such sacrifices, or attempting to trick, bully, or otherwise cajole mortals into providing such sacrifices to them. Legend states that the first adrasuras were created when a deity demanded his followers to sacrifice their firstborn sons to him, as a test of their faith, and then mistakenly allowed the test to go too far, resulting in a massive slaughter which the deity had not intended. Many believe that it is their origin that cause adrasuras to fixate on sacrifice, but other sources purport that such sacrifices are a great source of power for many deities, and that if the process were fully understood, an adrasura might be able to achieve full divinity itself-offering a possible salvation to all asuras, or a possible way to battle the gods with their own weapons.

Asura, Semangat

This creature has a humanoid torso, although it is covered in glistening, ruby-red scales. From the waist down, however, its body splits into three long, scaly tails, each bearing fins and undulating slowly in the air, in a manner reminiscent of a fish. It holds a brass trident in its hands, and glowers malevolently.

SEMANGAT XP 102,400

CR 17

LE Large outsider (asura, extraplanar, evil, lawful) Init +5; Senses darkvision 60 ft.; Perception +32 Aura elusive (120 ft.)

DEFENSE

AC 30, touch 10, flat-footed 29 (+1 Dex, +20 natural, -1 size) hp 310 (20d10+200); regeneration 10 (cold damage or good weapons or spells)

Fort +21, Ref +9, Will +19; +2 vs. enchantment Immune curses, diseases, fire, poison; Resist acid 10, electricity 10; SR 28

OFFENSE

Speed 30 ft., fly 60 ft. (good), swim 60 ft.

Melee masterwork trident +27/+22/+17/+12 (2d6+9/19-20), 3 tail slaps +20 (1d8+6)

Special Attacks explosive end, regeneration retribution **Spell-Like Abilities** (CL 15th; concentration +22)

At will—burning hands (DC 18), scorching ray 3/day—sirocco^{APG} (DC 23), stoneskin, tar pool^{UC} (DC 23) 1/day—incendiary cloud (DC 25), summon (level 7, 1 semangat 30%, or 1d2 adrasuras 40%), wall of lava^{APG}

STATISTICS

Str 23, Dex 13, Con 28, Int 13, Wis 20, Cha 24 Base Atk +20; CMB +27; CMD 38

Feats Combat Reflexes, Improved Bull Rush, Improved Critical (trident), Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (trident)

Skills Climb +29, Escape Artist +7, Fly +22, Intimidate +36, Knowledge (planes) +24, Perception +32, Sense Motive +28, Swim +29; **Racial Modifiers** +6 Escape Artist, +4 Perception **Languages** Common, Infernal; telepathy 100 ft. **SQ** lava form

ECOLOGY

Environment any (Hell); warm mountains Organization solitary Treasure double (masterwork trident, other treasure) SPECIAL ABILITIES

Explosive End (Su): A semangat can will itself to explode in a shower of lava, though doing so is time consuming and dangerous. In order to use this ability, the semangat must spend two consecutive rounds concentrating. At the end of its turn on the first round, its body visibly swells, and at the end of its turn on the second round, it explodes. If damaged while concentrating, it must succeed on a concentration check (DC 30), as though it were casting a spell. If it fails, its progress is lost, and it must begin again.

If the semangat does successfully cause itself to explode, it deals 2006 points of fire damage to each creature in a 60-foot-radius burst. A successful Reflex save (DC 29) halves this damage. Creatures that fail their Reflex save are also covered in lava, and suffer 10d6 points of fire damage per round until the lava is removed. A creature can attempt to remove the lava as a full-round action by making a Reflex save (DC 29). Each round, the DC for this save decreases by 2 as the lava cools and hardens. Because clinging lava is more tenacious than fire, dropping and rolling on the ground grants a +2 bonus on this save, and full immersion in water grants only a +5 bonus. A single success reduces the damage each round to 5d6, and a second success removes the lava

When the semangat uses this ability, its body is destroyed. There is a 30% chance that a small fragment remains from which the semangat can begin to regenerate; it is treated as being at -200 hit points for this purpose. On a result of 31 or higher, or if the semangat's regeneration wasn't functioning when it exploded, it is destroyed completely. The saving throw DC is Constitution-based.

Lava Form (Sp): A semangat can cause its body to melt into a pool of living lava. This functions as *gaseous form*, except that it retains half its natural armor bonus to AC, suffers half damage from all weapon attacks instead of gaining DR 10/magic, and gains a land speed of 20 feet instead of a fly speed. Any creature that shares a square with the semangat while it is in this form suffers 10d6 points of fire damage (Reflex DC 27 for half). The semangat's elusive aura still functions even in this form. The saving throw DC is Charisma-based.

Regeneration Retribution (Su): If a semangat's regeneration ceases to function its body bursts into flames, granting the semangat the burn universal monster ability. The amount of fire damage inflicted by the semangat's natural attacks and to creatures that damage it is 1d6. Once the semangat's regeneration resumes functioning, it loses the burn ability.

Ecology

It is believed that the first semangat was created when an ancient deity, in a fit of divine wrath, hurled an entire mountain down to earth, destroying a city of his worshippers who had displeased him in some minor way. Moments later, the deity regretted what he had done, as he had acted rashly and punished his people more heavily than he should, but it was too late: the damage had been done.

Semangats are closely linked to the destructive power of volcanos, and they prefer to spend their time on and around lava, contemplating its dual natures of destructive and creative potential, and how each volcanic eruption wipes away what is in the present in order to make room for the new layers of rock and soil created by the flow. They spend much of their time in Hell around infernal volcanoes. Many semangats find portals and other passageways in the depths of these volcanoes that lead to ones on other planes, and wandering semangats can sometimes be found on the Elemental Plane of Fire, and on the Material Plane, though they rarely venture far from volcanic places there. Such semangats are wont to pose as volcano deities, demanding worship from terrified and poorly informed locals.

Benthic Dragon

Emerging from the sea's depths in a cloud of sparkling ocean spray is a 30-foot-long serpent, with gleaming silver and gold scales encrusted with polished gems and coral. Its head is wide like a serpent's, though curling, scaly spines stretching from its face, as well as a mouth full of razor teeth, mark it clearly as something different. Its tail ends in a broad vertical fin, which, together with two monumental wings, guides it deftly through air and water.

BENTHIC DRAGON

CR 20

XP 307,200 CE Colossal dragon (aquatic)

Init +9; **Senses** darkvision (120 ft.), low-light vision, scent, *true seeing*; Perception +34

DEFENSE

AC 36, touch 7, flat-footed 31 (+5 Dex, +29 natural, -8 size) hp 379 (23d12+230) Fort +25, Ref +20, Will +19

Defensive Abilities water shroud; **DR** 15/magic; **Immune** paralysis, poison, sleep; **Resist** fire 20; **SR** 31

OFFENSE

Speed 20 ft., fly 250 ft. (perfect), swim 200 ft. **Melee** bite +32 (3d6+25), 2 wings +27 (2d6+17), tail slap +27 (2d8+17)

Space 30 ft.; Reach 30 ft.

Special Attacks blast bubble, breath weapon (90-ft. cone, 20d8 fire damage, Reflex DC 31 for half, usable every 1d4 rounds, see text), tsunami

Spell-Like Abilities (CL 20th)

Constant—*true seeing*

3/day—dispel magic, mirage arcana (DC 24), solid fog, veil (DC 25)

1/day—shades (DC 28), storm bolts (empowered) (DC 27)

STATISTICS

Str 44, Dex 20, Con 30, Int 16, Wis 18, Cha 28 Base Atk +23; CMB +48; CMD 63 (67 vs. trip) Feats Ability Focus (tsunami), Alertness, Combat Reflexes, Empower Spell-Like Ability (*storm bolts*), Flyby Attack, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Snatch Skills Appraise +29, Bluff +35, Fly +23, Intimidate +35, Knowledge (arcana) +29, Perception +34, Sense Motive +34, Spellcraft +29, Swim +43 Languages Auran, Common, Giant SQ amphibious ECOLOGY Environment any water

Organization solitary **Treasure** triple

SPECIAL ABILITIES

Blast Bubble (Ex): A benthic dragon can store super-heated gasses in bubbles made from ocean water, which it can unleash as a deadly blast at nearby targets. The benthic dragon can fire a bubble as a standard action at a range of up to 100 feet, and the bubble explodes in a rush of burning, concussive gas, dealing 20d6 points of fire damage to all creatures within a 5-foot radius of the detonation point (a DC 31 Reflex save halves this damage). A benthic dragon can use this ability any number of times each day, but it does not work underwater, and after discharging the bubble, the benthic dragon cannot use the ability again until it submerges in water for at least 1 full round.

Breath Weapon (Ex): A benthic dragon's breath weapon takes the form of raw heat energy which can boil water and causes the air to become superheated. All creatures within a 90-foot cone suffer 20d8 points of fire damage. If a creature is hit by this breath weapon while underwater, the damage increases to 20d10 points of fire damage. A successful Reflex save (DC 31) halves this damage. Additionally, all creatures within the area begin to cook, becoming fatigued unless they succeed on a Fortitude save (DC 31). This ability can be used once every 1d4 rounds.

Tsunami (Ex): Whenever a benthic dragon completely submerges itself in a body of water, or rises from a body of water in which it was completely submerged, it can create a massive wave, which is 30 feet high and travels for 1d8 x 100 feet in all directions. All ships in the path of the wave must make a Reflex save (DC 33) or be capsized. A ship with a captain may use the captain's Profession (sailor) check instead of its Reflex save. All creatures and objects within the wave's path suffer 10d6 points of bludgeoning damage and are pushed to the edge of the wave's area (including ships that succeed on the save against capsizing). A successful Reflex save (DC 33) halves this damage and negates the pushing effect.

Ecology

Benthic dragons, sometimes called leviathan wyrms or sea barons, are among the ocean's deadliest and most cunning creatures. Like most dragons, these behemoths are obsessed with wealth and power, often maintaining immense treasure hoards in the deepest of trenches, where few dare to tread. Despite their might, benthic dragons rarely choose to do anything for themselves, instead relaying on agents to aid them in their acquisition of treasure. Because of their immense power, benthic dragons can often command truly impressive servants, and more than a few krakens, storm giants, and even entire kingdoms of ocean dwellers count themselves in the employ of a benthic dragon, fearful of its wrath. When benthic dragons are deprived of their servants, or sufficiently threatened or angered, they can be stirred to respond in person and with extreme prejudice. When committing violence, a benthic dragon tailors its tactics to the threats it faces. Undersea creatures can look forward to a fairly direct fight, facing down its breath weapon and natural attacks while having to deal with its increased defenses. Surface dwellers have it even rougher, as it uses its tsunami ability to capsize ships and separate allies from one another while it snatches up its foes one at a time, and finishing them off far from their friends' aid. In either case benthic dragons are pragmatic, no-nonsense fighters, preferring to finish fights while minimizing risk to themselves. They never toy with their foes and flee from battle if things do not go their way.

Blackhorn

The creature before you resembles a gaunt horse whose flesh glows with a pale, ghostly light. Where its hooves should be, its legs instead end in wicked scythe blades that float just above the ground. Its head is devoid of flesh and shines more luminously than the rest of it. Embedded in its skull where its eyes should be are a pair of curving black horns.

BLACKHORN

CR 4

XP 1,200 NE Large outsider Init +6; Senses blindsight 120 ft.; Perception +11

DEFENSE

AC 18, touch 18, flat-footed 16 (+6 deflection, +2 Dex, +1 dodge, -1 size) hp 45 (6d10+12) Fort +6, Ref +7, Will +7 Defensive Abilities bond rider; DR 5/magic; SR 15

OFFENSE

Speed fly 50 ft. (perfect) **Melee** gore +5 (1d6), 4 claws +5 (1d4) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 14 Base Atk +6; CMB +7; CMD 26 (30 vs. trip) Feats Dodge, Great Fortitude, Improved Initiative Skills Fly +17, Knowledge (local) +9, Knowledge (planes) +9, Perception +11, Sense Motive +11, Survival +11 Languages Abyssal, Aklo, Common SQ empower rider, strong back

ECOLOGY
Environment any
Organization solitary
Treasure standard
SPECIAL ABILITIES

Bond Rider (Su): A blackhorn forms a close bond with its rider, drawing upon the rider's life-force to fuel its own. While it has a rider, any damage dealt to the blackhorn is dealt to the rider, instead. If the rider has the Mounted Combat feat, he may attempt his Ride check to negate the damage before he suffers any damage.

Empower Rider (Su): A blackhorn grants its rider a number of magical benefits, depending on the rider's power. Any rider gains a +1 morale bonus to attack and damage while mounted on the blackhorn. A rider with 6 or more Hit Dice gains a +2 bonus to AC and Reflex saves while mounted on the blackhorn. A rider with 11 or more Hit Dice is rendered invisible, as though by the spell *greater invisibility* (caster level 6) while mounted on the blackhorn. A rider with 16 or more Hit Dice can make a single extra attack at his highest base attack bonus while mounted on the blackhorn.

Strong Back (Su): A blackhorn is capable of carrying great weight and can do so without encumbrance. A blackhorn is treated as having a Strength score of 30 for the purposes of determining how much weight it can carry (can carry a heavy load of 4,200 lbs.), and can move at full speed regardless of how encumbered it is.

Ecology

The blackhorn is a lesser fiend hailing from the forgotten plane of Zathir, an endless wasteland which exists beyond the Material Plane but which is not truly part of any Hell or of the Abyss. Zathir was once a splendid land that fell into decay and ruination long before the time of mortals. Today, the endless waste is filled with ruins and inhabited only by such terrible monsters as dwell in blackened and ruinous places. Zathir is a lightless realm whose only illumination is the roaming blackhorns, whose flesh shines eerily. Ancient legends rumor that the blackhorns' luminescence is the result of devouring the flesh of Zathir's ancient sun, before darkness and ruination came upon that place.

On their home plane, blackhorns serve as mounts for wicked almost-men and twisted abominations that wage constant wars with one another. Occasionally, some powerful servant of evil, learned in forgotten ancient lore, will call a blackhorn away from Zathir's ruination and into his service on the Material Plane. Blackhorns are very choosy about who they allow to become their masters, and often demand that those who would command them prove themselves worthy with blood sacrifice or the performance of profane acts before consenting to being ridden. Riders who refuse the blackhorn's price are denied the right to ride by the blackhorn, which typically either attacks the would-be rider, or, if it feels it could not win such a battle, slays itself rather than suffer the indignity of being ridden by the unworthy. Those who do earn the blackhorn's respect find them to be powerful allies in the cause of evil and loyal even to the point of death, so long as their masters seek to spread corruption and malice. Being creatures of pure evil, blackhorns are repelled by purity and virtue, and it is said that they can be driven away by acts of mercy and compassion, and that they have no power to approach one who is pure of heart.

On their own, blackhorns are directionless engines of destruction, corruption, and terror, ravaging what is left of their home plane or of lands they have been drawn into. Though fairly intelligent, blackhorns are far from enlightened, delighting in cruelty and slaughter. To those that have failed to earn their respect, blackhorns are mocking and demeaning, playing with their would-be masters before killing them, often in particularly crude ways. Because their home plane is filled with vile and wicked creautres, unimaginable in the Material Plane, even relatively brutal and heinous crimes often fail to impress blackhorns, who demand those seeking to command them commit acts so depraved and unconscionable as to cause worry even in the darkest of hearts.

As combatants, blackhorns prefer to torment their foes, toying with their victims for so long as it remains safe to do so. Because blackhorns are rarely encountered, except as the mounts of vile and depraved individuals, combat on their own is somewhat rare and usually occurs as a private matter between the blackhorn and those who summoned it. Such fights tend to be brief, though the blackhorn will drag it out if it can. Afterwards, the blackhorn will typically leave the site of its calling to travel the world and spread its evil. Lacking direction, however, blackhorns tend to cause what mayhem they can in small local areas, lacking the planning ability to commit truly large-scale acts of horror.

Caughnig

The sound of chaotic music fills the air as a handful of tiny humanoid creatures descend on black and white butterfly wings. Each holds a strange string instrument and has a large axe strapped across her back.

CAUGHNIG

XP 400

CN Tiny fey Init +7; Senses low-light vision, Perception +6 (+10 for sound-based checks)

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size) hp 13 (2d6+6) Fort +2, Ref +7, Will +4

OFFENSE

Speed 10 ft., fly 50 ft. (good) Melee Tiny greataxe +2 (1d8-1/x3) Space 2-1/2 ft.; Reach 0 ft. Special Attacks bewildering song, chorus

STATISTICS

Str 8, Dex 18, Con 14, Int 10, Wis 12, Cha 16 Base Atk +1; CMB -2; CMD 12 Feats Toughness Skills Bluff +8, Diplomacy +8, Perception +6 (+10 for sound-based checks), Perform (sing) +8, Perform (string instruments) +8, Sense Motive +6; Racial Modifier +4 Perception for sound-based checks Languages Common, Sylvan SQ amplify

ECOLOGY

Environment any forest, hills, swamp, or urban **Organization** solitary, pair or troupe (3-9 caughnigs) **Treasure** standard (Tiny greataxe, other treasure)

SPECIAL ABILITIES

Amplify (Su): A caughnig intensifies sounds around her, making it impossible to be truly silent. All *silence* spells and similar spells and effects have their effects suppressed while within 30 feet of the caughnig. Additionally, all Stealth checks made within 30 feet of a caughnig suffer a -4 penalty. Finally, all sounds originating within 30 feet of the caughnig can be heard twice as far away as normal.

Bewildering Song (Su): A caughnig has the ability to produce a strange and cacophonous music which baffles most other creatures. As a standard action, a caughnig can begin performing this song, either singing or playing her stringed instrument; on subsequent rounds the caughnig can maintain this song as a move action. All creatures that can clearly see and hear the caughnig must succeed on a Will save (DC 14) or become confused for 1 round. A creature who succeeds on this save gains a +2 bonus on subsequent saving throws, and a creature who successfully saves against this ability 3 times is immune to it for 24 hours.

Chorus (Ex): A caughnig can join another creature's performance in order to enhance the effect. As an immediate action, a caughnig can use this ability to either increase the saving throw DC of any sonic effect by +1, or, if the target whose performance she is enhancing is using the bardic

performance special ability, the caughnig may infuse that performance with her own energies so that the target does not expend a use of bardic performance for that round.

Ecology

CR 1

Caughnig are strange fey creatures, distantly related to grigs, though the two species have a longstanding rivalry which borders on racial hatred. Unlike a grig, a caughnig has very few insectile features, being mostly human-shaped, but with grasshopper legs and black and white butterfly wings. Caughnigs often wear exotic hairstyles, which some humans find disconcerting, and they make extensive use of both dyes and tattoos to further augment their appearance. Caughnigs dress in heavy dark leathers and carry large gleaming axes. Most caughnigs also carry one or more string instruments, which they use to play their own strange music, heard nowhere else in the mortal or immortal realms.

The music of the caughnig is fast and dynamic, featuring rapidly shifting harmonies and frequent changes in tempo. While their music makes heavy use of string instruments, it sometimes incorporates percussion instruments, and it is usually accompanied by wild singing in Sylvan. Popular subjects of caughnig songs include romance, depression, and angry protest, though many of their tunes seem to be about nothing at all. Though their music is pleasant enough to listen to, it carries a subtle magic that many find off-putting, and which can drive those unused to hearing it crazy.

In the fey realms, caughnigs are often found in dance halls, concert venues, and even large taverns, which serve as venues for their near constant performances. Though all are welcome, only a select few will dare the maddening music to enjoy their legendary performances, and even more legendary hospitality. Discontent with a lack of audiences, some caughnigs form small nomadic bands of like-minded caughnigs who share a similar creative direction or artistic vision. These caughnigs wander through nature in search of an audience, often throwing large and grand parties to attract listeners. Though these gatherings are looked forward to by the stalwart and hardy among the fey, musical appreciation for the caughnigs' unique style is still limited, and caughnigs frequently complain of looking for individuals who can really understand their art.

While most caughnigs are driven to spread their music, they generally view themselves as nonthreatening, harmless individuals who are interested in nothing more than art. As a result, most conflicts with the caughnigs come down to accidents involving the harmful magics associated with their music. Even so, a few musical traditionalists, especially among elven communities, view the caughnigs' wild stylings as disrespectful and dangerous, and thus seek to eradicate the musical fey. To combat both these ends, the caughnigs have long sought a way to divorce the magics from their instruments, wishing to allow their art to be appreciated for what it is. Some caughnigs disagree with this viewpoint, however, believing their enchantments to be an essential part of the art and thus worth keeping. This dissent is the leading cause of internal conflicts among this group of fey, that otherwise prefers to settle disputes with contests of musical skill.

Daemon, Furnodaemon

This creature's skin is black and cracked, giving it the appearance of a charred corpse. Its eyes appear to be smoldering coals, and the forearms of each of its six arms are wreathed in still-burning flames. It opens its mouth, revealing a tongue made of pure flames.

FURNODAEMON

XP 12,800

CR 11

NE Large outsider (daemon, evil, extraplanar) Init +7; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) hp 161 (14d10+84)

Fort +11, Ref +12, Will +12

Defensive Abilities smoke shroud; **DR** 5/good; **Immune** acid, death effects, disease, fire, poison; **Resist** cold 10, electricity 10; **SR** 22

OFFENSE

Speed 40 ft.

Melee six claws +17 (1d6+3 plus 1d6 fire) Space 10 ft.; Reach 10 ft. Special Attacks fiery demise, horrible burns Spell-Like Abilities (CL 14th; concentration +19) 3/day—fireball (DC 18), pyrotechnics (DC 17), wall of fire

1/day—summon (level 5, 1d2 hydrodaemons 50%, 1 furnodaemon 30%)

STATISTICS

Str 17, Dex 17, Con 20, Int 10, Wis 12, Cha 20

Base Atk +14; CMB +18; CMD 31

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (claw) **Skills** Bluff +22, Intimidate +22, Knowledge (planes) +17, Perception +18, Sense Motive +18, Stealth +16 **Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon) **Organization** solitary, pair, mob (3-6) **Treasure** standard

SPECIAL ABILITIES

Fiery Demise (Su): As a standard action, a furnodaemon can cause the body of a single creature within 60 feet to erupt in frightfully potent flames. The creature suffers 14d6 points of fire damage (DC 22 Reflex save for half). Creatures that fail their saving throw catch fire, suffering 4d6 points of fire damage each round. Any creature that catches fire in this way must succeed on a Will save (DC 22) or become panicked by the flames. Creatures panicked in this way flee the furnodaemon and seek the nearest source of water to throw themselves into (but cannot attempt to put out the flames by other means). The creature may make a new Will save each round to end the panic effect. The flames can be extinguished through the normal means of extinguishing flaming characters (see the Pathfinder Roleplaying Game Core Rulebook). The panic aspect of this ability is a mind-affecting fear effect. The saving throw DC is Charisma-based.

Horrible Burns (Su): The flames of a furnodaemon are particularly destructive to living flesh. Whenever a

creature suffers fire damage from one of a furnodaemon's spell-like abilities (but not its fiery demise special attack, or the fire damage inflicted by its claws), that creature must succeed on a Fortitude save (DC 22), or suffer permanent, disfiguring burns. If this occurs, then half the fire damage that is inflicted does not heal naturally, and cannot easily be healed by magic, requiring a successful caster level check (DC 25) to remove. Further, as long as the damage remains, the creature suffers a -4 penalty on Charisma-based skill checks, except for Intimidate and Use Magic Device. Multiple scars do not impose cumulative penalties. The saving throw DC is Charisma-based.

Smoke Shroud (Ex): A furnodaemon is constantly surrounded by a thin veil of smoke, which wreathes about its body like a funeral shroud. This grants the furnodaemon constant concealment (20% miss chance). Additionally, any creature that begins its turn grappling or grappled by a furnodaemon must succeed on a Fortitude save (DC 22) or be nauseated for 1 round by the smoke. Regardless of whether or not the creature succeeds on its saving throw, it is unable to breathe that round, unless it escapes the grapple. Creatures that can breathe or see through smoke, or which do not need to breathe, may be immune to some or all of this ability's effects. The saving throw DC is Constitution-based.

Ecology

Furnodaemons personify death by fire, including accidental deaths caused by out-of-control fires, and deliberate deaths, such as when someone is burned at the stake. Like all daemons, they have an unquenchable desire to consume and destroy life, which seems to only be exacerbated by their affinity for fire and flames. Furnodaemons stand 9 feet tall, and weigh roughly 800 lbs.

Furnodaemons are especially violent individuals and enjoy watching their victims suffer as they die. In addition to their natural affinity for deadly flames, this desire to watch their victims' final moments causes the furnodaemon to prefer deaths caused by fire, whether natural or magical in origin. The rush of observing the painful process of death is as intoxicating to the furnodaemon as it is fleeting, and many furnodaemons become addicted to the act of burning sentient creatures to death.

Furnodaemons are also remarkable for their love of destroying property, viewing reducing inanimate objects to ashes as a sort of death of the dead, especially when applied to wooden objects, which they view as corpses. They particularly relish a chance to observe these two thing at the same time, and thus have a penchant for torching homes while preventing the victims from escaping. They enjoy these gruesome sights so much that they usually attract attention to themselves in short order, forcing them into violent conflicts with those who have the power to do something about the furnodaemon.

Particularly clever furnodaemons might content themselves with the deaths of travelers or animals in the wilderness, or causing fires during lightning storms, or observing cremations. Still, the addictive nature of death and suffering often forces even these cautious furnodaemons to reveal themselves sooner or later.

Dragonvine

At first glance, this creature could almost pass for a green dragon, but closer inspection reveals that its body is comprised of a coiling and twisting knot of vines, which have grown together to form a body much like that of a dragon, including a pair of massive, ragged, leaf-covered wings, four legs like mighty oaks, and a maw dripping with acidic sap and lined with sharp thorns.

DRAGONVINE

CR 16

XP 76,800

N Huge plant **Init** +2; **Senses** low-light vision, tremorsense 60 ft.; Perception +5 **Aura** pollen (30 ft., DC 28)

DEFENSE

AC 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size) hp 252 (24d8+144) Fort +20, Ref +10, Will +13 Defensive Abilities amorphous; DR 15/magic, 5/ adamantine; Resist cold 10, fire 20; Immune electricity, mindless, plant traits; SR 37

OFFENSE

Speed 40 ft., fly 80 ft. (clumsy) **Melee** bite +24 (2d8+8 plus grab), 2 claws +24 (2d6+8), 2 wings +19 (1d8+4), tail slap +19 (2d6+12)

Space 15 ft.; Reach 10 ft.

Special Attacks breath weapon (60-ft. cone, 18d6 piercing damage, Reflex DC 28 for half, usable every 1d4 rounds), swallow whole (10d6 acid damage and 10d6 slashing damage, AC 21, 50 hp)

STATISTICS

Str 26, Dex 14, Con 22, Int —, Wis 20, Cha 8 Base Atk +18; CMB +28; CMD 40 (44 vs. trip) SQ compression, drain nutrients, resilient insides

ECOLOGY

Environment any **Organization** solitary **Treasure** double

SPECIAL ABILITIES

Drain Nutrients (Ex): A dragonvine has numerous tendrils inside it which serve a function similar to roots in stationary plants. These tendrils bore into the creatures the dragonvine swallows whole and drains them of their nutrients. If the dragonvine begins its turn with a creature swallowed inside of it, these vines cause the dragonvine to heal 15 hit points, and its Strength and Dexterity scores each increase by +4 until the beginning of its next turn.

Pollen Aura (Ex): A dragonvine constantly exudes a cloud of pollen spores, which are highly debilitating to non-plant creatures. Each creature within 30 feet of the dragonvine must succeed on a Fortitude save (DC 28) or become sickened for as long as he remains within 30 feet of the dragonvine, and for 1 minute thereafter. Creatures that fail their save by 10 or more are nauseated for 1 minute, instead, and if they are still within 30 feet of the dragonvine after that time, they are sickened for as long as they remain within 30 feet of the dragonvine, and 1 minute thereafter. Creatures that roll a natural 1 on their saving throw to resist the effects of the pollen are paralyzed for 1 minute, in addition to these effects.

Resilient Insides (Ex): The inside of a dragonvine is particularly difficult to pierce, and it takes twice as much damage to cut one's way out from inside its stomach (this is reflected in its statistics).

Ecology

There are many monsters that are believed to have originally come from the laboratories of mad wizards, but the dragonvine is one of the rare cases where this is largely known to be fact. The process of creating a dragonvine was first pioneered by Kiaped Rosco, a wizard with a particular love of gardening and topiary, who claims that the idea came to him in a dream as he lay sleeping beneath an oddly-shaped elm tree. Whatever the case, Kiaped quickly marketed his services creating the things, and began supplying them to anyone who wanted a massive plant dragon to guard their lands—provided they were able to pay his fee, that is. Eventually, Kiaped grew too old to create the things himself, and transitioned to selling instruction books that explain how one can create them, and from these books, the secret eventually leaked out.

To date, very few dragonvines have escaped into the wild or otherwise been left to their own devices, so they can't truly be said to have an ecology. They are incapable of producing more of their kind, and can only be created by spellcasters. They have a voracious appetite, and, unless magically controlled, are prone to spending all of their time hunting down and devouring prey.

As a mindless plant, a dragonvine's only goals are to carry out whatever magical instructions were imparted to it by its master, and to find prey to consume. Dragonvines tend to be very straightforward combatants, preferring to deal with nearby targets or large groups of enemies first, rather than identifying greater threats or responding instinctively to harm. This makes dragonvines unapologetic foes, unconcerned with self preservation, causing all their battles to end in death for either the dragonvine or its foes.

Still, some scholars believe that dragonvines are quite capable of understanding, and that, if left to their own devices, may over time develop animalistic instincts and even rudimentary intelligence. While such thoughts are largely dismissed by most, the prospect remains daunting, and the fear of druids or naturalistic wizards interfering with the evolutionary process is a growing concern among owners of these mighty plant guardians.

Dragonvine Creation

Dragonvines can be created in a fashion similar to crafting constructs, even though they are plants.

CL 18th; Price 280,000 gp

Feats Craft Construct; **Spells** *animate plants* or *shambler* **Special** creator must be at least CL 18th; **Skills** Profession (herbalist) DC 22; **Cost** 140,000 gp

Dream Specter

The creature before you is almost entirely obscured by a heavy black cloak. Only its eyes are visible, glowing like red pinpoints of light from the space beneath its hood.

DREAM SPECTER XP 4,800

CR 8

NE Medium outsider (extraplanar) Init +3; Senses darkvision 60 ft., dreamsight; Perception +15 Aura plague dreams (60 ft., DC 23)

DEFENSE

AC 20, touch 20, flat-footed 16 (+6 deflection, +3 Dex, +1 dodge) hp 105 (10d10+50) Fort +8, Ref +10, Will +9 Defensive Abilities dream armor; DR 5/magic; SR 19 Weaknesses sunlight vulnerability

OFFENSE

Speed 30 ft.

Melee +1 scythe +15/+10 (2d4+5/x4)

Special Attacks nightmare gaze, nightmare points

STATISTICS

Str 17, Dex 17, Con 20, Int 16, Wis 14, Cha 22 Base Atk +10; CMB +13; CMD 33 Feats Ability Focus (plague dreams), Dodge, Power Attack, Skill Focus (Stealth), Weapon Focus (scythe) Skills Acrobatics +16, Bluff +19, Intimidate +19, Knowledge (planes) +16, Perception +15, Ride +16, Sense Motive +15, Sleight of Hand +16, Stealth +22 (+30 in darkness or magical darkness); Racial Modifiers +8 Stealth in darkness or magical darkness Language Aklo

ECOLOGY

Environment any **Organization** solitary, pair, coven (3–13) **Treasure** standard (+*1 scythe*, other treasure)

SPECIAL ABILITIES

Dream Armor (Su): A dream specter's entire body is shrouded in a midnight-black cloak, which grants it a deflection bonus to AC equal to its Charisma modifier. The cloak also magically obscures the creature wearing it, shrouding the dream specter in an inky blackness that no amount of light can pierce, although the dream specter's eyes remain visible as glowing red spheres. If the dream specter dies, its cloak erupts into black flames, which consume the cloak and the specter's corpse both. If the cloak is somehow separated from the dream specter, it can be used by others in the same fashion, although it still erupts into flame if the dream specter ever dies.

Nightmare Gaze (Su): Any creature within 30 feet that meets a dream specter's gaze must succeed on a Will save (DC 21) or fall into a catatonic dream state. Creatures affected by this ability are stunned. This effect lasts indefinitely, but the target may attempt a Wisdom check (DC 20) each round as a full-round action to snap out of it. A natural 20 on this check is always considered a success. The affected creature's allies can attempt to help him by shaking him, calling his name, or similar: doing so is an application of the aid another action, requires being adjacent to the affected creature, and allows the creature to make an additional saving throw. While affected by this ability, the creature is considered to be asleep for the purposes of the dream specter's plague dreams ability, as well as similar spells and effects, such as the *nightmare* spell. The saving throw DC is Charisma-based.

Nightmare Points (Su): A dream specter can repurpose the strange energy it harvests from sleeping creatures and put it to a variety of uses. As a swift action, it can expend one nightmare point to achieve any of the following effects:

- Grant itself a +2 bonus on attack and damage rolls until the beginning of its next turn.
- Grant itself a +2 bonus to AC and on saving throws until the beginning of its next turn.
- Heal 10 hit points, or gain 10 temporary hit points, if it is not currently injured.
- Allow it to cast a single 1st-level bard spell of its choice.

Plague Dreams (Su): A dream specter's very presence warps and twists the dreams of nearby creatures, causing them to suffer horrible, psyche-warping nightmares. Each round, on the dream specter's turn, each sleeping creature within 60 feet must succeed on a Will save (DC 23) or suffer 1d2 points of Wisdom damage. For each point of Wisdom damage inflicted in this way, the dream specter gains a single nightmare point (see nightmare points, above). Each round, a sleeping creature can attempt to wake itself with a successful Wisdom check (DC 20). Unlike creatures affected with the dream specter's nightmare gaze ability, creatures that are sleeping normally can be awakened by loud noises, being shaken by an ally, or so on. This is a mind-affecting fear effect. The saving throw DC is Charisma-based.

Sunlight Vulnerability (Ex): When exposed to direct sunlight, a dream specter loses its damage reduction and spell resistance, as well as the deflection bonus granted by its dream armor special ability.

Ecology

Dream specters are enigmatic creatures that are believed to hail from the obscure and often misunderstood Plane of Dreams. Much like their plane of origin, very little is known about these mysterious creatures, including what causes them to leave their plane and travel to the Material Plane. Even their appearance is unknown, for they always appear covered in their trademark black cloaks, which obscure every part of them except for their glowing red eyes. The dream specters themselves have certainly not been forthcoming about themselves in any way, and in fact, seem to have little to no interest in any creatures from the Material Plane other than to prey upon their dreams.

When they travel to the Material Plane, most do so atop a fearsome wyvern mount. These wyverns have pitch-black scales, and glowing red eyes similar to those of their masters. Other than these cosmetic differences, and gaining the extraplanar subtype, however, they are identical to wyverns from the Material Plane in every way. Dream specters seem to have a strange bond with their mounts, which allows them to call the creatures to them silently.
<u>Drolviss</u>

This strange creature appears at first glance to be an ordinary bird perched on a tree—about the size of an eagle, with feathers of a deep, midnight blue and beady black eyes. On closer inspection, however, you see that it is not perched with its claws, because it has no claws. Instead, the lower half of its body is a writhing mass of short, stubby black tentacles, with two larger tentacles extending beyond the rest.

DROLVISS

CR 2

XP 600

N Small magical beast Init +3; Senses darkvision 60 ft., low-light vision; Perception

+7

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) hp 16 (3010)

Fort +3, **Ref** +6, **Will** +2

OFFENSE

Speed 10 ft.; fly 60 ft. (average)

Melee bite +5 (1d4+1), 2 arms +5 (1d3+1 plus grasping tentacles)

Special Attacks diving strike, spit ink

STATISTICS

Str 12, Dex 17, Con 11, Int 4, Wis 12, Cha 10

Base Atk +3; CMB +3 (+7 grapple); CMD 17 (can't be tripped) Feats Dodge, Mobility

Skills Fly +5, Perception +7

ECOLOGY

Environment any

Organization solitary, pair, pod (3–6), or tragedy (7-32) **Treasure** incidental

SPECIAL ABILITIES

Diving Strike (Ex): As a full-round action, a drolviss can fly up to twice its speed and make a single attack at any point during its movement. The movement must be in a straight line, except for vertical movement (so the drolviss could move downwards during the first half of its movement, then upwards during the second half, as long as all of this was in a straight line two-dimensionally). If the drolviss moves at least 15 feet vertically downward as part of this movement before making its attack, it gains a +2 bonus on the attack roll. This movement provokes attacks of opportunity normally.

Grasping Tentacles (Ex): In addition to its two longer arms, a drolviss has a mass of shorter tentacles which squirm and grasp at anything the drolviss strikes with its arms. This ability functions as the grab special ability, except that it can be used to grab creatures of any size, as the tentacles wrap around the target's arm, leg, or other appendage.

Alternatively, when using this ability, the drolviss can choose to make a steal combat maneuver instead of initiating a grapple. In this case, the drolviss grips the stolen item in its tentacles, and cannot use this ability again until it drops the item. Initiating a steal combat maneuver in this way does not provoke attacks of opportunity, but the normal +4 bonus to grapple checks from the grab ability does not apply. **Spit Ink (Ex):** As a standard action, a drolviss can expel a blob of black ink from the depths of its mass of tentacles, firing the dark blob at a nearby creature. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 100 feet. These ranges are doubled for the purposes of vertical distance. If the attack hits, it deals no damage, but the target is blinded for 1d4 rounds. The target can attempt to remove the ink from his or her face in order to end the blindness as a move action, but the ink is sticky and difficult to remove, requiring a successful Reflex save (DC 11). The saving throw DC is Constitution-based.

Ecology

Although most adventurers regard drolviss as annoying pests, and even those who are not consummate warriors have relatively little to fear from these strange creatures, as they very rarely attack humanoids, the fact remains that, from time to time, drolviss have been known to prey on humanoid creatures, especially gnomes, halflings, and other races closer to their size. Cowardly scavengers, it takes quite a bit to drive drolviss to become lethal in this way, and given the opportunity, they greatly prefer to live off small rodents and birds, like most birds of prey. It is really only when drolviss come together in large groups, or when game is particularly scarce, that they become a threat.

Of course, that doesn't mean that they can't provide problems in other ways, and there are very few who welcome the sight of one drolviss, much less a pod or tragedy of them. In addition to any threat that a drolviss might pose to an adventurer's familiar or animal companion (and indeed, a drolviss who is unwilling to attack a humanoid is curiously brave when it comes to snatching up such a creature, even if it rests on its master's shoulder, though such attacks are always of the snatch-and-run variety), the creatures are known for their love of collecting small trinkets. They will often raid campsites in the night for small treasures, and some bolder ones may even attempt to grab items from a person's possession. Frustratingly, drolviss seem to have a sixth sense about the value of items, and prefer the more valuable than the less, making them difficult to fool with shiny but worthless trinkets.

Some explain these odd appetites as an affinity for magic, causing them to desire things of a magical nature either as food or nest adornment. This attunement is a topic of interest for some naturalists and often, rewards or bounties for live drolviss are common enough among researchers. To date, a correlation showing a preference for items with potent magic has been discovered, but no cause has yet been deciphered. Cynical researchers like to point out that drolviss also have a preference for gold over silver or for precious gems over nonprecious ones despite the fact that such minerals are not magical, leading them to the conclusion that the drolviss is not magically attuned at all, but simply cleverer than other birds. These claims, however true, also lack physical evidence as to why the drolviss would prefer such things, and the causes of the drolviss' unusual appetite remains a mystery. One popular theory, however, is that the drolviss is descended distantly from dragons, in the way some birds are thought to have been descended from dinosaurs, and that these desires stem from that ancestry.

Formidon

The hideous amalgamation before you was clearly the result of magical experimentation, or else a cruel twist of natural evolution. Its overall form resembles that of a shark, held aloft by massive feathery wings, and it has a single crystalline structure where its eyes should be. Its mouth is filled not with rows of teeth, but with venom-dripping fangs.

FORMIDON

CR 10

XP 9,600

N Large magical beast Init +5; Senses blindsight 120 ft.; Perception +2

DEFENSE

AC 24, touch 10, flat-footed 24 (+1 Dex, +14 natural, -1 size) hp 123 (13d10+52) Fort +12, Ref +9, Will +8

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

OFFENSE

Speed 5 ft., fly 120 ft. (good), swim 60 ft. **Melee** bite +18 (2d6+7 plus poison) **Special Attacks** breath weapon (30-ft. cone, 5d6 force damage and stun for 1 round, Reflex DC 20 for half and negates stun, usable every 1d6 rounds), devour, poison, roar, web (+13 ranged, DC 20, 13 hp)

STATISTICS

Str 20, Dex 13, Con 18, Int 6, Wis 14, Cha 18 Base Atk +13; CMB +19; CMD 30 Feats Cleave, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Iron Will, Power Attack, Weapon Focus (bite) Skills Fly +19 Languages Common (cannot speak) SQ change shape (any but formidon, *greater polymorph*), mastery of form

LCOLOGI	
Environment any	
Organization solitary	
Treasure standard	
SPECIAL ABILITIES	

Breath Weapon (Ex): A formidon can unleash a burst of stunning force as a breath weapon once every 1d6 rounds.

Change Shape (Sp): A formidon is capable of using innate magic to assume the form of any creature (except that of a formidon) that could be assumed with *greater polymorph*. A formidon may return to its natural shape as normal.

Devour (Ex): A formidon is capable of gobbling up any creature entangled in one of its webs. As a full roundaction which provokes attacks of opportunity, a formidon can devour a single entangled creature. A creature devoured in this way immediately takes bite damage and gains the grappled condition (though the formidon does not). Each round the target creature remains devoured in this way, he automatically suffers bite damage each round, though the formidon can act normally. A formidon can only devour one creature at a time in this way and can only devour creatures of Large size or smaller.

Mastery of Form (Su): Because of its magical nature, a formidon retains some of its special attacks when it changes shape. A formidon always retains its breath weapon, roar, and web special attacks when assuming another form with its change shape ability, and if the assumed form has a poison attack, it may choose to add its own poison to that attack, in addition to the poison possessed by the new form.

Poison (Ex): A formidon possesses a toxin which damages a creature's optic nerves, temporarily blinding him.

Bite—injury; *save* Fortitude DC 20; *frequency* 1/ round for 2 rounds; *effect* blinded for 1d4 rounds; *cure* 1 save

Roar (Ex): A formidon can roar up to 3 times per day. Each character within 100 feet of the formidon must succeed on a Fortitude save or be deafened, and must also succeed on a Will save or become frightened for 1d4 rounds. This is a sonic effect, and the frightened effect is a mindaffecting fear effect.

Ecology

While many creatures similar in nature to the formidon have obscure or hotly debated origins, the roots of the formidon are exceptionally well documented. The first formidons were created by the mad wizard Garion Ventyrus to be the ultimate subject of his polymorph magic. Through countless and tedious trials, Garion managed to combine all the traits he most prized, and which could be easily adapted by a magician with the correct spells, into one creature. The results of his labor were the formidons, which, through careful engineering, possess abilities which push the limits of his *beast shape IV* spell, allowing Garion to maximize his wizardly gains.

Because they were created with the intent of being the perfect objects of polymorph magic, the formidons obtained some semblance of shape-altering ability themselves, a fact which the formidons, growing increasingly intelligent with each passing generation, kept hidden from the mad wizard, but which they would often use to escape their cages and wander the surrounding lands. Ultimately, the formidons proved Garion's downfall when, after breeding a specimen which could itself cast spells like a wizard, the creature transformed itself into a house cat when Garion had turned his back, escaping its cage and then entombing his master in a web and subsequently eating him. The creature then took on the form of Garion himself and freed the other formidons, commanding them to go out into the world and to keep themselves hidden from men, lest they become imprisoned again.

<u>Grajik</u>

This creature's long, low body is lean and slender, like that of a greyhound or a hunting cat, but it has six legs, rather than four, and its body is covered in mottled green-andblack scales. Its head is vaguely feline in shape, except that its mouth opens sideways, and it has three eyes positioned in a triangle. From its back extend a pair of four-foot-long whiplike tendrils ending in luminous blue-green orbs of flesh, which crackle and hum with a faint energy.

GRAJIK

CR₇

XP 3,200 N Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, magic scent; Perception +14

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural) hp 94 (9d10+45) Fort +10, Ref +8, Will +7

OFFENSE

Speed 30 ft.; climb 30 ft. **Melee** bite +12 (1d6+3), 2 tentacles +12 (1d4+3 plus 1d4 electricity) **Special Attacks** siphon magic

STATISTICS

Str 17, Dex 14, Con 18, Int 3, Wis 15, Cha 10 Base Atk +9; CMB +12 CMD 24 (32 vs. trip) Feats Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Toughness Skills Perception +14 Languages Common SQ arcane absorption

ECOLOGY

Environment any **Organization** solitary, pair, or pack (3–9) **Treasure** standard

SPECIAL ABILITIES

Arcane Absorption (Su): A grajik can temporarily absorb the magical qualities of magic arms and armor. Whenever a grajik hits a creature with one of its tentacle attacks, if that creature is wearing armor with an enhancement bonus or which has a special ability whose cost is expressed as an enhancement bonus equivalent, the grajik gains an enhancement bonus to its armor class equal to that enhancement bonus, and gains all special abilities of that armor for 1 minute. During this time, the suit of armor worn by the creature hit by the grajik loses its enhancement bonus and magical abilities, and is treated as a mundane suit of armor of its sort.

Similarly, whenever a grajik is hit by a weapon with an enhancement bonus or which has a special ability whose cost is expressed as an enhancement bonus equivalent, both of the grajik's tentacle attacks gain that weapon's enhancement bonus and special abilities for 1 minute, and the weapon that was used to hit the grajik loses them for that time.

In either case, enhancement bonuses do not stack, and the highest enhancement bonus is applied. Similarly,

multiple identical abilities do not stack (although the grajik can have any number of different enhancement bonus equivalent abilities in this way).

Magic Scent (Ex): A grajik can smell magical auras. This functions as the scent special quality, except that the grajik can only use this ability to notice and locate things which could be detected with a *detect magic* spell.

Siphon Magic (Su): As a standard action, a grajik can attack a magic item. The magic item must be accessible (a worn or held magic item could be attacked in this way, as could an unattended one, but one stored in a backpack or other container could not be, unless it was first removed). If the magic item is attended, this provokes an attack of opportunity from the item's wearer or wielder. If the grajik successfully hits the magic item, it does not damage it, but instead steals some of its magical power. If the item uses charges, it loses 2d4 of those charges, and for each charge lost in this way, the grajik heals 5 hit points. If the item does not use charges, its magical abilities are suppressed for 1 minute, and the grajik heals a number of hit points equal to the item's caster level, instead. This ability cannot be used on a magic item whose abilities are currently suppressed, nor can it be used on a magic item that uses charges but currently has none.

Ecology

Curious beasts that traditionally lived only in deep subterranean caves, grajik literally means "devourer of treasures" in Undercommon. While these creatures sustain themselves primarily on meat, and are carnivorous in nature and habit, they are intensely attracted to magic, and seem to be able to devour the stuff in a truly unique fashion, using the stored power of magic items to heal their wounds, or simply repurposing the abilities of magic weapons and armor. Some studies of the creatures have reported that they can survive for weeks at a time on nothing but magical energy alone, though eventually they must eat.

While they were once confined to the depths of the earth, grajiks have become a much more common sight—too common, in the eyes of many—on the surface. This is due to their popularity amongst the derro, who have begun "taming" the creatures. The derro use these beasts to strip unwary adventurers—and anyone else relying on magic items—of their potent offensive and defensive powers, making them soft targets for the derro. Little by little, this domestication has caused more and more grajiks to be brought to the surface, whether because the derro themselves have moved there (or near enough for the grajik to wander off), or because they were lost or even captured during a derro raid on the surface, or because they were recovered by curious adventurers raiding a derro encampment. However they wind up on the surface, most grajiks quickly learn to thrive there.

Although they typically hunt and live individually, in some cases grajiks have been known to form packs, much like those that wild dogs and wolves form. This tendency has grown as more and more grajiks have adjusted to life on the surface, where pack tactics are generally more favorable than they are in the long, narrow, twisting tunnels often found deep beneath the surface of the earth.

Haunted One

There is clearly something wrong with the human woman before you; though she speaks perfectly coherently and her eyes are alight with intense emotions, something about her indicates that she is a hollow shell of what she once was.

HAUNTED ONE

CR 14

XP 38,400 CN Medium undead

Init +6; **Senses** darkvision 60 ft., thought sense; Perception +18

DEFENSE

AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural) hp 172 (15d8+105) Fort +11, Ref +7, Will +11 Immune undead traits

OFFENSE

Speed 30 ft.

Melee touch +14 (1d4 Charisma damage)

Special Attacks absorb mind, emotion lash, thought lash

STATISTICS

Str 10, Dex 14, Con —, Int 12, Wis 10, Cha 22 Base Atk +11; CMB +11; CMD 29 Feats Ability Focus (emotion lash, thought lash), Iron Will, Improved Initiative, Improved Natural Armor, Toughness, Weapon Finesse, Weapon Focus (touch) Skills Knowledge (religion) +19, Intimidate +24, Perception +18, Sense Motive +18, Stealth +20 Languages Aklo, Common

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Absorb Mind (Su): A haunted one has the ability to absorb the minds of its victims, using their essence to empower itself. For every point of Charisma damage it deals with its touch attack, a haunted one gains 10 temporarily hit points. If its victim is a psychic spellcaster, it may instead choose to strip a like number of spell levels' worth of psychic spells from the victim, causing the victim to lose either prepared spells or spell slots of the appropriate levels. If it uses this ability, then for the next 24 hours, the haunted one can cast any prepared spell that was lost in this way, or any spell which the victim could have cast with one of the spell slots lost. The haunted one casts the spell as a spell-like ability. A haunted one always use Charisma to determine the saving throw DC of any spell it casts in this way, and its caster level is always consider to be 15.

Emotion Lash (Ex): As a standard action, a haunted one can lash out with emotional energy at any character within 30 feet. The target must succeed on a Will save (DC 23) or suffer 1d6 points of Charisma damage and be affected by one of the following spells, determined at random: *good hope, crushing despair, rage,* or *cause fear.* In the case of *cause fear,* the target is affected regardless of his Hit Dice.

Thought Lash (Ex): A haunted one can project its thoughts as a violent lash of energy to cause physical harm and render the target's mind ineffectual. As a standard action, the haunted one can unleash this burst of thought energy in order to inflict 5d6 points of damage to a single living creature within 30 feet The target must also succeed on a Will save or become confused for 1d4 rounds.

Thought Sense (Ex): A haunted one can sense thoughts of living creatures nearby. A haunted one is automatically aware of the exact location of any creature with an Intelligence score of 3 or higher within 30 feet of it. Any ability which would prevent a *detect thoughts* spell from functioning on the creature also blocks this effect.

Ecology

A haunted one is an undead creature created from a dead psychic caster—essentially, a corpse animated by the intense thoughts and emotions of a fallen psychic whose mental energy could not leave the body. Though these creatures resemble the psychics they were in life, and to a certain extent retain some semblance of their personalities, they are in fact separate entities, with their own goals and ambitions. A haunted one's desires are driven by unresolved emotion and rushing thoughts, causing them to act erratically, but with intense focus and fixation on often seemingly insane goals. Though driven by madness, these reanimated psychics have relatively strong mental faculties and can often get along in civilized societies as long as they don't attract too much attention to themselves. Individuals who were close to the haunted one in life typically have little trouble telling it apart from its former self, and often hire adventurers to look into the changes in their friend or family member. Unfortunately, the unrestrained thought energy which fuels the haunted one also makes it more powerful, meaning that even experienced adventurers rarely survive encounters with defensive haunted ones. Often, a haunted one who feels threatened by the investigations of concerned loved ones will seek revenge against those individuals, killing them off one by one.

Haunted ones are trapped by their fixations, which are often tied to some minor obsession of the psychic it once was. It desires nothing more than that thing, whatever it may be, but ultimately finds no satisfaction from it even in fulfillment, driving the haunted one further into madness and potential violence.

Though mad, a haunted one's ambitions are usually easy to determine owing to its intense focus on even relatively minor details. In addition to these intense focuses, haunted ones are extremely emotionally tied to objects of their fixations and can be manipulated using those ambitions and fixations. While many adventurers employ this tactic as a means to keep the haunted one from willfully (or accidently) harming others, some more nefarious individuals might use them to coax the haunted one into acting according to their purpose. Often this manipulation accomplishes the individual's agenda, but comes with great risk, as haunted ones are prone both to extreme emotional outbursts, and their callous, cunning nature makes them prone to dangerous and highly lethal overreactions.

Kindersnatch

This strange being is difficult to see, and even in bright light the details of her form are difficult to discern. She is mostly human in shape, clearly feminine, with ghostly pale skin that glows with a faint blue-green radiance. Her hair extends from her head to her feet and whips wildly about her body, though there is no breeze, and her eyes shine with an inner light.

KINDERSNATCH

CR 19

XP 204,800

CN Medium fey Init +9; Senses low-light vision; Perception +29

DEFENSE

AC 36, touch 16, flat-footed 30 (+5 Dex, +1 dodge, +20 natural) hp 210 (20d6+140); regeneration 10 (cold iron) Fort +12, Ref +17, Will +20 DR 15/cold iron; Immune death effects, disease, poison; SR 30, 35 vs. arcane and divine spells

Defensive Abilities magic shield

OFFENSE

Speed 30 ft., fly 100 ft. (good) **Melee** *wispblade* +20/20/15 (2d6+10 plus 2d6 vs. lawful/19-20) **Special Attacks** enthrall, hypnotic command, hypnotic gaze, mind shatter

STATISTICS

Str 20, Dex 20, Con 22, Int 12, Wis 22, Cha 30 Base Atk +10; CMB +15; CMD 31 Feats Ability Focus (enthrall, hypnotic gaze, mind shatter), Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Toughness Skills Bluff +33, Fly +32, Heal +26, Intimidate +30, Perception + 29, Sense Motive +29, Stealth +28 Languages Common, Elven, Sylvan

ECOLOGY

Environment any forests or swamps Organization solitary Treasure double (wispblade, other treasure) SPECIAL ABILITIES

Enthrall (Su): As a full-round action once per day, a kindersnatch can attempt to ensnare the mind of a living creature who has been under the influence of her hypnotic gaze for at least 1 minute. The target must succeed on a Will save (DC 32) or be affected as though by *dominate monster*, except that the duration is permanent, though the target is released from this effect if the kindersnatch ever dies. However, if the target is reduced to 1/10 of his maximum hit points or fewer, the effect is automatically dispelled. An enthralled target remembers nothing of the time he was enthralled.

Hypnotic Command (Su): As a standard action, a kindersnatch can force any fascinated creature within 30 feet to perform a single request as though by the spell *suggestion*, except that the fascinated creature receives no saving throw to resist this effect; however, after he performs the action, he may make a new saving throw against the fascination effect with a +4 bonus.

Hypnotic Gaze (Su): As a standard action, a kindersnatch can focus her gaze on a single living creature and attempt to hypnotize him. The target must succeed on a Will save (DC 32) or become fascinated for 1d6 minutes. Each round, the target may attempt a new Will save to resist this effect.

Mind Shatter (Su): A kindersnatch can attempt to utterly destroy a mind she has brought under her control. As a full-round action, a kindersnatch can cause a single enthralled creature within 30 feet to utterly lose his mind, immediately dispelling the enthrall effect and reducing the target's Intelligence, Wisdom, and Charisma scores to 0. The target does not naturally regain ability score points lost this way, though a *greater restoration, wish*, or *miracle* spell can restore the target to his normal mental faculties.

Magic Shield (Su): A kindersnatch is able to resist arcane and divine spells with ease and treats its spell resistance as though it were 5 higher than it actually is against these spells.

Wispblade: All kindersnatches wield powerful magical greatswords made from their own wispy hair. These weapons are considered to be +5 *speed anarchic greatswords*, though once the weapon leaves the kindersnatch's hand, it reverts to locks of hair 24 hours later.

Ecology

A kindersnatch is a particularly dangerous fey creature of incredible power, though of relatively low rank, as the fairies measure such things. It is the job of the kindersnatch to steal away mortals from their homes and lead them away to serve the fey: most often as servants, but sometimes as lovers, warriors, or even advisors. Typically, kindersnatches appear at children's windows and attempt to lure them away with honeyed words, turning to hypnosis only when their silver tongues fail them. Occasionally, however, these strange beings will be sent after or choose to go after important or greatly skilled mortals, seeking to secure their services for the fey lands. Very rarely, these extraction specialists are instead sent as assassins, as they are among the fey realms' most skilled and lethal warriors, combining expertise with blades and powerful mental magic.

Though their apparently low station baffles some scholars, it is most commonly explained away by an old legend. In this tale, the kindersnatches once held a superior position, commanding great prestige among feykind, but in the days long before the coming of mankind, the greatest of all the kindersnatches wanted more. Using her great power, she thought to enslave the mind of the mightiest queen among all fey, and through her she would rule as she wished. However, the queen's power proved far too great for the kindersnatch, and in her terrible fury she cast down the kindersnatch people and forced them all to the service of the kingdom until the end of her reign, which, according to legend, shall last until the end of the world or longer. The queen forced them to serve as guardians and as thieves, moving into mortal realms to bring her children and leave faerie babes in their place, and it is these roles the kindersnatches have traditionally maintained.

Magog

This creature is vaguely humanoid, with curled ramlike horns and pointed elf ears. Its legs end in cloven hooves, and its skin is a dark blood red. In its hand a ball of pure flame appears, and it smiles cruelly, showing its many pointed, needle-sharp teeth.

MAGOG

CR 3

XP 800 LE, NE, or CE Medium outsider (extraplanar, evil) **Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 30 (4d10+8) Fort +6, Ref +7, Will +0 Defensive Abilities fire eater; Immune sleep

OFFENSE

Speed 30 ft. Melee 2 claws +7 (1d6+3) Ranged throw flame +7 touch (3d6 fire) Special Attacks hellish rebuke, sulfur bomb

STATISTICS

Str 17, Dex 17, Con 14, Int 8, Wis 8, Cha 14 Base Atk +4; CMB +7; CMD 20 Feats Combat Reflexes, Power Attack Skills Bluff +9, Climb +10, Intimidate +9, Perception +6, Stealth +10 Languages Abyssal, Common, Infernal

ECOLOGY

Environment any **Organization** solitary, pair, or cabal (3-13) **Treasure** double

SPECIAL ABILITIES

Fire Eater (Ex): A magog is not just immune to fire, but actually derives energy from flames. Whenever a magog would suffer fire damage, it instead gains a number of temporary hit points equal to 1/2 the amount of fire damage it would have suffered. These temporary hit points last for 1 minute, and stack with other temporary hit points gained by this ability. If the magog has at least 10 temporary hit points granted by this ability, it gains a +4 enhancement bonus to its Strength and Dexterity scores.

Hellish Rebuke (Su): Magogs delight in exploiting any openings their opponents leave for them in combat. Whenever they make an attack of opportunity, they deal an additional 1d4 points of fire damage. Additionally, once per round, when a creature successfully damages a magog with a melee attack, the magog can make an attack of opportunity against the attacking creature. The magog suffers a -4 penalty on this attack.

Sulfur Bomb (Su): As a standard action, a magog can conjure and throw a tightly-packed ball of sulfur and brimstone. Treat this as a ranged touch attack with a range increment of 15 feet, and a maximum range of 120 feet. If the attack hits, the ball of sulfur explodes, filling the target's square with choking fumes. This provides that character with concealment (20% miss chance), but also gives all other creatures concealment from him, unless he can see in smoke or similar conditions. Further, the target must succeed on a Fortitude save (DC 14) or be nauseated for 1 round. The nausea is a poison effect. The saving throw DC is Charismabased.

Throw Flame (Su): A magog can conjure a ball of flames in its hand and throw it as a single standard action. Treat this as a ranged touch attack with a range increment of 15 feet, and a maximum range of 120 feet. If the attack hits, it deals 3d6 points of fire damage to the target.

Ecology

As their name implies, magogs are closely related to gogs, and are also a race of fiendish, vaguely imp-like creatures. Many assume that magogs are a completely separate race from gogs, and envision the relationship between gogs and magogs as being similar to the relationship between goblins and hobgoblins or bugbears, but the truth of the matter is somewhat more complex.

At some point in their past, all magogs were once gogs. Magogs are not born directly, and they cannot reproduce. Instead, some gogs will spontaneously transform into magogs, becoming taller and leaner, losing their vestigial wings, and darkening their skin tone (magog skin colors range from bright red to dark purple or sometimes even black, as opposed to gogs, whose skin tones range from yellow to red). Exactly what causes this transformation is unknown. Many gogs believe that it is a curse inflicted by the extensive pantheon of dark gods and demonic princes that their race claims to worship, which is inflicted upon those who are untrue in their devotions. If this were accurate, there would be almost no gogs, but it remains possible that this fate is reserved for the worst offenders. Others believe that transforming into a magog is the natural end of a gog's lifespan, rather than dying of old age, and still others claim that the change requires an infusion of dark energies.

Whatever the case, magogs and gogs get along very poorly, with gogs viewing their larger cousins as stupid and brutish, and magogs seeing the smaller gogs as weak and puny. Despite the great racial tension between these two groups, gogs and magogs are almost exclusively found in each other's company, with whichever group is more numerous harshly oppressing the less numerous group. Interesting contrasts exist in how this oppression is carried out, with magogs preferring brutal enslavement, often enforced through martial might. Whips are often carried by the magogs to beat the gogs whenever they displease them, and gogs are often forced into labor roles or as slave warriors in small magog armies. Gogs, on the other hand, use a variety of cleverly constructed and highly unfair laws (backed up by harsh punishments and superior numbers) which conveniently force the magogs into whatever role the gogs feel them best suited for, usually menial labor and to serve as shock troops in gog warbands.

Despite the poor social conditions, magogs and gogs form very effective teams, and their combined might is often enough to keep enemies at bay so that the dominant group can live in peace, causing some to worry of what might happen if the gogs and magogs were to willingly team up.

Mimic Gel

What at first appeared to be a man suddenly coalesces into a roiling, grey-purple goo that stretches and strains its amorphous form, trying to gain a humanoid shape.

MIMIC GEL

XP 1,600 N Medium ooze **Init** -4; **Senses** blindsight 100 ft., Perception +1

DEFENSE

AC 6, touch 6, flat-footed 6 (-4 Dex) hp 73 (7d8+42) Fort +8, Ref -2, Will +3 Defensive Abilities mindless; Immune ooze traits

OFFENSE

Speed 30 ft., swim 10 ft., climb 10 ft. **Melee** slam +9 (1d6+4 plus 1d6 acid damage) **Special Attacks** acid, digest, mimic food

STATISTICS

Str 18, **Dex** 3, **Con** 22, **Int** —, **Wis** 12, **Cha** 10 **Base Atk** +5; **CMB** +9; **CMD** 15

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Acid (Ex): A mimic gel's natural attacks deal an additional 1d6 points of acid damage. Additionally, while mimicking another creature, all attacks made by the mimic gel deal an additional 1d6 points of acid damage. A mimic gel's acid deals double damage to objects and ignores hardness of 10 or less.

Digest (Su): A mimic gel's acid is comprised of special digestive enzymes which are highly adapted to destroying flesh and incorporating it into the mimic gel. As a standard action, a mimic gel can destroy a corpse, as well as any nonmagical gear or equipment worn by the corpse, and absorb the nutrients contained therein. Magical gear and equipment may also be destroyed, but such items are allowed a Fortitude save (DC 19) to resist the effect. Bodies or objects which are immune to acid or which have at least 10 points of acid resistance are immune to this effect. Because of the supernatural nature of the mimic gel's digestive process, if it is slain, any creature or object destroyed by mimic gel's digest ability within the last 24 hours is expelled from the mimic gel's remains.

Mimic Food (Ex): As a swift action, a mimic gel can assume the form of any creature it has destroyed with its digest special ability within the last 24 hours. The mimic gel becomes a perfect physical copy of that destroyed creature, and may choose to use any of the assumed form's physical ability scores, or keep its own if they are higher, for the duration of its transformation. While the mimic gel also replicates the target's worn or held gear at the time of the target's destruction, all gear created in this way is actually part of the mimic gel's body and does not retain any of its actual properties. While transformed in this way, a mimic gel has an Intelligence score of 6 and gains any feats and skill ranks (modified by the mimic gel's ability scores) that the target possessed. The mimic gel is able to use any special attacks of the form it assumes, including spellcasting, though it cannot regain new spells once it expends the target's prepared spells or spell slots. A mimic gel gains any special defenses of the new form (though not those granted by magic or equipment). So long as it is transformed in this way, the mimic gel loses the ability to assume the form of a creature it has slain with its digest special ability. A mimic gel can retain its altered shape in this way for up to 24 hours before it is forced to return to its natural state.

Ecology

CR 5

Mimic gels are strange creatures whose origins are shrouded in mystery. Some scholars insist that they are the nefarious creations of doppelgangers, owing to their unique skill set, though others claim them to be alien in origin, entering the world from the depths of the void. Still others believe them to be a natural mutilation or some form of evolved mimic. Whatever the case, the mimic gel is a deadly and cunning predator, especially after having assumed the form of a living creature, increasing its intellect. Due to the fact that a mimic gel gains an intellect when it assumes the form of a creature it has slain, many become addicted to the idea of personality and intelligence and use this ability more often than they have to in order to preserve that feeling. Mimic gels favor intelligent humanoid prey, though the reasons for this are unclear as they receive many of the same benefits regardless of what kind of creature they consume.

Mimic gels with an intellect often gain some joy in pretending to be the creature whose form they have assumed, delighting in tricking their victim's friends and family into believing that the mimic gel is their compatriot. Often, mimic gels addicted to the feeling will also use this approach to get close to a new victim, slowly working their way through all the relationships of their original victim and the relationships of their subsequent victims. Because of the temporary nature of its shapechanging, these mimic gels must pile up victims, and such patterns of death often attract adventurers looking for doppleganger activity.

While for the most part people tend to view this behavior as evil, few mimic gels see it that way, instead viewing it as a natural part of their lives, though, owing to the temporary and fleeting nature of their intellects, few mimic gels really spend a lot of time thinking about the philosophical implications of their lifestyle, choosing instead to embrace their natures and look out for themselves. Mimic gels who are caught in the act and confronted about the morality of what they do often express rage and frustration, and either go on the attack or return to their natural ooze state and the blissfulness of mindlessness until the problem goes away.

While mimic gels generally prefer intelligent prey, some who long to retain their intellect instead take extreme measures, establishing small communities in places with abundant animal life and frequently living on in secret as intelligent lizards, mice, or insects. Such communities are guarded and tend to be unwelcoming of outsiders, feeling they won't understand the mimic gels and will attempt to destroy them.

Nesserion

This strange creature seems in most ways to resemble a tall, pale-skinned human male, except that where a human has normal hands, this monster has a pair of clenched and mummified monkey's hands.

NESSERION

CR 9

XP 6,400 CE Medium outsider (extraplanar) **Init** +6; **Senses** low-light vision; Perception +21

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural) hp 114 (12d10+48) Fort +12, Ref +10, Will +6

OFFENSE

Speed 30 ft.

Melee 2 claws +17 (1d8+4)

Special Attacks curse armor, curse weapon, ensoul item

STATISTICS

Str 18, Dex 14, Con 18, Int 10, Wis 14, Cha 24 Base Atk +12; CMB +16; CMD 28

Feats Ability Focus (curse armor, curse weapon), Alertness, Improved Initiative, Improved Natural Armor, Weapon Focus (claw)

Skills Knowledge (arcana) +15, Knowledge (planes) +15, Knowledge (religion) +15, Spellcraft +15, Perception +21, Sense Motive +21

Languages Common, truespeech

ECOLOGY Environment any Organization solitary Treasure standard SPECIAL ABILITIES

Curse Armor (Su): A nesserion's dark magic allows it to turn any armor against its wearer, rendering the armor more of a hindrance than a help. As a standard action, a nesserion can curse any armor within 30 feet. This causes magic armor to lose its enhancement bonus to AC and instead impose a penalty equal to that enhancement bonus to its wearer's AC, as well as increasing the armor's skill check penalty by an amount equal to that enhancement bonus. Nonmagical armor imposes a -4 penalty to AC and increases the skill check penalty by -4. Armor targeted by this ability may attempt a Will save (DC 25) to negate this effect. Armor affected by this ability remains cursed until the nesserion is slain, or until a *remove curse* spell or more powerful magic is cast upon the armor.

Curse Weapon (Su): A nesserion can turn its curse against a weapon to turn it to useless scrap. As a standard action, the nesserion can turns its magic against a weapon within 30 feet. If the targeted weapon is magical, it loses its enhancement bonus (if any) to attack and damage rolls, and instead imposes a penalty to attack and damage rolls equal to its usual enhancement bonus. A nonmagical weapon gains the broken condition. In either case, a weapon affected by this ability sticks to the hand of its wielder and requires a successful DC 20 Strength check, made as a full-round action, to remove the weapon.

Ensoul Item (Su): A nesserion can possess an item, vanishing bodily into an unattended item, which gains powers as an intelligent item for as long as the nesserion possesses it. An item possessed in this way becomes intelligent, using the nesserion's Intelligence, Wisdom, and Charisma scores, as well gaining the nesserion's skill ranks, and it also it gains senses to 120 feet and telepathy 100 feet. The item gains an ego score of 19 and may use the nesserion's curse weapon and curse armor special abilities. In addition, the nesserion gains the ability to increase or decrease the enhancement bonus of a weapon or armor affected by this ability by 4; an opposed Charisma check is required to change the enhancement bonus of a worn or wielded item. Finally, the item gains an additional dally use of any of its abilities that can be used a certain number of times per day while it is possessed by an nesserion.

Additionally, once per year, the possessed item may grant a wish to a character that touches the item. These wishes almost always go bad for the wisher, and a character wishing on an ensouled item must succeed on an opposed Charisma check in order to avoid having the nesserion horribly twist the wish. A creature can only be granted a wish by a particular nesserion once in that creature's lifetime.

Ecology

A nesserion is an outsider hailing from a dimension which is almost exactly like the Material Plane, but where all items have magical properties. The nesserions are the masters of this strange and wondrous reality, having achieved dominance by their ability to understand and manipulate magical effects on items. Nesserions possess many magical and occult secrets, especially relating to the magical items and curses with which they have worked extensively. Nesserions enter the Material Plane through cursed mirrors and other portals, and typically seek to curse items or ensoul them in order to tempt mortals into making use of malign powers, eventually destroying themselves and others. The ultimate goals of the nesserion are unclear to mortal scholars; however, some suggest that they mean to rule the Material Plane as they do their own twisted dimension, and that every subtle act of evil secretly serves some grand purpose.

According the nesserion lore, the Material Plane is home to a number of seemingly cursed objects of incredible power and mysterious purpose, which, if obtained and returned to their strange realm, will make the nesserions even greater and more dangerous than they currently are. Nesserions thus seek out these seemingly innocuous items with great and often deadly fervor. Even the nesserions themselves seem unsure of the exact number, nature, and power of these items, and their search is almost compulsive.

Oni, Bottle Oni

This creature resembles a white ape, larger than a man, with the face of a human being. Its unshaven face is a bright red color, deepening to a burgundy at the cheeks, and its bright blue eyes shine with the light of far too much drink.

BOTTLE ONI

CR 12

XP 19,200 CE Large outsider (native) Init +8; Senses low-light vision; Perception -2

DEFENSE

AC 26, touch 13, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, -1 size)

hp 147 (14d10+70); **Regeneration** 10 (fire or acid) **Fort** +14, **Ref** +13, **Will** +4; +2 vs. mind-affecting effects **Defensive Abilities** drunk mind

OFFENSE

Speed 50 ft.

Melee 2 claws +20 (1d8+7) and tail slap +15 (1d8+3 plus grab)
Ranged fur shuriken +17/+12/+7 (1d6+7)
Space 10 ft.; Reach 10 ft.
Special Attacks constrict (1d8+7), kiss of drunkenness, rend (2 claws, 1d8+10), touch of intoxication, transmute liquid
Spell-Like Abilities (CL 15th; concentration +22) Constant—freedom of movement

2/day—confusion (DC 21), slow poison 1/day—heroes' feast, irresistible dance (DC 25) 1/year—wish

STATISTICS

Str 24, Dex 18, Con 20, Int 10, Wis 6, Cha 24 Base Atk +14; CMB +22; CMD 37 Feats Dodge, Improved Initiative, Improved Natural Attack (claw), Iron Will, Mobility, Power Attack, Stealthy Skills Acrobatics +21, Bluff +24, Climb +24, Intimidate +24, Sleight of Hand +21, Stealth +21 Languages Auran, Common, Giant SQ bottle-locked, change shape (Medium or Large humanoids, *alter self*)

ECOLOGY

Environment any hills, mountains, or urban Organization solitary Treasure standard

SPECIAL ABILITIES

Bottle-Locked (Su): A bottle oni is bound to a single bottle of liquor, which he is normally imprisoned in, and to which he returns when slain. These special liquor bottles always contain high quality alcohol and the bottle oni's presence in the bottle causes strange and hideous sigils and runes to appear upon the surface of the glass, allowing it to be identified with a DC 15 Knowledge (arcana) or Knowledge (planes) check. As long as the bottle a bottle oni is imprisoned in remains closed, the bottle oni is trapped inside, unable to affect the material world. Once the bottle is opened, the bottle oni is required to grant the wish of whoever frees it, provided he is able to do so; if the bottle oni does not have a use of his wish spell-like ability available, he must serve whoever holds the bottle until he regains the use of his wish spell-like ability. Once the wish is granted, the bottle oni is free to do as he pleases, which usually includes killing the wisher and wreaking havoc.

A bottle oni is particularly difficult to kill, as its spirit is bound to the bottle. Once destroyed, the remains of a bottle oni transform into a clear liquid (unless utterly destroyed, such as with a *disintegrate* spell) and vanish within 1d4 minutes of its death, returning to the special bottle of liquor to which he is bound, where he recovers. When a bottle oni returns to his bottle, the bottle becomes sealed with a waxen cap and filled with delicious, high quality liquor. After 1 week of resting in his bottle, the bottle oni is strong enough to escape his prison and can return to the material world as soon as the bottle is opened once again. A bottle oni can only be permanently slain by first consuming all the liquor within his bottle, and then feeding the bottle oni pure water from the bottle before its spirit has a chance to return to the bottle.

Change Shape (Sp): A bottle oni's change shape ability functions like *alter self*, except that it has a permanent duration. Additionally, drunk creatures can see the bottle oni's true form even while he is transformed using his change shape ability.

Drunk Mind (Su): As a spirit of alcohol, the bottle oni is constantly drunk, and thus is difficult to affect with abilities which attack its mind. A bottle oni receives a +2 bonus on Will saves against mind-affecting effects, and may roll twice and take the higher result when saving against mind-affecting spells and spell-like abilities (though not other mind-affecting effects).

Fur Shuriken (Ex): As a standard action, the bottle oni can create 25 shuriken from its fur, which function as standard, non-magical shuriken. The bottle oni can use this ability up to 3 times per day.

Kiss of Drunkenness (Su): A bottle oni can kiss a humanoid creature to fill the target with a lasting sense of intoxication. To kiss an unwilling creature, the bottle oni must make a touch attack which provokes attacks of opportunity. Once kissed, a humanoid creature must succeed on a Fortitude save (DC 24) or become physically drunk, gaining the sickened condition. If the target fails the save, he must then succeed on a secondary Will save (DC 24) or become disoriented, causing the affected character to suffer a -4 penalty on Intelligence, Wisdom, and Charismabased skills, and to act as though confused during stressful situations such as combat (though the target may attempt a new Will save at the same DC at the end of each round during stressful situations in order to suppress this effect for 1 minute). These effects persist for 1 week, or until the bottle oni is slain or imprisoned.

Touch of Intoxication (Ex): A bottle oni's claws are tipped with a potent alcohol-like venom. Creatures damaged by the bottle oni's claw attack must succeed on a saving throw (DC 22) or become staggered for 1 round.

Transmute Liquid (Su): Once per day, a bottle oni's magical nature allows him to touch any single body of liquid, up to 1,000 gallons, in order to transform it into an alcoholic version of itself. The liquid retains its normal properties, but becomes the equivalent of strong spirits when consumed.

Ecology

Bottle oni are malevolent and chaotic spirits of alcohol which are given strength and form by violent acts of passion enabled by excessive consumption of alcohol, or by deadly accidents involving drinking. While a bottle oni's true form is hideous to behold, they often use their shapechanging powers to assume the form of comely humans in order to walk among mortals and lure good people into harm. Those who are in the grips of drink can see the bottle oni's true form, but are rarely believed by sober authority figures. Due to their chaotic and malevolent natures, it is the bottle oni's aim to cause as much active destruction as possible for as long as he has the opportunity to do so. The bottle oni prefers to cause calamity and arrange elaborate and improbable accidents for people, rather than to act directly against others and reveal themselves. Occasionally, bottle oni encourage acts of violence and mayhem in evil-aligned revelers or collaborate with wicked men and monsters in the grip of drink, offering them power and aid in exchange for help in wrongdoings.

Luckily, most bottle oni are forever imprisoned in a bottle of fine liquor, easily recognized for what it is and thus easily contained. However, owing to the fact that bottle oni are known to grant wishes, they are occasionally freed from their prisons and so allowed to wreak havoc on the world around them. While bottle oni are beholden to grant the wish of the individual who frees them, they nearly always grant wishes in ways which have disastrous, unintended consequences, or which are unsatisfying for the wisher or are otherwise amusing to the bottle oni. Still, many occultists find the bottle oni's complete lack of required negotiation refreshing, and many desperate people still turn to bottle oni in the hopes that they somehow escape the consequences of what the bottle oni will bring.

While bottle oni are incapable of destroying the bottles in which they are imprisoned, many attempt to lure mortals into doing so in a misguided belief that this can save the bottle oni from permanent death and the trappings of the bottle. In reality, a bottle oni's bottle cannot be permanently destroyed without first slaying the bottle oni. It is, in fact, the bottle oni's own soul essence that ensures this, in effect making the bottle oni its own prison. A bottle destroyed by the bottle oni's followers or companions reforms in the hands of the nearest non-evil living creature, and its spirit is once again trapped inside.

Though obsessed with causing mayhem and wreaking havoc, bottle oni often become bored in short periods of time, causing them to seek out other means of entertaining themselves. Being in a constant state of drunkeness and incapable of being further impaired by alcohol, bottle oni often challenge mortals to drinking contests with dangerous and destructive stakes. Occasionally, a bottle oni will reward characters who last a particularly long time in a drinking contest against it, impressed with their fortitude. The bottle oni may forgive whatever stakes it wagered and offer the drinker a reward, ranging from a fine bottle of liquor (possibly even its own) to a wish. Stories of this kind are far more common than the reality, causing many foolish mortals to enter a dangerous game with a powerful outsider, much to their later regret.

There are two known rituals which are useful when dealing with bottle oni. The first, and most useful, ritual involves trapping the oni back in the bottle. While this ritual is ideally performed using the bottle oni's original bottle, it can be performed using any high quality bottle of liquor worth at 100 gp. To perform the ritual, one must pour half the liquor into a clean river under the light of a moon. The ritual will only succeed if at least a half moon is visible in the sky, though a full moon is considered traditional. The bottle must then be filled to full again using equal parts tears form a sober man and tears from an intoxicated woman (or vice versa). Then the bottle must be brought to the bottle oni. If the bottle oni drinks from the bottle, he becomes immediately trapped and imprisoned (if a new bottle was used, it immediately becomes the new bottle the bottle oni is bound to, rendering the previous bottle mundane). Even if the bottle oni does not drink from the bottle, the ritual can still be effective, though the process is more risky. The bottle must be uncorked or unstopped and held by a sober individual of good alignment. Then, while the bottle oni is within 30 feet, the holder of the bottle must specifically forgive the bottle oni for one specific wrong it had committed; if the wrong was committed against the holder, the bottle oni is unable to act against him while he recites the specifics of the bottle oni's grievance and offers his forgiveness. Otherwise, the bottle oni is free to act during the recitation, though few choose to do so. The bottle oni must then attempt a Will save (DC 10 + 1/2 the holder's Hit Dice + the holder's Charisma modifier). If the save is a failure, the bottle oni becomes trapped inside the bottle, but if the bottle oni succeeds its saving throw, the bottle is shattered and the ritual fails. The bottle oni suffers a -2 penalty on its saving throw if the wrong expressed was against the individual holding the bottle.

The second known ritual concerning bottle oni involves the creation of one of these creatures, but untainted by evil or malice. Though these spirits are abhorred by natural bottle oni, these sanctified bottle oni are often sought after by individuals who wish to stir up a little trouble, but without causing true harm. A sanctified bottle oni is almost identical to a true bottle oni, but is Chaotic Neutral instead of Chaotic Evil and prefers to test humanoids and play nonmalicious, if not necessarily harmless, pranks on drinkers. Unlike true bottle oni, sanctified bottle oni cannot grant wishes, though they are most often created by occultists who incorrectly believe that they can, and so these spirts are often cast out as disappointments. Other common creators include fey princes, and mystics who wish to teach drinkers a lesson about the possible dangers of revelry.

In contrast to a true bottle oni, sanctified bottle oni are under no obligation to grant the requests of those that free them, though they do usually offer some sort of reward, often in the form of fantastic drink or some other simple service the character freeing them requests. From there, sanctified bottle oni usually travel the world, challenging others to contests of drink and skill, or playing dangerous pranks on drinkers. They are especially fond of convincing others to drink and revel, though this is often frowned upon by their creators.

To create a sanctified bottle oni, one must mix the blood of a crow, a hair from a foo dog, and human saliva with a strong spirit worth at least 100 gp. The spirits must then be shared among 6 strangers, who must consume the entire bottle at a table without pausing or getting up. If all 6 strangers become intoxicated from consuming the liquor, then the next morning at that same table will be a bottle containing the sanctified bottle oni. A bottle containing a sanctified bottle oni is almost identical to one containing a true bottle oni, and a DC 25 Knowledge (arcana check) is required to tell the difference between the two.

Rakshasa, Meghanada

This creature resembles a four-armed, headless giant with bright blue skin. Closer examination reveals a single large eyeball on the back of each of its massive hands, and that atop its shoulders, at what would normally be the base of its neck, is a gaping maw that extends directly downward, filled with rows and rows of needle-like teeth.

MEGHANADA

CR 18

XP 153,600 NE Huge outsider (evil, native, rakshasa) **Init -2; Senses** darkvision 60 ft.; Perception +31

DEFENSE

AC 29, touch 4, flat-footed 29 (-4 Dex, +25 natural, -2 size) hp 325 (26d10+182)

Fort +21, Ref +8, Will +22

DR 20/good and piercing; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 33

OFFENSE

Speed 30 ft.

Melee 4 slams +32 (2d8+10/19-20)

Special Attacks *detect thoughts* (DC 27), maw (10d6 slashing damage plus 10d6 acid damage, AC 22, 32 hp), sap strength, windmill slam

Sorcerer Spells Known (CL 10, concentration +14)

5th (3/day)—interposing hand

4th (6/day)—mass reduce person (DC 18), stoneskin

3rd (7/day)—fly, haste, slow (DC 17)

2nd (7/day)—bear's endurance, bull's strength, protection from arrows, resist energy

1st (7/day)—enlarge person, jump, reduce person (DC 15), true strike, vocal alteration^{UM}

o (at will)—dancing lights, daze, detect magic, detect poison, ghost sound (DC 14), light, mending, read magic, resistance

STATISTICS

Str 30, Dex 6, Con 22, Int 8, Wis 20, Cha 18

Base Atk +26; **CMB** +38 (+42 bull rush or sunder); **CMD** 44 (46 vs. bull rush or sunder)

Feats Awesome Blow, Greater Bull Rush, Greater Grapple, Greater Sunder, Improved Bull Rush, Improved Critical (slam), Improved Grapple, Improved Sunder, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +25, Bluff +8, Disguise +12, Fly +21, Intimidate +44, Perception +34, Swim +39; Racial Modifiers +4 Bluff, +8 Disguise

SQ change shape (any humanoid; *alter self* or *giant form II*), clumsy

ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Clumsy (Ex): A meghanada is particularly clumsy and awkward in its movement. A meghanada applies its Dexterity penalty to its attack rolls, and applies twice its Dexterity penalty to its AC, CMD, and Dexterity-based skill checks. If the meghanada gains a positive Dexterity modifier, this ability does not apply until its Dexterity modifier becomes negative again.

Maw (Ex): A meghanada has a gaping, toothy maw, which is large enough that a creature that is dropped into it can be swallowed whole. This functions identically to the swallow whole universal monster ability, except that the meghanada does not need to begin its turn with an opponent grappled in its mouth, it merely needs to begin its turn in control of the grapple.

Sap Strength (Su): As a standard action, a meghanada can drain the strength from nearby living creatures, weakening them and strengthening itself. Each living creature within 30 feet must succeed on a Fortitude save (DC 27) or suffer 1d4 points of Strength damage. For every 10 points of Strength damage inflicted in this way, the meghanada gains a +2 enhancement bonus to its Strength score, which lasts for 1 minute. A meghanada must wait 1 minute between uses of this ability.

Windmill Slam (Ex): As a full-round action that provokes attacks of opportunity, a meghanada can spin its body around with its arms outstretched, savagely beating all creatures within its reach. The meghanada makes a full attack, and applies the result of each attack roll to each creature within reach (it rolls damage once for each attack and applies that damage to each creature hit by that attack). After using this ability, the meghanada falls prone in its space, and is sickened for 2d4 rounds.

Ecology

Meghanada rakshasas are born from mortal souls that are obsessed with their own physical perfection, and which are unable to release their attachments to their bodies after death. This obsession with physical fitness and bodily perfection carries over into the meghanada as well: the humanoid parts of a meghanada are always flawlesslysculpted examples of idealized human physique, and these creatures spend a great deal of their time engaging in improving their physical condition. Though they adhere roughly to the caste system shared by all rakshasa, meghanada believe chiefly in the virtue of strength, and the discipline to endure pain and physical discomfort. Those who can best these creatures in contests of strength, or demonstrate great fortitude and stoicism, are sure to earn their grudging respect, and may be able to convince the meghanada to render them with simple aid.

Of course, meghanada are more than simple bodybuilders, and as much as they respect those of great physique, they also secretly resent and hate them, and want to steal their physical prowess for themselves. If able, they will not hesitate to devour such an individual, and they claim that by doing so they are able to absorb the eaten creature's strength.

Being obsessed more with physical might and power than social might and power, meghanada rakshasa typically interact much more rarely with humanoid society, and many become hermits that train constantly in remote locations. Some, however, serve in the employ of greater rakshasa (such as maharajas), acting as enforcers. They are favored in this role for being somewhat less cunning than other rakshasa.

Skittering Worm Beast

Crashing out of a stone wall is this horrifying insectile monstrosity, with the smooth, segmented body of a worm supported by a dozen grasshopper's legs which stick out at all angles, allowing the creature to easily walk on the floor or ceiling of a tunnel. The worst thing about this beast is its mouth: a ring of spikes and sharp, serrated bones which opens and closes from its eyeless head.

SKITTERING WORM BEAST

CR 13

XP 25,600

N Gargantuan vermin Init +0; Senses blindsight 120 ft.; Perception +0

DEFENSE

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size) hp 217 (15d8+150) Fort +19; Ref +5; Will +5 Defensive Abilities mitotic recovery; Immune mindaffecting effects

OFFENSE

Speed 60 ft.; burrow 60 ft.; climb 30 ft.
Melee bite +21 (3d6+14) plus grab and slam +21 (2d6+14)
Space 20 ft.; Reach 20 ft.
Special Attacks slashing constriction, smash stone, swallow

whole (2d6 acid damage plus 3d6 slashing damage, AC 8, 22 hp), trample (2d6+21, DC 29)

STATISTICS

Str 38, **Dex** 10, **Con** 30, **Int** —, **Wis** 10, **Cha** 1 **Base Atk** +11; **CMB** +29; **CMD** 39 **SQ** exceptional burrower, skitter

ECOLOGY

Environment any underground Organization solitary Treasure incidental

SPECIAL ABILITIES

Exceptional Burrower (Ex): A skittering worm beast is a master of moving through the earth, easily boring through rocks, hard minerals, and metal to reach its destination. A skittering worm beast can travel through materials of any hardness while burrowing.

Mitotic Recovery (Ex): A skittering worm beast is exceptionally difficult to kill and it can regenerate from its remains, actually resulting in the creation of more skittering worm beasts from the remains of the first. A dead skittering worm beast returns to life as two skittering worm beasts 1d4 minutes after its death, unless at least 50 points of acid or fire damage is dealt to the corpse. The newly formed skittering worm beasts have half their maximum hit points and lose this ability for 24 hours; thus, killing a skittering worm beast during this time results in its permanent death.

Skitter (Ex): A skittering worm beast can propel itself along with its tiny legs at incredible speed. Once per round, as a swift action, a skittering worm beast can move up to its movement speed.

Slashing Constriction (Ex): A skittering worm beast possesses the ability to contract its deadly, razor-lined innards in order to devastate characters it has swallowed. As a standard action, a skittering worm beast can deal 6d6 points of slashing damage to each character it is grappling or which it has swallowed.

Smash Stone (Ex): A skittering worm beast is able to use its extreme bulk and great strength to blast through even strong masonry, shattering it and possibly causing it to collapse. As a full-round action, a skittering worm beast may attempt a DC 20 Strength check in order to instantly destroy any unattended non-magical object with hardness less than 20. This ability can destroy objects of up to Huge size, or a single 15-foot cube section of a larger object or structure.

Ecology

Skittering worm beasts are massive subterranean insects which normally live in the depths of rocky worlds, rarely coming to the surface. While skittering worm beasts can go for months without food or water, they have a great appetite which drives them to constantly seek out new sources of food. While skittering worm beasts tend to subsist largely on a diet of other subterranean creatures, from small insects to large creatures of a more magical persuasion, occasionally a skittering worm beast will find its way into a cave or dungeon and plunder it of all the edible creatures it can find. As skittering worm beasts are driven by an intense mindless hunger, they have no instinct for self-preservation and will always fight to the death unless magically compelled to do otherwise.

Very rarely, a skittering worm beast will make it to the surface, at which point the massive vermin will kill and devour everything in sight, from animals to plants, having a devastating effect on the ecosystem. Very few living organisms are safe from the might of a skittering worm beast, with only large, extremely powerful land creatures, as well as creatures who can fly, being able to deal with one easily. Even trees, bushes, and other forest plants which are indigestible to the beast are not safe, as its writhing and twisting form inflicts devastating destruction during its rampages. Evidence of its destructive presence often lingers long after the creature eventually meets its end, perhaps at the hands of a marauding dragon, a pack of hungry dinosaurs, or a band of mighty heroes.

Apart from the intervention of those few beings capable of actually killing a skittering worm beast, very little can contain the creature. The only natural phenomenon they flee from is water, which they find extremely uncomfortable and avoid at all costs, deriving their hydration exclusively from their food. A river or lake provides a significant barrier for the beasts, often keeping escaped skittering worm beasts from destroying whole kingdoms. Rain drives them mad, causing them to twist and thrash in a panic, and to seek refuge underground as soon as it can. When confronted with large amounts of water, skittering worm beasts leave behind even lush food opportunities as they flee as fast as possible from the hated substance. Curiously, the skittering worm beast's physiology is quite well adapted for wet conditions, leading some to wonder why they hate the stuff so. Skittering worm beasts have no natural predators and can live for hundreds of years, eventually reaching sizes of over 30 feet long and weighing as much as 20 tons.

Voice of Peace

Though clearly otherworldly, the creature before you is dressed as a vagabond and has a kind face with a childlike innocence and wise piercing eyes.

VOICE OF PEACE

CR 6

XP 2,400 NG Medium outsider (extraplanar, good) Init +0; Senses low-light vision; Perception +15 Aura aura of mercy (10-ft. radius)

DEFENSE

AC 20, touch 15, flat-footed 20 (+5 deflection, +5 natural) hp 80 (7d10+42) Fort +7, Ref +5, Will +10 Defensive Abilities armor of peace

OFFENSE

Speed 30 ft.

Melee +3 quarterstaff +10/+5 (1d6+3)

Special Attacks peaceful mist, touch of calm, touch of shelter

Spell-like Abilities (CL 11th, concentration +16)

At Will—sanctuary (DC 16). suggestion (DC 18), undeath to death (DC 21)

STATISTICS

Str 10, Dex 10, Con 20, Int 10, Wis 20, Cha 20 Base Atk +7; CMB +7; CMD 22 (can't be tripped) Feats Lightning Reflexes, Persuasive, Skill Focus (Diplomacy), Toughness Skills Diplomacy +20, Heal +15, Intimidate +7, Knowledge

(local) +10, Knowledge (planes) +10, Perception +15, Sense Motive +15

Languages Celestial, Common

ECOLOGY

Environment any **Organization** solitary **Treasure** standard (+3 *quarterstaff*, other treasure)

SPECIAL ABILITIES

Armor of Peace (Su): A voice of peace is surrounded by a tangible force of non-conflict which protects him from harm, granting him a deflection bonus to AC equal to his Wisdom modifier.

Aura of Mercy (Su): A voice of peace is surrounded by a magical aura that makes it difficult to do lasting harm in his presence. All damage dealt within the aura's area is nonlethal damage, except for damage dealt by cold iron weapons, *unholy* weapons, or spells with the evil descriptor.

Peaceful Mist (Su): As a standard action, a voice of peace can create a dense cloud-like mist which instills peaceful suggestibility in those who breathe it in. This ability functions similarly to the spell *fog cloud*, except that the voice of peace can see through the cloud without difficulty and all characters within the cloud suffer a -3 penalty on all Will saves made to resist the voice of peace's *suggestion* spell (so long as the *suggestion* is non-violent). A voice of peace can use this ability 3 times per day.

Touch of Calm (Su): As a standard action, a voice of peace may attempt a melee touch attack (+7 bonus to touch) in order to cause an intense sense of calm to overcome a living creature. If the touched creature was affected by a rage or bloodrage, that effect immediately ends, and any emotion spells currently affecting the target are dispelled. Additionally, the target must succeed on a DC 19 Will save or be unable to attack or cast spells. Each round, the target may attempt a new saving throw as a standard action. This is a mind-affecting effect. A character that succeeds on his saving throw is immune to this effect for 24 hours.

Touch of Shelter (Su): As a standard action, a voice of peace may touch a willing creature in order to shelter him. For 1 minute, or until the touched creature makes a hostile action (such as making an attack or casting a spell which deals damage or has a saving throw entry denoted as other than harmless), the target gains a +4 bonus to his AC and to all saving throws, and a +8 bonus on Diplomacy checks made during that time.

Ecology

A voice of peace is a living embodiment of peace and goodwill towards all living creatures. Though of heavenly origin, voices of peace spend little time in the outer planes, preferring instead to wander the worlds of mortal men and women, helping those in need and spreading their philosophy of peace and mercy through kind words and stalwart example. Though the voice of peace is a great champion for the good in people, he is also a great opponent of evil, though he will often encourage overcoming wickedness not through strength of arms, but through strength of will, free exchange of ideas, and a genuine commitment to something stronger than any individual. Of course, the villains of the world often view such peaceful displays with disdain and attempt to use force to put a stop to such resistance, requiring the voice of peace to use his powers to force a more peaceful resolution.

Though they loathe conflict, occasionally a voice of peace is required to fight either to defend his ideals, or to protect those he has championed. Even in the heat of battle, a voice of peace refuses to do harm to any living creature, instead using his magical and supernatural abilities to compel his foes to see reason and give up the fight, perhaps winning them as converts to his cause in the process. Against undead creatures, however, voices of peace show no mercy, destroying unintelligent undead and those intelligent undead that refuse to see reason without hesitation. Constructs and other automatons often pose a serious risk to the voice of peace, whose abilities are ineffectual against such creatures. Consequently, a voice of peace expecting resistance from such foes will often seek out the aid of good-aligned adventurers willing to pursue the cause of peace and serve the greater good of all peoples.

A character who never commits a violent act without first exhausting all other options and who seeks to stop hatred and conflict may attract the attention of a voice of peace, as may champions of good who follow a violent path, causing the voice of peace to give such characters a stern reminder of what love and justice really mean.

Angry Dead

Angry dead are violent undead creatures trapped in eternal anger and bound by an endless and unquenchable rage that consumes all they do. Driven by this intense emotion, angry dead are among the most dangerous of undead creatures and are sure to be in a foul mood.

Creating an Angry Dead

"Angry dead" is an inherited template that can be added to any undead creature. An angry dead retains all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as the base creature +1.

Speed: An angry dead's base land speed increases by 10 feet. If it does not have a land speed (such as incorporeal undead), one of its other movement speeds is increased by 10 feet, instead.

Special Attacks: An angry dead retains all the special attacks of the base creature, and also gains the following special attacks.

Intimidating Strike (Ex): An angry dead strikes its foes with incredible force and savagery, the terror of which can often defeat foes even before the lethal blow is struck. Whenever the angry dead damages a creature, it can make an Intimidate check as a free action against the damaged creature to demoralize him. Additionally, whenever the angry dead kills a living creature with a melee attack, it can make an Intimidate check as a free action against a living creature within 30 feet, to attempt to demoralize him. In either case, the angry dead cannot make more than one Intimidate check as a free action against any given creature in this way in a 24-hour period.

Vengeful Strike (Ex): Once per round, when an angry dead is damaged by a melee attack, it can expend its attack of opportunity for the round to make a single melee attack against the creature that damaged it.

Special Qualities: An angry dead gains the following special qualities.

Overwhelming Rage (Ex): Each round, if the angry dead has been damaged by a creature since the beginning of its last turn, it must attack the creature that damaged it, if possible. If more than one creature damaged the angry dead since the beginning of its last turn, it can choose which of those creatures to attack, though it must attack one of them, if able. The angry dead can attempt a Will save (DC 10 + 1/2 the angry dead's Hit Dice + 1 for every 5 points of damage it suffered since the beginning of its last turn) to ignore this requirement. If it attempts this saving throw and fails, it must use Power Attack when attacking this round.

If the angry dead used to be a living creature, it can automatically recognize the creature that killed it, if any, on sight, even if it was not aware of who killed it when it died. If the angry dead can see its killer, it must attack its killer, if able, even if it was damaged by another creature since the beginning of its last turn. The angry dead can resist this compulsion with a successful Will save, as well, but the DC is 25. Regardless of whether it succeeds on its Will save or not, the angry dead always gains a +4 bonus on attack and damage rolls made against its killer.

Abilities: Str +4, Dex -4.

Skills: Angry dead gain a +8 racial bonus on Intimidate checks.

Feats: Angry dead gain Weapon Specialization as a bonus feat for each of their natural attacks and any manufactured weapon mentioned in its entry, even if it doesn't meet the prerequisites. It also gains Power Attack as a bonus feat, even if it doesn't meet the prerequisites.

Ecology

It is often thought that undead creatures that don't arise through the use of a specific spell are the result of latent and powerful emotions. The evidence for this is clear in ghosts, spectres, and other generally incorporeal undead who arise as the result of unfinished business. Some undead are created not because of a tie to the mortal world or through magic, but through the powerful emotional energy surrounding their deaths. One such type of undead are the angry dead, undead creatures whose bodies are animated not through necromantic energies but through raw and unyielding emotion, namely, anger, surrounding their deaths. While most often angry dead are created when a creature dies in a state of extreme anger, this is not always the case, and characters who were slain by especially wrathful individuals or whose death caused a great outcry of anger often subsume the necessary energy to rise as an angry dead and begin exerting that wrath on the outside world. The process of an angry dead coming to unlife might take days or might occur instantly, depending on the level of emotion involved and the time it takes for that emotion to develop. Once the emotion takes hold, it provides sufficient energy to animate the corpse indefinitely.

Unlike a vengeful spirit, the anger emotion which causes an angry dead to come into being is directionless and self-sustaining, constantly growing and developing, causing angry dead to strike out against anything and anyone nearby, without clear purpose. Angry dead occasionally retain intelligence, though they are most often unintelligent undead. Intelligent angry dead often shout angrily and decry the circumstances of their death, leading some to the errant assumption that by avenging them, they can somehow lay the angry dead to rest. This is unfortunately quite untrue, and once an angry dead comes into being, it remains until slain. In such cases, it is not entirely uncommon for the anger emotion held in such creatures to infect those nearby, though only for a short time.

Angry dead are beyond reason and attack all creatures violently, unless they share in the same anger that animates them. Even intelligent angry dead cannot be reasoned with, though they often use more cunning and guile in their futile attempts to sate their endless and violent anger.

Artificial Clone

At first glance the artificial clone appears to be an exact copy of the creature it replicates, but careful observation notes subtle differences that are hard to define, often an unusual stillness or similarly alien mannerism.

Creating an Artificial Clone

"Artificial clone" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). An artificial clone retains all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: If the base creature was good-aligned, it becomes neutral-aligned, instead (a lawful good character become lawful neutral, a neutral good character becomes true neutral, and a chaotic good character becomes chaotic neutral). Otherwise, its alignment is unaffected.

Type: The creature's type remains the same. However, it is treated as having both its original type, and the construct type, for the purposes of effects that target creatures by type (such as a ranger's favored enemy class feature, a *charm person* spell, and so on). This has no effect on the creature's Hit Dice, base attack bonus, or saving throws.

Armor Class: Natural armor bonus improves by +2.

Special Qualities and Defenses: Artificial clones gain a +2 bonus on saving throws made to resist mind-affecting effects, paralysis, poison, sleep, and stun effects. They also gain a +4 bonus on ability checks and saving throws made to avoid becoming fatigued or exhausted. Finally, artificial clones are immune to fear and emotion effects, and cannot gain morale bonuses or penalties from any source.

Speed: Each of the base creature's speeds improves by 10 feet.

Special Abilities: An artificial clone gains the following special abilities.

Berserk (Ex): When an artificial clone enters combat, there is a cumulative 1% chance each round that it has a crisis of identity and goes berserk (this increases to a cumulative 5% chance each round if the artificial clone's base creature is present). If this occurs, it rampages, attacking the base creature, or, if unable, attacking the nearest living thing each round, or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. While berserk, the artificial clone's Strength score is increased by +4. Any creature within 60 feet can attempt to end the artificial clone's berserk state as a full-round action with a Diplomacy check (DC 10 + the artificial clone's Hit Dice + the artificial clone's Charisma modifier). Success on this check causes the artificial clone to be dazed on its next turn and resets its berserk chance.

Replica (Ex): An artificial clone appears to be an exact copy of a single, specific creature. It is impossible to tell the artificial clone from the original by looks alone, and no Perception check can distinguish one from the other, unless some event causes them to be more easily distinguishable (such as if one of them gains a scar or other identifying characteristic after the artificial clone is created). Even magic such as *true seeing* fails to differentiate between the two, although a *locate creature* spell can distinguish between them.

While an artificial clone's personality is often vaguely similar to that of the creature it is a copy of, they are never perfect matches, as artificial clones lack empathy and tend to be highly erratic. Anyone who is familiar with the creature the artificial clone is a copy of is entitled to a Sense Motive check (DC 20) after one minute of interaction with the artificial clone. Success indicates that the creature is aware that the creature he is speaking with is not acting in the way that creature should, but does not automatically reveal that he is an artificial clone. If the creature is aware of the existence of an artificial clone of that creature, he gains a +10 bonus on his Sense Motive check.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +2, Int +2, Cha -2.

Skills: An artificial clone suffers a -5 penalty on Bluff, Diplomacy, and Sense Motive checks.

Ecology

Generally the creations of mad wizards, alchemists, or tinkerers, artificial clones are magical or technological copies of living creatures. In many ways, they are very similar to androids, and seem to blur the distinction between constructs and living creatures. They are used for a variety of purposes, including as body doubles for the creator, as assassins who can kill their victim and then replace them, preventing the world from ever knowing that the victim had died, and for even more nefarious and convoluted plots.

For some reason, almost all artificial clones are highly unstable. While it would be wrong to call them emotional, because they lack proper emotions, and are almost universally completely devoid of empathy of any kind, they are prone to suddenly snapping and going on violent berserk rages, especially when in the presence of the creature they were modeled after. These rages are typically quite short in nature, and, unsettlingly, the artificial clones seem to have no memory of them, and often act confused and surprised by the destruction that they wreak, not realizing that they were the ones who caused it. Some believe that this behavior comes from the artificial clones' lack of a soul, while others believe it is a deep-seated hatred of the creature that they were copied from, and a desire to replace that creature.

Depiction

Depictions are creatures of magic, monsters whose images have been captured as artwork, usually a painting. A depiction is given some semblance of life either through direct application of the artist's own magical energies or through the interference of one or more malign entities. Most of the time, depictions are bound to the artwork they appear in, but each can become manifest when certain conditions are met.

Most depictions are created by accident when the artist's creative energies take on a magical potency. Others occur when malevolent energies infuse paintings or other images with the purposes of causing harm and destruction. Whatever the case, depictions tend to cherish what life they have and will both staunchly defend it and thoroughly embrace every opportunity to feel alive. Over time, most depictions are driven mad by their imprisonment, and when this madness is coupled with a deep envy for those who are free to move about the world, many depictions become malicious and murderous, seeking to take out their frustrations on others.

Creating a Depiction

"Depiction" is an inherited template that can be added to any type of creature. A depiction retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature -1.

Type: Same as the base creature; however, all depictions are corporeal and thus lose the incorporeal subtype.

Size: A depiction is either life-sized (the same size as the base creature) or sized to scale (the same size as it appears in the artwork, typically Small size). None of the base creature's ability scores are adjusted as a result of any change in size. The depiction's size is determined at creation and cannot later be changed. Changing the creature's size has no effect on the depiction's final CR.

Armor Class: Same as the base creature. If the base creature was formerly incorporeal, it retains any deflection bonus to its AC granted from being incorporeal, even though it loses the incorporeal subtype.

Speed: Same as the base creature.

Defensive Abilities: The depiction retains all the defensive abilities of the base creature and gains the regeneration ability.

Regeneration (Su): A depiction is very difficult to destroy; most forms of attack cannot deal permanent damage to the depiction so long as the work of art which normally holds it remains intact. A depiction gains regeneration 5. This regeneration can be overcome by anything that would destroy the work of art it is held within (usually fire or acid).

Weaknesses: The depiction gains the portrait-bound weakness.

Portrait-Bound (Su): A depiction is confined to a single piece of art which depicts it; this is usually a painting, but in rare cases depictions can be found in sculptures or woven tapestries. Normally a depiction is trapped within the confines of this piece of art, although it is able to move about within the scene of the artwork. as well as being able to sense the outside world and speak; however, it is not able to leave the artwork of its own volition in order to affect the outside world. While certain conditions can allow the depiction to manifest (see below), the depiction always remains connected to the piece of art which contains it. If the artwork is ever destroyed, the depiction begins to deteriorate and fades into nothingness over the course of 1d4 rounds, regardless of whether the depiction is currently within it or not. Even while manifested, a depiction can never travel more than 500 feet from the piece of art that it is bound to. The artwork the depiction is tied to is far more resilient than other comparable pieces of art, gaining hardness equal to the hardness of the medium + 1/2 the depiction's CR, and has hit points equal to twice the base creature's Hit Dice.

Special Attacks: A depiction retains all the special attacks of the base creature and gains the manifestation special attack.

Manifestation (Su): While normally confined to a piece of art, a depiction is capable of manifesting physically, becoming a corporeal being. While manifested, a depiction can affect the world in all the same ways as the base creature. The conditions which must be met for the depiction to manifest are unique to each individual depiction; the conditions are set at the time of the depiction's creation and cannot be later changed. Common manifestation conditions are touching the artwork containing the depiction, speaking a certain word, or some other obvious physical condition which can be observed by the depiction. A depiction can remain manifested for up to 1 hour once triggered before returning to the artwork it is bound to.

Ability Scores: Str -2, Dex +2, Con +2, Int -4, Wis -2, Cha -2.

Ecology

Depictions are occasionally the result of magical creation and sometimes the result of potent emotions tied to the work of art they are from. In either case, depictions have a deep desire to experience the life of the form they depict more fully and will take any opportunity to do so. Occasionally, depictions will attempt to trick or coerce others into releasing them so that they can enjoy the world for a brief time.

Luminous

Luminous creatures are touched by unearthly light and bear a mighty, unearthly grace which inspires awe in lesser creatures. Not only touched by light, a luminous creature's spirit is made manifest as a radiant golden or silver light which shines all about it. Though luminous creatures can be of any type and any attitude, most people view them as holy beings, or at least as good omens, and so many venerate these beings above others of their kind. The origins of each luminous creature's power varies: some were touched by deific forces at their birth, others absorbed the light of the sun and moon into themselves, and still others obtain this inner glow through sheer, overwhelming strength of spirit.

Creating a Luminous Creature

"Luminous" is an inherited template that can be added to any creature, regardless of type. A luminous creature retains all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Same as the base creature.

Type: The creature's type remains the same.

Senses: A luminous creature gains low-light vision.

Armor Class: The creature gains a deflection bonus to AC equal to its Charisma modifier.

Defensive Qualities: Darkness spells of 4th level or lower have no effect on a luminous creature, and their effects are suppressed within a 20-foot-radius area around the luminous creature. A luminous creature gains spell resistance equal to its CR +5, and this spell resistance increases by 10 against spells or spell-like abilities of the shadow subschool or with the shadow descriptor.

Special Qualities: A luminous creature constantly glows with an inner light which is either gold or silver (50% chance of either) that raises the light level by two steps in a 20-foot radius, and raises the light level by one step for 100 feet beyond that.

Special Abilities: A luminous creature gains the following special abilities:

Aura of Grace (Su): As a standard action, a luminous creature can infuse its inner radiance with an unearthly grace in order to amaze the weak of heart. All characters within 20 feet of the luminous creature must succeed on a Will save (DC 10 + 1/2 the luminous creature's Hit Dice + the luminous creature's Charisma modifier) or become fascinated for 2d6 rounds. A creature that succeeds on this save is dazzled for 2d6 rounds, instead.

Inner light (Ex): A luminous creature glows with a bright inner light of unearthly origin, against which no darkness can prevail. Once per day, as an immediate action, the luminous creature can tap into this inner light in order to counter or dispel any darkness spell whose spell level is no greater than 1/2 the luminous creature's Hit Dice. If it does, any creature with light sensitivity within 20 feet of the luminous creature must succeed on a Fortitude save (DC 10 + 1/2 the luminous creature's Hit Dice + the luminous creature's Charisma modifier) or be permanently blinded.

Light Rays (Su): A luminous creature can form its inner light into lethal beams of pure light. As a full-round action, a luminous creature can attack with 2 light rays, which require a ranged touch attack to hit and deal damage based on the luminous creature's Hit Dice, as listed below. The damage dealt by a luminous creature's light rays is not subject to damage reduction.

Table 4-1: Light Rays

Hit Dice	Damage		
1-5	1d6 + Charisma modifier		
6-10	2d6 + Charisma modifier		
11-15	2d10 + Charisma modifier		
16+	3d8 + Charisma modifier		

Abilities: Increase from the base creature as follows: Dex +6, Cha +6.

Ecology

Luminous creatures are beings touched by light which makes them both more powerful and gives them an almost holy presence. Most creatures have a powerful and positive association with light, and so generally react overwhelmingly positively to luminous creatures. Creatures with a good disposition tend to view luminous creatures with reverence, believing them to be good omens, kindly outsiders, or even minor deities. Evil creatures, especially creatures of darkness, hate and fear luminous creatures, both out of superstition and out of a very real sense of dread.

Luminous creatures tend to have a very strong sense of justice and righteousness, intervening on behalf of the weak and helpless and striking out against evil in all its forms. In combat, a luminous creature tends to prefer to use its aura of grace in order to fascinate foes so that innocents may escape, afterwards engaging enemies with its powerful light rays or its own inherent attack forms, if they are more effective. Most luminous creatures are efficient combatants, and despite their reputations for goodness and righteousness, they are not quick to show mercy, believing that creatures of darkness and villainy are better destroyed than allowed to roam free with a slap on the wrist, only to resume their evil activities later. Luminous creatures have a special hatred for umbral creatures, which despise them in return, and the two frequently seek conflict with one another.

Totem Animal

Totem animals are powerful animals and vermin who possess extraordinary spiritual powers. Given their abilities by potent beliefs of mortals, these creatures stop being natural beasts and instead become magical entities whose powers and very existence are closely linked to a place or an individual. Because they are created by mortals, no two are quite the same: though all possess similar powers, the personalities and tactics of totem animals vary greatly from individual to individual. Usually totem animals look after an individual or community, serving as guardians or advisors. Others are revered spirits of the land, local legends, or even the very stuff of nightmares, tormenting the person or place they are tied to. In general, totem animals are good-aligned, though this is not always the case, with totem animals who were formerly of the vermin type being the most likely to evil-aligned.

Creating a Totem Animal

"Totem animal" is an inherited template that can be applied to any creature of the animal or vermin type (hereafter referred to as the base creature). A totem animal retains all the special abilities and special qualities of the base creature, except as noted here.

Challenge Rating: Same as the base creature +2.

Type: The base creature's type changes to magical beast.

Alignment: The base creature's alignment changes to match the alignment of the individual selected in its totem binding special ability, or to true neutral if its totem binding is instead with a location.

Defensive Abilities: A totem animal gains the following defensive ability.

Spiritual Being: A totem animal is partially a living being and partially a creature of the spirit world. Normally, a totem animal remains in spirit form; while in spirit form, it has no physical body and cannot be attacked or affected by any physical force. While in spirit form, a totem animal retains its normal senses and may move about within the limits of its totem binding in order to observe the world around it. A totem animal whose totem binding is with a living creature may communicate with the individual while in spirit form, but not with other creatures. At any time, as a free action, a totem animal can choose to manifest as a physical entity. A totem animal can manifest physically for a number of minutes per day equal to its CR; this time need not be spent consecutively but must be spent in 1-minute increments. A totem animal cannot be killed while its totem binding lasts, and if it would be reduced to o hit points or fewer, it is instead returned to spirit form for 24 hours.

Special Attacks: A totem animal gains the following special attacks.

Melee: A totem animal's natural attacks deal damage as though it were one size category larger than it actually is.

Spirit Combat: A totem animal is a potent force against unnatural creatures and haunts. A totem animal's natural attacks can affect incorporeal creatures and haunts, and deal full damage to incorporeal creatures. A totem animal's natural attacks automatically overcome damage reduction of outsiders with an alignment subtype different from its alignment.

Totem Binding: A totem animal is bound to a single living creature or a single area of no more than 1 square mile per CR, which it must always remain near to. A totem animal bound to a living creature must always remain within 100 feet of that creature at all times. A totem animal who is separated from the creature it is bound to in this way returns to spirit form. A totem animal bound to a living creature while in spirit form. If the living creature a totem animal is bound to dies, the totem animal may choose to form a new totem binding with one of that creature's descendants. If it does not, the totem animal is permanently slain.

A totem animal bound to a location cannot leave that location. It gains the favored terrain bonuses of a ranger whose level is equal to the totem animal's CR for that terrain, though the totem animal cannot select other favored terrains. A totem animal bound to a location can be permanently slain if the type of terrain within that location ever changes from what it was when the totem animal was bound to it.

Ability Scores: Str +4, Dex +4, Con +4, Int +2d6, Wis +2, Cha +2.

Languages: A totem animal can speak all the languages of the living creature it is bound to via its totem binding, or can speak Common if instead bound to a location. A totem animal never receives bonus languages for a high Intelligence score, though it may purchase ranks in Linguistics if it later gains Hit Dice or levels.

Ecology

Totem animals generally are similar to others of the base creature's kind are far as behavior. However, totem animals' mystical natures are gifted to them largely by the faith of mortals, and so their personalities tend to be greatly exaggerated or colored by mortal viewpoints, making them both larger than life and possibly quite different from their nonmagical counterparts. Some totem animals might be very different based on how local mortals perceive them. For instance, in one area a totem animal wolf might be seen as noble and protective, while in another it might be shaped by the perception of wolves as cunning and evil, producing two wildly different totem animals.

<u>Umbral</u>

Umbral creatures are twisted by darkness, becoming hideous and fell versions of themselves.

Creating an Umbral Creature

"Umbral" is an inherited template which can be added to any creature. An umbral creature retains all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as the base creature +2, or +1 if it only gains one special ability (see special abilities, below)

Type: The creature's type remains the same.

Senses: An umbral creature can see perfectly in darkness. As such, an umbral creature has exceptional darkvision that allows it to see as far in darkness as it would otherwise be able to see in normal light, and it can also discern colors with its darkvision. An umbral creature can see even in supernatural or magical darkness, in a fashion similar to devils. An umbral creature is dazzled in the presence of bright light.

Special Abilities: An umbral creature is twisted by the darkness inside, granting it additional powers which vary from one umbral creature to the next. When creating an umbral creature, roll twice on the following table to determine which two special abilities the umbral creature gains. If an umbral creature would gain the same ability twice, instead it only gains the ability once, and its CR is only increased by +1, instead of +2.

Table 4-2: Umbral Special Abilities

dıo	Result		
1	Black Shield		
2	Born of the Night		
3	Dark Claws		
4	Extinguisher		
5	Jaws of Darkness		
6	Nightmare Aura		
7	Shadow Body		
8	Shadowcaster		
9	Speed of Shadows		
10	Tenebrous Body		

Black Shield: The umbral creator gains a +4 bonus to its Wisdom score and can cast *entropic shield* as a spell-like ability 3 times per day (its caster level for this ability is equal to its Hit Dice).

Born of the Night: The umbral creature gains a +4 bonus to its Constitution score and immunity to poison.

Dark Claws: The umbral creature gains a +4 bonus to its Strength score and 2 claw attacks which deal 1d6 points of damage (for a Medium creature). If the base creature already has claw attacks, its claws deal damage as though it were one size category larger, instead. If the base creature does not have claw attacks, but has two other natural attacks which use its limbs, such as wings, hooves, talons or tentacles, choose two of those natural attacks and they become claw attacks, which then deal damage as though the umbral creature were one size category larger than it actually is.

Extinguisher: The umbral creature gains a +4 bonus to its Charisma score and can cast *blindness/deafness* (blindness only) once per day as a spell-like ability (its caster level for this ability is equal to its Hit Dice, and the saving throw DC is Charisma-based).

Jaws of Darkness: The umbral creature gains a bite attack which deals 1d8 points of damage (for a Medium creature). Additionally, its bite and claw attacks (if any) can be used to deliver umbral poison:

Bite or claw—injury; *save* Fort DC 10 + 1/2 the umbral creature's Hit Dice + the umbral creature's Con modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 2 saves

Nightmare Aura: The umbral creature's form is so twisted and hideous to behold that it projects an aura of fear which causes adjacent creatures to become shaken unless they succeed on a Will save (DC 10 + 1/2 the umbral creature's Hit Dice + the umbral creature's Charisma modifier). Any creature that fails this save by 10 or more is frightened, instead.

Shadow Body: The umbral creature gains an amount of spell resistance equal to 10 + it CR, and it also receives a +4 bonus on saving throws against spells or spell-like abilities with the light descriptor.

Shadowcaster: The umbral creature gains a +4 bonus to its Intelligence score and can cast *darkness* as a spell-like ability at will (its caster level for this ability is equal to its Hit Dice).

Speed of Shadows: The umbral creature gains a +4 bonus to its Dexterity score and greatly enhanced speed, allowing the umbral creature to take 2 swift actions per turn instead of 1.

Tenebrous Body: The umbral creature gains a +4 bonus to its natural armor and also gains the fortification monster special ability, except that it only has a 25% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *light fortification* armor.

Ecology

Usually umbral creatures are born in deep places never touched by the smallest hint of light, but others were twisted by dark power. All umbral creatures hate and fear the light and prefer to reside in darkness.

Monster Demographics

The following section provides a breakdown of the monsters in this book, organizing them by CR, name, terrain, and type.

Monsters by Terrain

The following section lists the monsters in this book by the terrain in which they appear. Within each terrain type, the monsters are presented in alphabetical order.

Any: blackhorn, dragonvine, drolviss, formidon, grajik, haunted one, magog, meghanada, mimic gel, nesserion, voice of peace

Coast: benthic dragon

Extraplanar: adrasura, dream specter, furnodaemon, semangat

Forests: caughnig, kindersnatch

Hills: bottle oni, caughnig,

Mountains: bottle oni, semangat

Ocean: benthic dragon

Swamp: caughnig, kindersnatch

Underground: skittering worm-beast

Urban: bottle oni, caughnig

Monsters by Type

The following section lists the monsters in this book by their creature type. Within each creature type, the monsters are presented in alphabetical order.

Dragon: benthic dragon

Fey: caughnig, kindersnatch

Magical Beast: drolviss, formidon, grajik

Ooze: mimic gel

Outsider: adrasura, blackhorn, bottle oni, dream specter, furnodaemon, magog, meghanada, nesserion, semangat, voice of peace

Plant: dragonvine

Undead: formidon

Vermin: skittering worm-beast

Monsters by CR

The following table lists the monsters in this section by CR, from lowest to highest, and also lists the page number for each monster.

Table 4-3: Monsters by CR

CR	Monster	Page
1	Caughnig	140
2	Drolviss	144
3	Magog	149
4	Blackhorn	139
5	Mimic Gel	150
6	Voice of Peace	156
7	Grajik	146
8	Dream Specter	143
9	Nesserion	151
10	Formidon	145
11	Daemon, Furnodaemon	141
12	Oni, Bottle Oni	152
13	Skittering Worm Beast	155
14	Haunted One	147
15	Asura, Adrasura	136
16	Dragonvine	142
17	Asura, Semangat	137
18	Rakshasa, Meghanada	154
19	Kindersnatch	148
20	Benthic Dragon	138

<u>NPCs</u>

The following section lists ten NPCs, with CRs ranging from 2 to 20. In addition to standard NPC statistics, each of these NPCs has one or more unique special abilities not found anywhere else. Further, each NPC has an encounters section, which details their entourage (similar to an organizati entry for a monster, this lists potential allies, bodyguards, or henchmen the NPC might be encountered with), their gear, and any boons they may be able to offer (these are services or special abilities that they can offer to the party, if they are encountered as allies rather than as antagonists).

Further, each NPC has a detailed and flavorful background section, which desxcribes their history and personality, and provides useful information for GMs to help them come alive at the table.

The NPCs are presented alphabetically.

Dacia Quinn

This pale-skinned half-elven woman is a natural beauty, though the dirt on her face and what appears to be dried blood on her leather boots somewhat ruins the effect. Her hair is a deep blue color, bound in an exotic and complicated knot which reveals her slightly pointed ears and the many rings that pierce them. Her blue-green eyes sparkle with mirth and mischief and her voice is pleasant, though with an air of danger, as she greets you, "Dacia Quinn, at your service."

DACIA QUINN, RAKISH STREET-RAT CR	2
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XP 600

Female half-elf bard 2 CN Medium humanoid (elf, human) Init +2; Senses low-light vision; Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge) hp 14 (2d8+2) Fort +3, Ref +11, Will +4; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk dagger +3 (1d4+1)
Ranged dagger +3 (1d4+1)
Special Attacks bardic performance 9 rounds/day
(countersong, fascinate, inspire courage +1)
Bard Spells Known (CL 2nd; concentration +5)
1st (3/day)—disguise self, share language
0 (at will)—dancing lights, daze (DC 13), ghost sound, know direction, message

STATISTICS

Str 12, Dex 14, Con 10, Int 16, Wis 8, Cha 16 Base Atk +1; CMB +2; CMD 15 Feats Dodge, Skill Focus (Perform [act]) Skills Acrobatics +7, Appraise +8, Bluff +8, Diplomacy +8, Knowledge (local) +9, Perception +6, Perform (act) +11, Sleight of Hand +7, Use Magic Device +8 SQ bardic knowledge +1, cantrips, city girl, elf blood, fact check, versatile performance (act)

ENCOUNTERS

Entourage Organization solitary or troupe (Dacia Quinn plus 3 1st-level experts)

Gear 4 daggers, mwk dagger, mwk leather armor, *scroll of acid arrow*, *scroll of barkskin*

Boon Dacia Quinn is happy to lend her services out to anyone who has some coin or who can persuade her of their need for her services. She will sell her services as a guide or escort in any urban environment for the reasonable price of 5 gp/day. She also hires out her services as an actress on stage or otherwise for the sum of 10 gp per hour spent performing; this fee is somewhat negotiable, depending on the circumstances. Dacia will lend her services to any character she considers a friend for free (less any expenses, of course).

SPECIAL ABILITIES

City Girl (Ex): While in urban environments, Dacia gains a +2 bonus on initiative checks and Knowledge (geography), Knowledge (local), Perception, Sense Motive, Stealth, and Survival skill checks. Fact Check (Ex): Dacia has been burned too many times in the big city to let folks get one over on her without first checking the story. While in an urban environment, Dacia can use Knowledge (local) in place of Sense Motive to oppose Bluff checks.

Background

Dacia Quinn is sassy, well spoken, and well informed. Through wit, imagination, and raw attitude, she has become something of legend in the underworld of the big city. It wasn't always so, however: Dacia was born the daughter of a reasonably successful wool merchant, whose country estate was large and flourishing. Dacia's mother, an elven druid who fell in love with the tender way that Dacia's father cared for his sheep, left to resume her wild wanderings shortly after Dacia was born, breaking her father's heart. He never fell in love again or had any additional children. As the last of the Quinn line, it fell to Dacia to take over her father's business and run his lands, a task for which she was carefully groomed from a young age. Dacia, however, was burdened with her mother's wanderlust and found the prospect of running her father's farm and handling the affairs involved in wool distribution terribly dull and a little overwhelming. So when her father died unexpectedly shortly after her 14th birthday, Dacia turned over all his holdings to his chief shepherd (who promptly sold the sheep and the land for a tidy profit) and left for the big city to pursue her dreams of being a player on stage, like the ones her father brought in to perform for her on her birthdays.

Upon arriving in the city, though, Dacia found that the whole business was rather difficult to break into and she was taken advantage of at every turn by all manner of lowlifes and scumbags. Within a few short weeks, Dacia quickly became disillusioned with city life, but remained determined in her dreams. Eventually, she managed to find some work with a small troupe of actors who performed for coppers in the slums. She learned a great deal from those gentle folk, and though she was poor, she was more or less happy, until one day a bookie killed half the troupe for not paying their gambling debts. Dacia found herself on the street and quickly went from poor to broke, and she did whatever she could to survive, whether it was cleaning tables at an inn or running from a temple with the collection plate firmly in hand. Wherever she went, however, Dacia noticed that there were always people getting taken advantage of by others.

Bitter and angry at the way the world treated decent people, Dacia decided that rather than complain about it, she would do something about the problem. Though she had only a few skills, she had a lot of pluck, a sharp dagger, and sharper tongue, and over the course of the next several years she put her mind to helping out those who were being taken advantage of. Sometimes she helped fresh faces new to the city and unaware of its pitfalls, sometimes she helped out crooks who were just trying to make a living to escape the guards, and sometimes she helped put a stop to nasty criminals shaking down shopkeeps. Through the course of her campaign to help people avoid becoming like her, Dacia met people from all walks of life and both sides of the law, and she drew upon those resources and connections as much as upon her own not inconsiderable talents to become the woman she is today.

Druvella Norsk

This woman has long, raven-black hair, which floats slightly behind her, as though buoyed by magic. Her skin seems pale at first glance, but a second look reveals that she has dark skin, hidden under a layer of chalky white dust, giving her a pallid appearance. Her black lips curl, and she draws a blade wreathed in black fire.

DRUVELLA NORSK, CULT LEADER

XP 307,200

CR 20

Female human cultist (Cabal of the Ebon Void) 20 NE Medium outsider (daemon, evil, human) Init +8; Senses Perception +0

DEFENSE

AC 27, touch 16, flat-footed 23 (+9 armor, +2 deflection, +4 Dex, +2 natural)

hp 130 (20d8+40)

Fort +14, **Ref** +17, **Will** +19; +2 vs. compulsion, +4 vs. death effects

Immune acid, confused condition, death effects, disease, poison; Resist cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee +2 *keen vicious scimitar* +22/+17/+12 (1d6+6 plus 2d6/15-20)

Special Attacks call of the grave, channel negative energy 10/day (DC 26, 6d6), cooperative spellcasting, death curse (DC 29), hexes (consume essence, death curse, evil eye [-4, 9 rounds], mixed channel [6/day], scar, stifle healing [23 rounds, DC 31]), sacrifice (blood), soul harvest (3/day), three curses

Cultist Spells Prepared (CL 20th, concentration +26)

6th—circle of death (DC 22), disintegrate (DC 22), gate, harm (DC 22) (2), true seeing

5th—cloudkill (DC 21), dominate person (DC 21), planar binding (DC 21), slay living (DC 21), suffocation (DC 21), teleport

4th—black tentacles, dimension door, enervation, inflict critical wounds (DC 20), phantasmal killer (DC 20), stoneskin

3rd—dispel magic, inflict serious wounds (DC 19), fireball (DC 19), vampiric touch (3)

2nd—inflict moderate wounds (DC 18), invisibility, knock, mirror image, protection from arrows, resist energy, spider climb

1st—burning hands (DC 17), cause fear (DC 17), charm person (DC 17), disguise self (DC 17), erase, inflict light wounds (DC 17), ray of enfeeblement (DC 17)

o (at will)—bleed (DC 16), detect magic, ghost sound (DC 16), light, message

STATISTICS

Str 18, **Dex** 18, **Con** 12, **Int** 10, **Wis** 10, **Cha** 23 **Base Atk** +15; **CMB** +19; **CMD** 35

Feats Combat Reflexes, Extra Channel, Great Fortitude, Improved Channel, Improved Familiar, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell, Toughness, Weapon Focus (scimitar)

Skills Appraise +8, Bluff +29 (+31 against characters that know she is a cultist), Diplomacy +6 (+8 against characters that know she is a cultist), Intimidate +6 (+8 against characters that know she is a cultist), Knowledge (arcana) +8, Knowledge (religion) +8, Knowledge (planes) +8, Spellcraft +23, Stealth +26, Use Magic Device +29 **SQ** death mage, familiar (derghodaemon), gatekeeper, gatemaster, gatewatcher, maddened mind, spread the faith **Languages** Common; telepathy 100 ft.

ENCOUNTERS

Entourage solitary, cabal (Druvella plus 4–7 15th-level cultists), or bodyguards (Druvella plus 2–4 purrodaemons summoned with *greater planar binding*) **Gear** +2 *keen vicious scimitar*, +5 *chain shirt*, *amulet of natural armor* +2, *belt of physical might* +4 [Strength,

Dexterity], cloak of resistance +5, headband of alluring charisma +4, ring of protection +2, 5 black sapphires worth 100 gp each

Boons A staunch enemy of all things living, Druvella is unlikely to form any sort of alliance with the PCs. That said, if unusual circumstances occur, they may be able to count on her to ensure that certain foes are unable to be returned to life once they are slain, and she can certainly provide daemons and other evil outsiders as allies, provided that she sees a reason to do so.

SPECIAL ABILITIES

Call of the Grave (Su): Whenever Druvella casts a spell with the death descriptor, she can choose a single creature targeted by that spell, or within the spell's area. The chosen creature suffers a –1 penalty on saving throws made to resist the spell's effects. Additionally, Druvella gains a +4 bonus on saving throws made to resist death effects.

Consume Essence (Su): Whenever Druvella casts a spell that kills one or more living creatures with an Intelligence score of 3 or higher, she siphons some of their soul's essence, causing her to heal 1 hit point for every 2 Hit Dice the slain creature possessed. Druvella can only siphon energy from one soul per spell she casts, even if the spell kills more than one creature, though she automatically siphons the energy from the most powerful soul (the one with the most Hit Dice).

Death Mage (Su): Because of her choice of cult, Druvella has added the following spells to her spellbook at the indicated levels. For spells that do not appear on the sorcerer/wizard spell list, she treats them as though they were on her spell list at the indicated spell level. This also allows Druvella to use spell trigger and spell completion items that replicate these spells, as though the spells were on her class spell list.

1st: inflict light wounds, ray of enfeeblement
2nd: desecrate, inflict moderate wounds
3rd: inflict serious wounds, vampiric touch
4th: inflict critical wounds, phantasmal killer
5th: slay living, suffocation
6th: circle of death, harm

Derghodaemon Familiar (Su): As a particularly favored disciple of the Cabal of the Ebon Void, Druvella's cacodaemon familiar has been replaced with a derghodaemon. It still gains all the benefits of an improved familiar.

Mixed Channel (Su): As a free action, when using channel energy, Druvella can channel a purer, unadulterated form of negative energy. This increases the damage dice for her channel to d8s, and causes her channel energy to both harm living creatures and heal undead ones. Druvella can use this ability a number of times per day equal to her Charisma modifier.

Soul Harvest (Sp): Druvella can use soul bind as a spell-like ability three times per day. Unlike a normal soul bind spell, she does not need a black sapphire to trap the soul in; instead, the soul coalesces into the form of a wriggling soul larva. These soul larvae are roughly six inches in length, have AC 10, and 1 hit point, and serve as a container for the soul. Additionally, Druvella can use captured souls (whether they are captured with this ability or gained in another way) to empower her magic. By consuming a captured soul as she casts a spell, she can apply one or more metamagic effects to the spell that she casts, without increasing the level of the spell slot that the spell uses up, or the casting time of the spell. She can apply any metamagic feat in this way, including ones she does not know, but the feat cannot be one that would normally increase the spell level by more than 1 plus 1 for every 5 Hit Dice the captured soul possessed (for example, the soul of a creature with 17 Hit Dice would allow for 4 spell levels' worth of metamagic, while the soul of a creature with 4 Hit Dice would allow for only 1 level's worth of metamagic). Souls used in this way are expended utterly, and the creature whose soul was consumed can only be resurrected if a wish or miracle spell is first used to restore their soul.

Stifle Healing (Su): As a standard action, Druvella can surround a living creature within 60 feet with necrotic energy that interferes with any attempt to heal him magically. For a number of rounds equal to 3 + her class level, any attempt to magically or supernaturally heal the target fails unless the caster succeeds on a caster level check (DC 31). This applies only to effects that restore hit point damage, and does not affect spells or abilities that remove ability score damage, ability drain, negative levels, harmful conditions, or similar effects.

Three Curses (Sp): Possessed of incredible hatred for all living things, when Druvella uses her death curse class feature, she can choose three spells that she had prepared, and cast each of them as part of her death curse, instead of choosing a single spell. If she does, the DC for each of those spells is reduced by 2 from the normal DC for spells made as part of a death curse.

Background

Druvella Norsk is the leader of the main branch of the Cabal of the Ebon Void, an insidious secret organization devoted to the worship and service of daemons, and which strives to rid the multiverse of life in all its forms. Druvella joined the order as a child, and her story is common amongst the cult's adult members: she was taken in off the streets at the age of 11 by one of the cult members, and was provided food and shelter in exchange for joining the cult. Though Druvella was an orphan when she was taken, many of the other children she met there were not, and quite a few had been taken by force. Similarly, while Druvella was happy to pay lip service to the cult's strange rituals and ideals in exchange for food and a warm bed, many other children attempted to escape, typically unsuccessfully. As she grew up, she eventually began to internalize the teachings of the cult, which taught that those outside the cult lived decadent, thankless lives, wasting their existence in pointless and hedonistic pursuits, and that in order for this flawed multiverse to end and a new one to be created, all life must first be extinguished. She slowly began to rise through the ranks, and the further she rose, the more disgusted she became with not only the outside world, but even her worthless underlings and incompetent superiors. Eventually, the only creatures she still had any shred of respect or compassion for were the daemons that serve as the cult's patrons and advisors, and she began to obsess over finding a way to become a daemon herself.

Now, Druvella serves as Dread Reaper, the mortal leader of the entire Cabal of the Ebon Void—or at least, all of the cabal that recognizes the official hierarchy; there are a few splinter cults, decried as heretical by Druvella, as well as by the powerful daemons who founded and maintain the cult. Druvella spends most of her time managing extensive schemes to foster war, pestilence, and famine, and to arrange for portals or gateways to summon large quantities of daemons into the Material Plane. She has proven surprisingly tolerant of the heretical splinter sects, reasoning that even if they do not follow the daemonic teachings perfectly, they are still closer allies to her cause than are nearly anyone else.

Druvella is an impatient woman, who expects nothing less than perfection, and thinks nothing of holding everyone she meets up to these impossible standards, and utterly dismissing anyone who fails to live up to them. By now, her contempt extends even to all but the most powerful of daemons, though she remains fanatically devoted to the four leaders of daemonkind. Very few people are capable of living up to Druvella's exceedingly high standards but those who do find her a very potent ally with great personal power and the resources of the entire cabal at her disposal; however, she would never deign to lend aid to anyone outside of her cult or who did not share fanatically in her beliefs. Those who gain Druvella's favor tend to rise in rank within the Cabal of the Ebon Void at outstanding speed, often festering potentially deadly resentment in rivals. Characters expecting Druvella to protect them will find themselves sadly mistaken, and are not likely the kind of people she would have chosen to associate with, anyway.

Well hidden from authorities of mundane and otherworldly natures, Druvella has relatively little to fear, even should someone discover her. Even so, she spends a great deal more time than she would like ensuring that rivals or upset underlings meet a grisly end before they have the opportunity to move against her. Though she trusts almost no one, especially within her organization, to take care of such matters, she finds that as time goes on she has less and less patience for such time-consuming activities, delegating them to others through intermediaries not immediately connected to her. Those curious souls who do trace such long lines of representatives back to Druvella are usually rewarded with a painful and drawn-out death.

Druvella prefers extremely simple surroundings, devoid of the decadence one might expect of her station. Her hidden sanctuary is bare of all but the necessities, and her dress is simple though of fine, possibly magical quality.

Eridwin Aroica

Tall and statuesque, this human woman holds herself with supreme confidence. She wears her shimmering red-blonde hair in a complex knot, and her aquamarine eyes sparkle in the dazzling sunlight. Her smile is warm and welcoming, though her hand rests on the gilded hilt of her fine rapier as she speaks in a quiet voice, "You're not planning on causing me any trouble, now, are you?" Her words carry just a hint of an excited challenge.

ERIDWIN AROICA, HEROIC PRIVATEER CR 16

XP 76,800

Female human paladin 5/swashbuckler^{ACG} II LG Medium humanoid (human) **Init** +6*; **Senses** Perception +0

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DEFENSE

AC 31, touch 18, flat-footed 23 (+7 armor, +4 Dex, +4 dodge, +1 natural, +5 shield)

hp 119 (16d10+27)

Fort +14; Ref +15; Will +14

Defensive Abilities aura of courage, charmed life (5/day), divine grace, divine health, evasive, nimble +3

OFFENSE

Speed 30 ft.

Melee +2 merciful rapier +26/+21/+16/+11 (1d6+20* plus 1d6 nonlethal 15-20/x2)

Special Attacks controlled disarmament, divine bond (weapon), smite evil 2/day (+6 attack and AC, +11 damage), panache (6/6)

Paladin Spells Prepared (CL 2nd; concentration +8) 1st—bless, divine favor (2)

STATISTICS

Str 16, Dex 18, Con 10, Int 10, Wis 10, Cha 22 Base Atk +16; CMB +19 (+23 to disarm); CMD 37 Feats Combat Expertise, Dodge, Greater Disarm, Greater Weapon Focus (rapier), Improved Disarm, Power Attack, Shield Focus, Shield Specialization, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier) Skills Acrobatics +17 (+22 to jump), Diplomacy +25, Sense Motive +19, Swim +18

SQ aura of good, channel positive energy, deeds (bleeding wound, derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, subtle blade, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), graceful victory, lay on hands (2d6, 8/ day), swashbuckler finesse, swashbuckler weapon training +2

ENCOUNTERS

Entourage solitary or crew of the *Heavenly Queen* (Eridwin Aroica plus 2 10th-level swashbucklers, 1d4 6th-level experts, and 2d10 4th-level commoners)

Gear +2 merciful rapier, +3 buckler, +3 chain shirt, amulet of natural armor +1, belt of physical might (Strength, Dexterity +2), cloak of resistance +1, headband of alluring charisma +4, 3 potions of cure moderate wounds, ring of jumping, ring of swimming

Boon Eridwin will provide free passage on her ship to characters who are good-aligned and to whom she has an attitude of helpful. If she only has an attitude of indifferent or friendly towards a group of good-aligned characters, she will offer them passage on her ship for 5 gp/day plus expenses. Though reluctant to do so, Eridwin will use her status as a noblewoman and a commissioned privateer to intercede on legal matters on behalf of those who have helped her in the past. Finally, Eridwin will loan or sell captured ships to goodaligned characters.

SPECIAL ABILITIES

Controlled Disarmament (Ex): When Eridwin disarms a creature, she may choose which direction his weapon flies and lands.

Graceful Victory (Ex): Eridwin regains one point of panache whenever she knocks a foe unconscious or succeeds on a saving throw by 10 or more.

*These numbers assume Lady Eridwin has at least 1 point of panache remaining and should be reduced as appropriate if she uses up all her panache pool.

Background

Lady Eridwin Aroica hails from the small but majestic island city-state of Ilios, located in the warm southern seas. Though of noble birth, Eridwin found little joy in the obligations of the first daughter of the House of Cordith, which extended to an arranged marriage to the wealthy heir to the House of Aroica. Ever dutiful, Eridwin went through with the marriage and found she was able to take joy in it. She followed her husband into the service of the Holy Order of Just Peace, a sect of knights devoted to the preservation of the law and traditions of Ilios, and for a time all was well—if quiet—for the newest Lady of House Aroica. Tragically, that all changed the night her parents were attacked and murdered by ruthless pirates returning from a trading mission to another nearby island.

Grieving at the loss of her family, Eridwin asked her queen for a ship and leave to pursue the pirates. Seeing Eridwin's grief, and knowing of her skill-at-arms, the queen granted Eridwin's request. As she prepared for her journey, the entire island was abuzz with rumors that the Lady Eridwin Aroica was going on a mission of bloody vengeance that would lead her, as well the Holy Order of Just Peace, into disgrace. Amid such rumors and bitter gossip about her, she set off aboard a small sailing ship with a crew comprised of wrathful house retainers and set about to confront her parents' killers. Much to everyone's surprise, however, when she caught the vile pirates, Eridwin shed not a drop of their blood, instead disarming them and hurling their weapons into the sea. She brought the pirates back to the island city to stand trial, proclaiming to the stunned masses that vengeance holds no place in a heart that serves justice.

Impressed with both her devotion to the laws of llios and with her impressive skills in defeating the pirates, the queen knighted Lady Eridwin and granted her the finest ship in Ilios, ordering her to protect the island's borders and ensure that peace and law would prevail on the seas. Eridwin accepted the queen's duty gladly and set out at sea with a few members of the Holy Order of Just Peace she knew she could trust to help her in her mission of peace and justice on the high seas. Though it has often saddened her that her husband chose to remain in Ilios, the flame of their love remains alive and well, and they think of each other often while they are apart and their reunions are renowned for their passion.

Farbin Darvoss

This tall, thin man has short dark hair and sharp, brooding facial features. He is dressed in blue finery with white lace frills and gold trim, and walks with the confident air of a man who is used to being obeyed. When he speaks, his voice is like a commanding bark, immediately drawing one's attention straight to him.

LORD FARBIN DARVOSS, AMBITIOUS NOBLE CR 8

XP 4,800

Male human rogue 3/swashbuckler^{ACG} 5 LE Medium humanoid (human) **Init** +9*; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +3 Dex, +2 dodge) **hp** 50 (5d10+3d8+5)

Fort +3, Ref +11, Will +4

Defensive Abilities charmed life (3/day), defensive stance, evasion, nimble +1, trap sense +1

OFFENSE

Speed 30 ft.

Melee +*1* shocking rapier +13/+8 (1d6+11* plus 1d6 electricity/18-20)

Ranged composite longbow (+2 Str) +10 (1d8+2/x3) **Special Attacks** panache (3/3), sneak attack +2d6

STATISTICS

Str 14, Dex 16, Con 10, Int 12, Wis 8, Cha 16

Base Atk +7; CMB +9; CMD 24

Feats Dodge, Improved Initiative, Iron Will, Skill Focus (Bluff), Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +9, Appraise +7, Bluff +17, Diplomacy +14, Intimidate +9, Knowledge (nobility) +12, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +9 **SQ** deeds (derring-do, dodging panache, opportune parry and riposte, kip-up, menacing swordplay, precise strike, swashbuckler initiative), rogue talent (honeyed words^{APG}), swashbuckler finesse, swashbuckler weapon training +1, trapfinding +1, wealthy

ENCOUNTERS

Entourage solitary or escort (Lord Darvoss plus 4 bodyguards [fighter 5])

Gear +1 shocking rapier, +2 leather armor, cloak of resistance +1, composite longbow [+2 Str] with 40 arrows, potion of cure moderate wounds, potion of displacement, potion of gaseous form, pouch with 18 gp.

Boon Lord Darvoss does little that is not in his own best interest, but for those in his employ, he can provide basic provisions worth up to 1,000 gp, and for valued agents, he is willing to pull strings and hire famous lawyers in order to circumvent legal troubles that arise on the job.

SPECIAL ABILITIES

Defensive Stance (Ex): If Lord Darvoss has not moved since the beginning of his last turn, he gains a +2 competence bonus to AC.

Snide Remark (Ex): Whenever a creature misses Lord Darvoss with a melee attack by 5 or more, Lord Darvoss can sneer and mock their combat abilities as an immediate action. If he does, he must make a Bluff check (DC 10 + the attacker's Hit Dice + the attacker's Wisdom modifier). Success indicates that the target is shaken for 1d4 rounds by Lord Darvoss's biting words. This has no effect on a creature that is already shaken.

Wealthy: Lord Darvoss is very wealthy, and as such has twice the normal amount of gear for a heroic NPC of his level.

*These numbers assume Lord Darvoss has at least 1 point of panache remaining and should be reduced as appropriate if he uses up all his panache pool.

Background

Lord Farbin Darvoss is an exacting, unforgiving man. Born the youngest son of Lord Bilfred Darvoss, he never quite fit in with the rest of his family: his father and brothers were bound for the knighthood, and divided their time evenly between battle, merrymaking, and grand boar hunts. Farbin considered his family simple, and watched as the family estate began to corrode due to mismanagement. He was neither shocked nor particularly saddened when his oldest brother Percy died in a hunting accident at the age of 15, nor when his other brother Sandovar was killed in a petty border skirmish two years later. When his father died a year after that (after getting a bone lodged in his throat at a feast), Farbin officially inherited his title, and gained hold of the Darvoss estates.

Lord Darvoss takes his title very seriously, and considers himself the steward of his family's title, estates, and good name. As such, he has devoted most of his life to increasing the status, importance, and wealth of the Darvoss household. While he prefers to do this through shrewd trading and political maneuvering, he is certainly not above criminal activities—including blackmail, bribery, kidnapping, and even murder—in order to get what he wants, provided that he has a reasonable chance of keeping the entire affair quiet. His dedication to his family name has paid off, and the Darvoss estate has tripled in size, and increased in wealth over tenfold.

Currently, Lord Darvoss is pursuing two major avenues of increasing his position and power. The first is arranging an alliance with a neighbor, Lord Grangill, to attack a mutual neighbor, Baron Ygromir. The baron's forces are too great for either lord to be able to defeat individually, but together, Darvoss is confident that they could easily rout the baron and each take choice land holdings from him. Unfortunately for Darvoss, Grangill is old and wary, and rightly fears that if he were to agree to this scheme, Darvoss might turn on him next. Lord Darvoss's other current pursuit, and one that he has been after for a very long time, is to gain a seat on the Council of Lords. His family held a seat here long ago, but it was lost to the Feverik family generations ago in a gambling debt, giving the Feveriks two seats on the council, and Darvoss none. Try though he might, he has yet been unable to beg, plead, or demand a seat. It may not be long before he turns to more drastic measures in order to get a current holder to surrender what he seeks. Strangely, a political marriage could solve either of these problems for Lord Darvoss, and the fact that he has yet to exercise this option is a source of great gossip among other nobles.

Gorbrakul

This massive orc is covered in scars. His greenish skin is darker than that of most orcs, with a more earthy tone, and his tusks are enormous. He has an eyepatch over his left eye, and his right hand ends in a stump, to which a razor-sharp stiletto has been attached.

GORBRAKUL, SLAYER KING

XP 153,600

Male orc bloodrager^{ACG} 10/brawler^{ACG} 8 CE Medium humanoid (orc) Init +6; Senses darkvision; Perception +20

DEFENSE

AC 29, touch 13, flat-footed 26 (+9 armor, +2 Dex, +1 dodge, +2 luck, -2 rage, +7 shield) hp 203 (18d10+100) Fort +22, Ref +16, Will +13; +6 vs. compulsion DR 2/—; Defensive Abilities blood sanctuary, embedded weapon, ferocity, improved uncanny dodge Weaknesses light sensitivity

OFFENSE

Speed 40 ft.

Melee +1 vicious frost punching dagger +29/+24/+19/+14 (1d8+11 plus 1d6 cold plus 2d6 vicious/19-20 x3) or +1 vicious frost punching dagger brawler's flurry +27/+27/+22/+22/+17/+12 (1d8+11 plus 1d6 cold plus 2d6 vicious/19–20 x3)

Special Attacks bloodrage (24 rounds/day), brawler's flurry, brawler's strike (magic), certain strike, destined strike (3/day; +5), knockout (1/day; DC 22), merciless

Bloodrager Spells Known (CL 10th; concentration +13) 3rd (2/day)—fly, haste, protection from energy 2nd (2/day)—acid arrow, blur, bull's strength, mirror

image, protection from arrows

ist (3/day)—enlarge person, jump, mount, protection from law, ray of enfeeblement, shield **Bloodline** destined

STATISTICS

Str 26, Dex 14, Con 18, Int 6, Wis 8, Cha 16 Base Atk +18; CMB +26; CMD 41

Feats Combat Casting, Combat Reflexes, Eschew Materials^B, Greater Shield Focus, Greater Weapon Focus (punching dagger), Improved Critical (punching dagger), Improved Initiative, Improved Iron Will, Improved Unarmed Strike^B, Intimidating Prowess, Iron Will, Power Attack, Shield Focus, Toughness, Weapon Focus (punching dagger), Weapon Specialization (punching dagger)

Skills Intimidate +32, Perception +20

Languages Common, Orc

SQ blood casting, brawler's cunning, close weapon mastery, fast movement, free spirit, maneuver training (grapple +1, sunder +2), martial flexibility (7/day; swift action), martial training, weapon familiarity

ENCOUNTERS

Entourage solitary, procession (Gorbrakul plus 2-6 14thlevel orc barbarians), raiding party (Gorbrakul plus 4-12 14thlevel orc barbarians plus 1 18th-level orc oracle) Gear +1 vicious frost punching dagger, +3 heavy steel shield, +5 chain shirt, belt of mighty constitution +2, cloak of resistance +5, headband of alluring charisma +4 Boon Gorbrakul can induct the PCs into the Skullspitter

tribe, making them honorary members and allowing them to barter and trade with tribe members, as well as call upon them for aid in hunting or battle. Gorbrakul can also provide a handful of his finest orc warriors (14th-level barbarians) to aid the PCs as escorts, guides, trackers, and so on.

BASE STATISTICS

CR 18

When not raging, Gorbrakul's statistics are AC 31, touch 15, flat-footed 28; hp 167; Fort +20, Will +11; Melee +1 vicious frost punching dagger +27/+22/+17/+12 (1d8+9 plus 1d6 cold plus 2d6 vicious/19–20 x3) or +1 vicious frost punching dagger brawler's flurry +25/+25/+20/+20/+15/+10 (1d8+9 plus 1d6 cold plus 2d6 vicious/19-20 x3); Str 22; Con 14; CMB +24; CMD 39; Skills Intimidate +30

SPECIAL ABILITIES

Embedded Weapon (Ex): Gorbrakul's +1 vicious frost punching dagger is embedded in his arm. It cannot be targeted by spells or abilities, and he cannot be disarmed of it, nor can it be sundered or stolen. If Gorbrakul is slain or rendered helpless, his weapon can be removed from the stump of his arm with a successful Heal check (DC 15).

Free Spirit (Ex): Gorbrakul strongly resists any attempt to control him. He gains a +6 bonus on Will saves made to resist compulsion effects. Additionally, whenever he succeeds on a saving throw to resist a compulsion effect while bloodraging, the morale bonus to Strength granted by the bloodrage increases by +4 for the remainder of that bloodrage. This ability does not stack with itself.

Merciless (Ex): Gorbrakul gains a +2 bonus on attack and damage rolls against creatures that are shaken. This bonus increases to +4 against creatures that are frightened or panicked.

Background

Gorbrakul, the Slayer King of the Skullspitter tribe, earned his name the hard way. Many of those not familiar with the Skullspitter tribe, and their naming conventions, assume that the moniker "slayer king" is a mix-up of the phrase "king slayer," and that he earned the title by killing his predecessor, or perhaps some important human king. In fact, the name actually translates more literally from orcish as "the most deadly," and it represents the belief of his clan that he is the most lethal combatant currently alive today. Gorbrakul's victims in single combat include a marilith, an ancient red dragon, and a kraken. He has slain no less than 3,000 humanoids throughout his lifetime, some in single combat, and others on the field of battle.

Gorbrakul has led the Skullspitters on a campaign of subjugation, and for the last fifteen or twenty years, the Skullspitters have been systematically killing off and enslaving rival orc tribes. Those who are enslaved are eventually adopted into the Skullspitters after one to five years of slavery, provided they perform well. The rest are slain. With the recent fall of the Blind Raven clan, the Skullspitters are largely unopposed, and, with an army of enslaved warriors and their own mighty forces, they have begun to look a bit further from their harsh, mountainous home to the regions beyond.

Hargo Leadtongue

This dwarf's beard is a dark brown flecked with occasional streaks of dark red. His skin is ruddy and tanned, and his breastplate is worn but well-tended. His expression is calm, but the lines on his face speak of hard times.

HARGO LEADTONGUE, STONECALLER

XP 9,600

CR 10

Male dwarf kineticist (geokineticist) 10 N Medium humanoid (dwarf) Init +2; Senses darkvision 60 ft.; Perception +16 (+18 to notice unusual stonework)

DEFENSE

AC 25, touch 13, flat-footed 23 (+8 armor, +1 deflection, +2 Dex, +1 natural, +3 shield)

hp 108 (10d8+60)

Fort +12, Ref +10, Will +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **DR** 5/adamantine

OFFENSE

Speed 20 ft.

Melee +1 morningstar +8/+3 (1d8+1)

Ranged earth blast +9 (5d6+9) or metal blast +9 (10d6+14) **Special Attacks** +1 on attack rolls vs. goblinoid and orc humanoids, blast wild talents (earth blast, metal blast), burn (3/round, 7 maximum), defense wild talent (flesh of stone), earth mastery, elemental overflow (max +3/+6, +2 size bonus), infusion wild talents (entangling infusion, extended range, impale, pushing infusion, snake), utility wild talents (basic geokinesis, earth glide, earth walk, jagged flesh, kinetic cover, shift earth, tremorsense)

STATISTICS

Str 10, Dex 14, Con 18, Int 12, Wis 16, Cha 6 Base Atk +7; CMB +7; CMD 20 (24 vs. bull rush or trip) Feats Deadly Aim, Diehard^B, Endurance^B, Medium Armor Proficiency, Point-Blank Shot, Precise Shot, Toughness Skills Appraise +1 (+3 to assess metals or gemstones), Heal +16, Intimidate +11, Knowledge (nature) +11, Perception +16 (+18 to notice unusual stonework), Sense Motive +13 SQ expanded element (earth), gather power, infusion specialization (-2), internal buffer (1 point), metakinesis (empower, maximize), metalsense Languages Common, Dwarven, Terran

ENCOUNTERS

Entourage solitary

Gear +1 heavy steel shield, +1 morningstar, +2 breastplate, amulet of natural armor +1, cloak of resistance +1, potion of fly, ring of protection +1

Boons Hargo is slow to make friends, and it rarely occurs to him to offer boons, even when they might be appropriate. That said, he is more than happy to use his abilities to assist with excavation, and has an uncanny insight into the properties of various soils and earth. His family connection allows him to provide a discount on the services of mercenaries from the Leadtongue clan.

SPECIAL ABILITIES

Earth Mastery (Su): Hargo gains a +1 bonus on attack and damage rolls if both he and his foe are touching the ground. If an opponent is airborne or waterborne, he

suffers a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether Hargo is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Metalsense (Su): Hargo has an innate sense for finding metal deposits, and can naturally reproduce the effects of a *rod* of *metal and mineral detection*.

Background

The Leadtongue Clan is an old and proud clan of dwarven mercenaries, known for being completely and totally without any sense of diplomacy or tact, even by dwarven standards. Though their famous "lead tongues" can often cause tension between themselves and their employers, their skill as warriors has always allowed them to get away with their bombastic and confrontational behavior, and their complete unwillingness to listen to clients' irrational demands has helped them turn several potentially costly losses into victories.

Hargo was never particularly skilled in combat, and had a placid, quiet attitude, not suitable for the harsh realities of mercenary work, which led to a rather rough childhood, as the Leadtongues assign little value to anything beyond the skills of a mercenary. Hargo's father, Gorgin, is one of the clan's four major generals, and the fact that his only child was not a strong warrior was difficult for him to accept, a frustration which he vented largely on Hargo himself. Hargo worked hard to try to please his father, but the man's respect was always out of reach. He spent much of his childhood packing and unpacking camp, cooking, and other tasks that are generally not handled by the mercenaries themselves, at least amongst the Leadtongues.

All of this changed when Hargo reached adolescence, and tapped into his latent connection with the earth. This psychic power, a rare but regular occurrence amongst dwarves in the region where the Leadtongue clan operates, occurs in perhaps 1 out of 10,000 dwarves, although never before in a Leadtongue. As his powers began to manifest, the combat applications became clear: instant fortifications and trenches, undermining enemy strongholds, and so much more, not to mention Hargo's gift for finding rare metals and minerals.

Hargo served for some time amongst the Leadtongues doing just that, but eventually was forced to admit that his heart just wasn't in warfare. It was difficult for his family to comprehend, but when he announced that he would be retiring from the clan to live the life of a hermit, they were forced to admit that he had served well enough and with distinction during his time that retiring was his right, even if it was much earlier than normal.

Hargo now lives in a small mountain-top cottage, communing with nature and living a peaceful, contemplative life. He occasionally consents to do surveying and similar work for those that are willing to make the trek out to his secluded home, and, as such, his fame has begun to slowly grow, to the point where he is considering discontinuing this practice. While he is not warlike, he is no less gruff and insulting in his speech than the rest of his family.

Jann Shieldmate

This bright young man has short blonde hair and crystal blue eyes. His good looks are slightly marred by a long, thin scar that runs diagonally across both of his lips, though it's almost unnoticeable when he smiles, which he does often.

JANN SHIELDMATE, DEVOTED BODYGUARD CR 6

XP 2,400 Male human paladin 2/warpriest^{ACG} 4 LG Medium humanoid (human) **Init** +3; **Senses** Perception +10

DEFENSE

AC 24, touch 9, flat-footed 24 (+10 armor, -1 Dex, +5 shield) hp 55 (2d10+4d8+22) Fort +11, Ref +2, Will +11 Defensive Abilities divine grace

OFFENSE

Speed 20 ft.

Melee masterwork longsword +7 (1d8+2/19-20) **Ranged** masterwork longbow +5 (1d8/x3) **Spell-Like Abilities** (CL 2nd, concentration +4)

At Will—detect evil

Warpriest Spells Prepared (CL 4th, concentration +6) 2nd-level—bear's endurance, bull's strength 1st-level—command (DC 13), deathwatch, magic weapon, sanctuary (DC 13)

o-level—*detect magic, detect poison, light, stabilize* **Special Attacks** channel positive energy (DC 14, 1d6), smite evil 1/day (+2 attack and AC, +2 damage)

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 10, **Wis** 15, **Cha** 14 **Base Atk** +5; **CMB** +7; **CMD** 16

Feats Improved Initiative, Power Attack, Shield Focus, Skill Focus (Perception), Toughness, Weapon Focus (longsword) **Skills** Perception +11, Sense Motive +11, Survival +11 **SQ** aura, blessings 4/day (healing, protection), code of conduct, fervor (1d6, 3/day), lay on hands (1d6, 3/day), on duty, sacred weapon (1d6, +1), take the hit, ward

ENCOUNTERS

Entourage solitary (plus his ward), pair (Jann and another bodyguard with the same statistics, plus their ward), or squad (Jann and three other bodyguards with the same statistics, plus their ward).

Gear +*i full plate*, masterwork longsword, masterwork longbow, tower shield, *potion of cure light wounds*, purse containing 37 gp

Boon If Jann is not currently employed as a bodyguard, he can offer his services at a discount, requiring only 50 gp per day (in extreme cases, he might even offer his services for free for as long as a year, though he will expect room and board). If he is currently employed, he will not leave his employer, but may be able to put in a good word to whomever he works for, possibly allowing the PCs to get an audience they would otherwise have been unable to.

SPECIAL ABILITIES

On Duty (Ex): As long as Jann Shieldmate is within 30 feet of a creature he has selected as his ward, whenever he rolls initiative, or makes a Perception or Sense Motive check, he rolls twice and takes the higher result.

Take the Hit (Ex): Once per day, when Jann's ward is hit by a melee or ranged attack, or would be the target of a spell, spell-like ability, or supernatural ability, as an immediate action, if Jann is adjacent to his ward, he can choose to take the hit, suffering the effects of the attack, spell, spell-like ability, or supernatural ability. The attack, spell, or ability has its effect on Jann normally, and the ward is unaffected. Jann can wait to declare that he is using this ability until after an attack roll is made, or after his ward makes a saving throw to resist a spell or ability's effects, but if he does, the attack automatically hits him, and he automatically fails any saving throws offered by the spell or ability. Alternatively, he can use this ability before the attack roll or saving throw is made, in which case the attack roll is made against his AC, or he can make a saving throw to resist the spell or ability, as appropriate.

Ward (Ex): As a full-round action, Jann Shieldmate can designate a single creature within 30 feet as his ward. As long as Jann is adjacent to his ward, the ward gains a +2 circumstance bonus to AC and Reflex saves. If Jann's ward dies, or Jann chooses to stop treating that creature as his ward (a full-round action), he must wait 24 hours before selecting a new ward. Jann cannot have more than one ward at any given time.

Background

Jann began life without a last name, as an orphan in the mean streets of a large and populous city. He struggled merely to get by and have something to eat, finding refuge with a group of similar orphan children, whom he came to regard as his brothers and sisters. As he grew older, he watched many of the older orphans leave the group (generally as they became old enough to find work), and at age 12, when he was the oldest boy in the group and suddenly found himself responsible for their wellbeing, he vowed that he would not leave these orphans, like the others had done.

Unfortunately, he wasn't given much of a choice. War broke out shortly thereafter, and he was conscripted as an "able-bodied man," forced to leave his adopted family behind. Though he did not want to join the war, he proved quite good at it, fighting to protect the men and women fighting alongside him, whom he also came to regard as a sort of surrogate family. It was during this time that his compatriots gave him the nickname "shieldmate," which stuck and became a sort of unofficial last name for him. By the end of the war, he had risen in rank and been given command of a group of 30 soldiers, a group which was known for having remarkably few casualties.

After the war was over, Jann returned to his home city, though he was unable to find any of his old gang. In need of work, Jann had few skills besides soldiering, something he didn't want to continue doing any longer than necessary. He eventually settled for work as a bodyguard on a merchant caravan, taking pay far less than what he was actually worth. Jann found that he enjoyed serving as a bodyguard, and quickly gained a reputation for being devoted, loyal, and capable. Now, he serves as a personal guardian to VIPs, though he is known for only working for those he personally likes—stating that to do otherwise would be unfair to both him and the person he is protecting.

Konikt Durst

This ox of a man has a permanent sneer on his misshapen face, which is crisscrossed with old scars, and has the color and consistency of old leather. His steely grey eyes are shrewd, revealing cunning, if not necessarily creativity. His arms are nearly as thick as most men's legs, and end in giant, meaty fists, which bear even more old scars than his face.

KONIKT DURST, STREET THUG

CR 4

XP 1,200 Male human barbarian 2/brawler^{ACG} 2 NE Medium humanoid (human) **Init** +2; **Senses** Perception +8

DEFENSE

AC 15, touch 10, flat-footed 13 (+5 armor, +2 Dex, -2 rage) hp 51 (2d10+2d12+22) Fort +10, Ref +5, Will +3 Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee unarmed strike +10 (1d6+5) or brawler's flurry +8/+8 (1d6+5)

Ranged masterwork light crossbow +7 (1d8/19-20) **Special Attacks** rage (8 rounds/day), rage power (intimidating glare)

STATISTICS

Str 21, Dex 14, Con 18, Int 10, Wis 12, Cha 8

Base Atk +4; CMB +9; CMD 21

Feats Improved Unarmed Strike, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (unarmed strike) Skills Climb +11, Intimidate +11, Knowledge (local) +7, Perception +8, Swim +11 SQ brawler's cunning, flunky, martial flexibility (4/day),

martial training, physical persuasion

ENCOUNTERS

Entourage solitary, pair (Konikt plus another street thug with the same statistics), or gang (Konikt plus 3-7 other street thugs with the same statistics).

Gear +1 chain shirt, potion of barkskin, potion of bull's strength, masterwork light crossbow with 40 bolts, purse containing 60 gp and 2 sapphires worth 75 gp each **Boon** Konikt can provide his services as a thug to the PCs, assaulting others on their behalf, or destroying property for them. Alternatively, if the PCs run afoul of whoever Konikt is currently working for, he might be willing to warn them in advance if he (and other street toughs) will be sent to cause them trouble. Konikt may also be willing to share his knowledge of back alleyways, the seedy businesses that they contain, and the shortcuts that they can provide.

BASE STATISTICS

When not raging, Konikt's statistics are **AC** 17, touch 12, flatfooted 15; **hp** 43; **Fort** +8, Will +1; **Melee** unarmed strike +8 (1d6+3) or brawler's flurry +6/+6 (1d6+3); **Str** 17; **Con** 14; **CMB** +7; **Skills** Climb +9, Intimidate +9, Swim +9

SPECIAL ABILITIES

Flunky (Ex): Konikt doesn't spend much time thinking for himself, and mostly follows the orders of his employer (whoever it might be at the time), and that's exactly the way that he likes it. At any given time, Konikt

can designate up to one individual as his boss. He gains a +4 bonus on Will saves made to resist charm or compulsion effects that would cause him to take actions that go against any spoken orders he has been given by his boss. Also, as long as he can see and hear his boss (and knows that his boss can see and hear him), he gains a +1 morale bonus to attack and damage rolls.

Physical Persuasion (Ex): Konikt is an expert at getting people to do what he wants... after he's roughed them up a little bit. He gains a +4 bonus on Intimidate checks made to influence a creature's attitude if he has dealt at least 5 points of damage to that creature in the last 24 hours.

Background

Konikt Durst is a mean-spirited man who enjoys his profession: namely, hurting others, greatly. Though he is far from unintelligent, he is not particularly creative, even when it comes to his passions, such as fighting and cruelty, and he lacks the ambition that would allow him to strike out on his own. Instead, he prefers positions that provide him with clear and straightforward orders in exchange for a guaranteed paycheck.

Konikt grew up destitute, in a dangerous and forlorn slum, where just keeping food on the table and a roof over his head drove his mother to her limits (he never knew his father). Though many of the other neighborhood children dreamed of one day making it out of the slums and on to a better life, Konikt never really understood or shared those dreams, and instead he daydreamed about being big, mean, and tough enough to ensure that he, and those he cared about, always had what they wanted.

Unfortunately, Konikt lived a hard life, and the number of people he cared about quickly dwindled to include only himself, as his mother worked herself to death, his brothers died off in various turf fights or were caught for crimes and executed, and an early romance turned sour, hardening his heart against the fairer sex.

Ever since, he has made his way in the world primarily with his muscles and fists, although he does make use of a level head and common sense to do a better job as a flunky than many of his peers. He also has a good sense of when it might be advantageous for him to change employers, and has used that to his advantage in the past, as well.

Unfortunately, things don't always work out the way one thinks, especially with the kind of bad luck that has plagued Konikt all his life. One such jump from one employer to another was ill-timed, as a group of passing adventurers prevented his former employer's imminent downfall. While Konikt supposed that the adventurers' intercession was ultimately a good thing, he found himself facing a new problem as his former employer and his current employer, a chief rival, began feuding. Much to his surprise, Konikt has found himself something of a major piece in their petty squabbles, as his former employer seeks to kill Konikt and set an example for others who would turn on him. Konikt's current employer has insisted that Konikt remove himself public view, so that he not lose face. Currently, Konikt is seeking any chance to get out and do some damage.

Nicholas Dustrakov

This middle-aged man has dark hair and sallow skin. His face looks as though he shaved recently, but not very thoroughly, with small tufts of hair and a thin coating of stubble. His clothing is unremarkable, except perhaps for a larger than usual number of pockets, and he wears a black hooded cape, though the hood is currently down.

NICHOLAS DUSTRAKOV, ASSASSIN FOR HIRE CR 12

XP 19,200 Male human rogue 4/slayer^{ACG} 8 NE Medium humanoid (human) **Init** +4; **Senses** Perception +15

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex) hp 60 (8d10+4d8-4) Fort +6, Ref +14, Will +5 Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 short sword +16/+11/+6 (1d6+3/19-20) **Ranged** +1 shocking composite longbow [+2 Str] +16/+11/+6 (1d6+3 plus 1d6 electricity/x3) **Special Attacks** sneak attack +4d6, studied target (+2)

STATISTICS

Str 14, Dex 19, Con 8, Int 14, Wis 10, Cha 12 Base Atk +11; CMB +13; CMD 27

Feats Deadly Aim, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth), Weapon Finesse Skills Acrobatics +19, Bluff +16, Climb +13, Craft (alchemy) +13, Disable Device +15, Disguise +16, Knowledge (local) +13, Perception +15, Sense Motive +15, Sleight of Hand +19, Stealth +23

SQ expert poisoner, rogue talents (lasting poison^{APG}, sniper's eye^{APG}), slayer talents (deadly range, foil scrutiny, poison use, rogue talent [powerful sneak]), stalker, track +2, trapfinding +2

ENCOUNTERS

Entourage solitary or assassination squad (Nicholas plus four other assassins with identical statistics)

Gear +1 shocking composite longbow [+2 Str] with 100 arrows, +1 short sword, +2 mithral shirt, arsenic (5 doses), drow poison (10 doses), garrote, giant wasp poison (8 doses), potion of fly, potion of invisibility (2), pouch with five small emeralds worth 100 gp each, 20 gp, 200 sp, and 50 cp. **Boon** Nicholas does not work for free, but he does offer a 10% "friends and family" discount to the few individuals he feels either indebted to or friendly towards. He will also make and sell poisons at 75% of the market price.

SPECIAL ABILITIES

Expert Poisoner (Ex): Nicholas is an expert at applying poisons. He increases the saving throw DC of any poison he uses by +2.

Garrote Specialist (Ex): Nicholas is a master of the garrote. He gains a +4 bonus to CMB for the purposes of initiating or maintaining a grapple with a garrote, and he treats his CMD as 4 higher for the purposes of any creature attempting to escape from a grapple in which Nicholas is in control and using a garrote. Further, Nicholas can begin using the garrote while in control of a grapple, even if the target is neither helpless nor unaware of him, although if he does so, he suffers a -4 penalty on his attempt to maintain the grapple that round (and the bonus for using the garrote does not apply that round, either). Finally, each round that Nicholas successfully uses the choke option with a garrote during a grapple, the target is treated as though he had held his breath for 1d4 rounds, rather than just 1 round, as Nicholas quickly squeezes the breath from his victim.

Background

Nicholas is an assassin who has gained no small amount of notoriety in the criminal world for both his wide versatility of assassination methods, and his high success rate. Nicholas is fairly discriminating when it comes to what sorts of jobs he will take: while his standards in this matter are high, they have nothing to do with how much the target deserves to die, and everything to do with how realistic it is to expect him to be able to accomplish the job. He does not accept jobs that he does not think he can succeed at, and will also turn away requests to slay particularly public figures, or others whose deaths would be likely to lead to particularly extensive hunts for vengeance. Those seeking to employ Nicholas often find it difficult to do so, as he almost always refuses any client who approaches him directly, while still insisting on a face-to-face meeting with the client. The intermediaries he uses are highly discrete, often fearing for their lives.

If he does accept a job, he takes his time, carefully learning his victim's routine. He often prefers to use disguises and lies during this phase, rather than overt stealth, but will adapt his methods depending on the situation, and what seems more likely to get him what he needs without raising suspicion. From there, he determines the best plan of attack from among the many methods available to him. His preferred method of killing is by lacing the victim's food with arsenic poisoning (or, in some cases, using contact poisons, instead). If this seems unlikely to work, or is tried and fails, he typically prefers ambush attacks at a range in the dark, taking two or three shots with poisoned arrows and then fleeing into the night. Only if a direct physical fight proves truly necessary is he willing to do so, though he is actually an accomplished sword fighter. Even in these cases, he prefers to begin combat by firing poisoned arrows (typically drow poison) at a range, then closing to deal the finishing blow.

While Nicholas has a reputation for always getting the job done, this is not entirely accurate, and is deliberately cultivated by Nicholas. In fact, while it is fairly rare, he does fail to kill a target from time to time, and determine that further attempts will be pointless. When this occurs, however, he typically takes it upon himself to remove his employer, as well as anyone else who would know about the job, and simply pretend the entire thing never occurred.

For the most part, Nicholas is married to his work, and doesn't have much in the way of a personal life. He was married, but his wife died some time ago, and he has no children. He spends much of his off-time deep in his cups, living just lavishly enough to make good use of the fortunes he's made killing for a living, but not enough as to be conspicuous.

Robert Gleaning

This stocky man is exceptionally tall for a dwarf, and his determined face is wrinkled with age, stress—or both. He dresses in a well-used suit of mail armor, bearing the symbol of the local lord on his surcoat. At his side is a very serviceable axe which appears to cut as sharply as his stern, no-nonsense stare. His voice commands your attention, though you can tell it is touched by weariness.

SIR ROBERT GLEANING, SPIRIT DETECTIVE CR 14

XP 38,400

Male dwarf medium^{OA} 15 LN Medium humanoid (dwarf) **Init** -1; **Senses** darkvision; Perception +30

DEFENSE

AC 35, touch 15, flat-footed 35 (+12 armor, +2 deflection, -1 Dex, +7 shield, +1 natural, +4 spirit bonus*) hp 112 (15d8+45) Fort +11*, Ref +9*, Will +15 Defensive Abilities sudden block*

DR 7/-*; **Resist** acid 7*, cold 7*, electricity 7*, fire 7*, sonic 7*

OFFENSE

Speed 20 ft.

Melee +1 axiomatic dwarven waraxe +15/+10/+5* (1d10+6* plus 2d6 vs. chaotic)

Special Attacks haunt channeler (7d6), spirit surge (1d8), wrath of the guardian

Medium Spells Known (CL 15; concentration +17) 4th (1/day)—break enchantment, plane shift, true seeing 3rd (2/day)—detect scrying, dimension door, dispel magic, greater invisibility, locate creature

2nd (3/day)—aid, blur, haste, invisibility, knock, paladin's sacrifice^{APG*}, zone of truth (DC 14)

1st (4/day)—command (DC 13), comprehend languages, disquise self, detect undead, protection from chaos, true strike

o—detect magic, detect psychic influence^{OA}, flare (DC 12), open-close, read magic, resistance

STATISTICS

Str 16, **Dex** 8, **Con** 12, **Int** 13, **Wis** 14, **Cha** 14 **Base Atk** +11; **CMB** +14 **CMD** 26*

Feats Alertness, Iron Will, Persuasive, Skill Focus (Intimidate, Perception, Sense Motive), Toughness, Weapon Focus (dwarven waraxe)

Skills Diplomacy +24, Intimidate +30, Perception +30, Sense Motive +30, Spellcraft +19

SQ ask the spirits, astral journey, connection channel, favored of the guardian, location channel, propitiation, shared séance, spirit (guardian, 1 influence point), taboo, trance of three

ENCOUNTERS

Entourage solitary

Gear +1 axiomatic dwarven waraxe, +3 full plate, +3 tower shield, amulet of natural armor +1, cloak of resistance +1, ring of protection +2

Boon Sir Robert will allow characters he trusts to join in his séances, granting them the séance bonus. Additionally, he will use his ask the spirits, connection channel, and location

channel abilities to aid any character in the pursuit of justice.

SPECIAL ABILITIES

Favored of the Guardian (Su): Sir Robert is favored by the spirits of the guardian legend and he can always channel those spirits, regardless of where he is. He treats all places as the guardian spirits' favored locations.

Wrath of the Guardian (Su): For every point of influence a guardian spirit has over him, Sir Robert gains a +1 bonus on all attack rolls and a +2 bonus on all damage rolls.

*These numbers assume Sir Robert is currently channeling the guardian spirit and should be adjusted if this changes.

Background

Sir Robert Gleaning is a dwarven knight in service of a dozen or so minor lords throughout the human kingdom he dwells in. Sir Robert chose a human name for himself and prefers to think of himself in a purely human context, having abandoned much of his dwarven heritage. An accomplished medium, Sir Robert has made a name for himself by solving crimes in which the victims have died, or in which witnesses refuse to cooperate. Relying on his otherworldly contacts and ability to call up spirits, Sir Robert has proven able to find the truth where no one else could, earning him the favor of the nobility and leading to his rise in station. Now he commands a large law enforcement organization, empowered by cooperation between the nobility to ensure efficient enforcement of the law. Though he prefers to keep out of day-to-day affairs and manage things from afar, Sir Robert occasionally ventures into the field when his talents are required, lending his considerable efforts to high profile or interesting cases. Even with limited action, Sir Robert suffers under a great deal of pressure, brought on by job stress and challenges unique to his special brand of investigation.

Sir Robert began humbly enough, as a member of a dwarven guard attached to the now-deceased Lord Hammerton's bodyguard. When he reached his middle years and began seeing ghosts and other spiritual beings, the other dwarves in his guard shunned him. Nevertheless, Sir Robert continued dutifully in his service until one day, after his lord's brother had died, he saw the brother's spirit and was able to make contact with it, learning of the man's killer. Acting on the spirit's information, Sir Robert saw that justice was served and earned great esteem with his lord, who elevated him to greater status. Happy to be of service, Sir Robert eagerly leapt at the chance to serve as a prestigious investigator for human lords, spurning the dwarves that had rejected him. For many years, Sir Robert solved high-profile crimes and was eventually elevated to knighthood.

Now Sir Robert lives in dread of the next time his skills are called for, but willing to act if called upon. He commands numerous agents to oversee law enforcement within the kingdom, as it would be impossible for him to be involved in every case. He allows his agents a good deal of autonomy, but certain threats are sure to bring him into action, including his arch-nemesis, a vicious and clever killer known only as the Ankh, a moniker earned for a unique brand with which he mutilates his victims.

Races

The following section presents five new races for player characters. In addition to their racial abilities, each race has extensive descriptions of their physical appearance, society, relations, alignment and religion, and the sorts of adventurers that they produce. Each new race also has ten alternate favored class abilities for a variety of favored classes... Each of the races is summarized below.

Gogs: These Small outsiders are fiendish in origin, and resemble oversized imps. They have a love of making deals (which are often magically enforced) and a penchant for fire.

Ishior: A race of Small horned humanoids with a penchant for telekinesis, the ishior are a close-knit race.

Nyth: These psychic creatures are closely tied to dreams, and are even said to be born from the dreams of mortals. They

hail from the Astral Plane, where their entire race lives in a massive and mysterious tower.

Shadespawn: The tragic result of a failed attempt to return a deceased child to life, shadespawn are living creatures that harbor souls that are not entirely their own, and are partially taken from restless spirits. They remain childlike throughout their lives, and have a close affinity for the spirit world.

Troll-kin: The offspring of trolls and humans, these smelly brutes may not quite have the strength and endurance of their monstrous parents, but they certainly have a physical edge over most humans.

The tables below contain all of the standard information for how each race ages, as well as determining their random height and weight.

The races are presented in alphabetical order.

Table 4-4: Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Gog	o years	+1d2	+1d3	+2d3
Gog Ishior	20 years	+1d6	+2d6	+3d6
Nyth	60 years	+3d6	+5d6	+7d6
Shadespawn	As parent race			
Troll-kin	14 years	+1d4	+1d6	+2d6

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table 4-5: Aging Effects

Race	Middle-Age	Old	Venerable	Maximum Age
Cumulative Effects	-1 to Str, Dex, and Con, +1 to Int, Wis, and Cha	-2 to Str, Dex, and Con, +1 to Int, Wis, and Cha	-3 to Str, Dex, and Con, +1 to Int, Wis, and Cha	GM secretly determines Maximum
Gog	40 years	70 years	100 years	100 + 1d20 years
Ishior	80 years	130 years	180 years	180 + 1d20 years
Nyth	130 years	200 years	270 years	270 + 3d% years
Shadespawn	As parent race			
Troll-kin	30 years	45 years	60 years	60 + 2d10 years

Table 4-6: Random Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Gog	3 ft. 2 in.	45 lbs.	2d4	x 1 lb.
Ishior, male	3 ft. 6 in.	45 lbs.	2d4	x 1 lb.
Ishior, female	3 ft. 6 in.	60 lbs.	2d4	x ı lb.
Nyth	4 ft. 8 in.	100 lbs.	2d8	x 4 lbs.
Shadespawn ¹	3 ft. 4 in.	50 lbs.	2d6	x 3 lbs.
Troll-kin, male	5 ft. 2 in.	170 lbs.	3d10	x 7 lbs.
Troll-kin, female	4 ft. 6 in.	125 lbs.	3d10	x 7 lbs.

1. If the parent race has a smaller value for base height, base weight, modifier, or weight multiplier, use those values, instead.

<u>Gog</u>

Gogs are a fiend-like race born of smoke and fire. These impish creatures have some power over fire, for which they are feared. They are bound by supernatural rules that govern their interactions with mortal creatures, yet gogs have a not-undeserved reputation for untrustworthiness and wickedness. Though their appearance causes other creatures to consider them monsters, many gogs manage to worm themselves into civilized society anyway, and while some few become productive and pleasant citizens, most spend their time delighting in bringing ruin to those around them from just inside the law.

Physical Description: Gogs appear much like oversized imps. They are short compared to most humanoids, and their skin tones ranges from angry red to dull yellow, with beady black eyes. They have small wings on their back, insufficient to bear their bulk through the air, but whose movements are critical to help them navigate as they hop about on their short, powerful legs. Their fingers and toes are clawed and their teeth are sharp. Their large, pointed noses sometimes hook up or down, giving them an even more fiendish appearance. Gogs are completely hairless, though they have a pair of horns on their head which constantly grow, and which many gogs shave or shape in exotic styles. Gogs have voices ranging from guttural to screechy, and many of other races find their speech humorous, a fact most gogs deeply resent. In addition to short wings, gogs have long, thin tails ending in a fleshy spade. While these tails apparently serve no purpose, gogs are extremely fond of their tails, with particularly long or beautiful tails being a point of pride for many gogs the world over. Gogs are neither male nor female and don't reproduce in the traditional manner, instead being born from fire and blood. Many gogs have fluid gender identities, choosing aspects traditionally associated with one gender or the other which suit them and changing those choices with their mood. Among themselves, gogs spurn clothing, preferring the feel of their fiery homes upon their skin. Since many humanoid cultures find the gogs' fat bellies and warty skin to be off-putting and consider nudity taboo, most gogs wear region-appropriate attire when dealing with other humanoid creatures. Gogs are born fully formed and can live for up to 120 years.

Society: While many gogs live among the lower planes and fall into the rigid or wild societal structures of those places, some have either escaped from the lower planes or were created on the Material Plane, where they have formed their own societies. These gog societies consist of large communities gathered in thriving metropolises situated around permanent sources of heat, such as the pit of a volcano or a system of hot springs. These cities are vast and difficult to navigate. Gogs typically live in small homes designed for one individual, as they spurn family structures. Each home is unique to the gog living in it, and when one gog dies, its dwelling is destroyed so the space can be used by other gogs. Apart from housing, gog cities feature a wide variety of businesses, few of them honest, which provide services ranging from the everyday and essential to the mystic and complex. The most widely known gog business is banking, as their dread vaults are known to be difficult to breach and gog bankers have no scruples regarding their clients. On the other hand, items stored in gog banks have been known occasionally go missing without adequate explanation. Gogs covet gems and precious stones of all kinds, and their cities boast an unusual number of jewelers and gem artisans who specialize in fine art, as well as in shaving off shards of gemstones for themselves.

Gog cities have complex leadership structures that can make it difficult to figure out just who is in charge of what. Every minister seems to hold partial control over various governmental functions, not as a means of ensuring that no one gog has too much power, but to ensure that there is always someone else to blame when things go wrong. Despite having a complex and robust system of leadership, to the outside eye gog cities seem to be plagued by total anarchy. This is due primarily to the unusually unfair and one-sided laws that gog cities abide by. While these laws vary somewhat from city to city, they tend to be very similar in nature. For instance, in most gog cities, stealing is perfectly legal for citizens, and while murder is illegal, so is investigating such crimes for more than 24 hours. Civil trials are common and gogs seem keen to sue each other over just about anything. Trials are elaborate spectacles which occur out of doors in public forums. Among gog communities, the victor of a trial is determined by three factors, which are given equal weight: public opinion, the size of bribes given to the arbiter, and evidence. Gogs can sue for anything they want, up to and including the life of their opponent, while the accused can counterclaim anything they want, up to that amount. Trials are considered great fun among gog communities, and rarely are the outdoor trial venues empty.

It is somewhat uncommon for gogs to travel, as their otherworldly nature puts them at a slight disadvantage to mortal peoples and many gogs are not terribly brave. Still, the greed, ambition, and just plain cruelty of some gogs drives them to seek out lives among other civilized peoples. Gogs living in other societies tend to be mistrusted and marginalized, both because of their monstrous appearance and because of their shady and skittish personalities. Gogs are known for their greed, pride, and destructive natures. Even so, many societies find gogs to be shrewd and productive traders, skilled magicians, and effective businessmen.

Relations: Many races fear and despise gogs, believing them to be monsters, or worse. Their demonic appearance, combined with their greedy natures and strange powers, mean that only the most open-minded people get along well with gogs. As a result, gogs tend to keep to themselves, but when they do travel, they usually get along best with other outcasts, such as half-elves and half-orcs. Because they share lower planes roots, gogs and tieflings have a special kinship, though while many tieflings try to separate themselves from their origins, the gogs embrace their natures, leading to occasional clashes between the two. Usually gogs travel as individuals, and while they might choose to endear themselves to a community, greed, mischief, and spite causes many gogs to sow distrust for their race in order to keep more for themselves.

Alignment and Religion: Gogs are creature of the lower planes and are strongly touched by evil. Though not absolutely beholden to evil alignments, the vast majority tend that way. Unlike devils or demons, gogs have a wide variety of personalities, some being mischievous and chaotic in nature, while others are obsessed with manipulating things to their benefit, and still others are driven entirely by greed.

Gogs have their own religion, full of demonic princes and all-powerful dark gods. They make a point of building fine temples to these entities in their cities and swear oaths by various evil forces. While every gog claims to be religious, few actually practice any kind of organized religion, and many gogs do not understand or care to understand the exceptionally dynamic and confusing aspects of most religions.

Adventurers: Gogs have natural magical talents and subtle, deceitful natures. While many gogs prefer to live out their lives at home, staying far away from danger and avoiding risks, gogs make exceptional adventurers, being both stealthy and cunning, and able to wield traditional and psychic magic with great ease. Most gogs who become adventurers are sorcerers, wizards, or rogues, taking advantage of their natural talents. Occasionally, an individual gog will find another calling and take up that role, but most prefer to stick to their strengths. Gogs adventure for all kinds of reasons, but typically do so to acquire wealth and power to lord over their fellows. Few gogs have noble callings, and most are purely in it for themselves.

Gog Names: Achor, Balsor, Chorth, Melekor, Nesha, Peshcorik, Resimor, Xardit, Yortal, Zepper.

Standard Racial Traits

Ability Score Racial Traits: Gogs are clever and charismatic, but lack foresight. They gain +2 Intelligence, +2 Charisma, and -2 Wisdom.

Type: Gogs are outsiders with the native subtype

Size: Gogs are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Base Speed: Gogs have a base speed of 20 feet.

Languages: Gogs begin play speaking Common. Gogs with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, Draconic, Giant, and Infernal.

Skill Racial Traits

Wicked Cunning: Gogs gain a +2 racial bonus to Acrobatics and Bluff checks.

Defensive Racial Traits

Fire Resistance: Gogs have fire resistance 10.

Other Racial Traits

Fire Adept: Gogs treat their caster level as 1 higher for the purposes of casting spells with the fire descriptor. Additionally, all gogs can cast produce flame as a spell-like ability (caster level equals its character level) once per day.

Deal-Bound: Gogs are beholden to the deals they make as part of their otherworldly nature. Any gog that enters into a deal must keep the letter of the deal they make. For the purposes of this ability, a deal constitutes any explicit agreement which is recorded in writing or sealed with a handshake. A gog that willfully breaks a deal made in this way suffers a -4 penalty to each of its ability scores for 1 week, or until it receives the benefits of an *atonement* spell.

Favored Class Options

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

Alchemist: Add +1/2 to the alchemist's bomb damage.

Arcanist: The arcanist's spells that deal fire damage ignore 1 additional point of fire resistance.

Bard: Add +1/4 bonus on Acrobatics and Bluff checks.

Bloodrager: Add +1/3 points of fire damage to all melee attacks made while bloodraging.

Druid: The druid's racial fire resistance increases by +1/2. This does not stack with fire resistance from other sources.

Kineticist: Reduce burn from using fire blasts and composite blasts including the fire element by 1/6 point of burn.

Rogue: Add +1/2 bonus to all Stealth checks.

Slayer: The slayer gains 1/6 of a new slayer talent.

Sorcerer: Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.

Wizard: Add +1/2 to the wizard's effective caster level when determining the effects of spells with the fire descriptor.

<u>Ishior</u>

The ishior are a race of small humanoids with potent telekinetic powers. Though not actually psychic lacking telepathy or the ability to manifest their thoughts as a physical sensation—all ishior have some ability to move physical objects through strength of will alone. In some individuals, this strength is far more pronounced. Because of their telekinetic powers and strange appearance, most mistake the ishior for monsters of fey or fiendish origins, while others believe they are a race of wizards. This has caused an undue strain on their relationships with other races, and can be chiefly blamed for their lack of interaction with the more common races.

Physical Description: In most respects, ishior resemble miniature, tightly muscled humans, and are distinguished from halflings and other small humanoid races chiefly by their horns or antlers, which they have in place of hair. An ishior's antlers extend from his forehead in two straight prongs that each split into a forked pair about a foot from his head. Including their antlers, most ishior reach a height of over 4 feet. Though all ishior are tightly muscled, females tend to be larger and more powerfully built than the males, who sport larger, more developed horns. Ishior range greatly in skin color, and their skin tone tends to match that of humans within similar regions, leading some scholars to believe that the two races were once closely related. Ishior have red-brown eyes and blunt ears. Both male and female ishior have deep, rich voices, which many humans find disconcerting coming from creatures so small. Ishior reach adulthood at age 20 and typically live to reach 200 years.

Society: Ishior society seems wild to many humanoid races, helping to give rise to the myth that the ishior are themselves fey creatures, a fact many would find humorous if they knew of the bitter distrust between the ishior and the fair folk. Ishior tend to live in relatively small communities in wooded areas close to water, but far from seas. A typical ishior community features a half dozen large, cube-like houses made from mud bricks or bitumen supported by wooden or iron framework, allowing for larger open spaces. Each house might house 3 or 4 ishior families, each family generally consisting of a mated pair and 4-5 children. Upon reaching adulthood, these children are likely to select a mate from among the children of their housemates. When a household grows too large for the house to sustain them, the youngest families join together and set about building a new house to hold them and their kin, and in this way ishior villages grow over time to be quite large, thought the ishior's love of space tends to mean that households are often built a good distance from each other. Each ishior village also shares a single massive farm, owned by the community and worked in shifts. During each productive season, 1/3 of the houses work, while the other houses spend the season at leisure. During the winter months, the entire village takes their ease.

Ishior communities always include a large gathering place, often nothing more than a natural clearing or spacious meadow where those who are not working can gather to enjoy each others' company and pursue pleasant hobbies. Ishior enjoy music and are fine singers, often accompanied by horn or violin. They also enjoy athletic competition, and they play a complex stick and ball game that none but their own race understands, and which one must be telekinetic to play. Ishior also enjoy honing their skill at arms and craftsmanship, so that they have something to offer, either in defense or in trade, in their dealings with any who would wander into their homes. Ishior combat features tactics which surprise most foes, and usually involve attacks by weapons wielded by mental force by concealed warriors, preceding one or more carefully coordinated ambush charges by surprisingly fierce and physical fighters armed with blades which are renowned for their sharpness and light weight. Ishior are also lovers of animals and keep small, furry woodland creatures as cherished pets. Because they must keep their minds sharp to use their telekinetic powers, ishior generally abstain from drink, and consuming strong beverages is highly frowned upon by ishior communities.

Ishior leadership is handled by a council comprised of members from each household, which handles the rare situations which require unilateral decision-making for the entire village. Typically such councils are called together when two ishior villages need to interact with each other or when the village is faced with visitors of any kind. Usually travelers are welcomed into an ishior village, provided they either have something to offer the ishior, or don't stay too long. Armed visitors are asked to leave their weapons with the council during their stay, except in the case that the ishior might need help.

Relations: Ishior have strained relations with most humanoid races due to the fact that they are often seen as monstrous or aloof. In fact, the ishior are a fairly welcoming people and get along well with their neighbors when given the chance. In a conflict not truly understood by either side, though ancient enough in origin to have been recorded in *The Book of All*, the ishior have a bitter dislike of fey, who in turn do not trust the ishior and often warn others against them.

Individual ishior tend to be outgoing, though they often have a mocking or acerbic senses of humor, and while they get along well with almost everyone, they are typically slow to form real friendships.

Alignment and Religion: Ishior have their own religion and believe in over 3,000 gods which govern existence in this world and beyond. The names of these deities are recorded in the sacred ishior text *The Book of All*, which describes each being and the circles it is responsible for. The ishior don't worship these beings directly, however, believing them to be beyond the care of mortals; instead, they venerate saints and demiurges which intercede between the ishior and their gods to provide them with a better life. In some cases, this has led to the errant belief that ishior are ancestor worshipers or even demonic cultists, though close inspection quickly reveals this isn't the case.

Ishior tend to be good-aligned, though the tendency is only slight, and neutral- and evil-aligned ishior are not terribly uncommon. Ishior live a wild lifestyle in an orderly and considerate way, and are thus as likely to be lawful as chaotic.

Adventurers: Ishior who long to leave the quiet life of home behind occasionally turn to adventuring, an act seen as contemptuous by their people, who generally feel that anyone who willingly leaves the village is abandoning their people and leaving them shorthanded on workers. Such ishior adventurers receive a cold welcome at best from other ishior they meet in their travels. Some ishior may become adventurers after their homes are destroyed; ishior communities are more understanding of this, but still prefer that the ishior join their village rather than continue a life of dangerous adventure. However they come to the life, ishior adventurers tend to choose careers as bards, wizards, or as the swashbuckling ishior zephyrblade.

Male Names: Capeo, Dagi, Ipki, Matheo, Piki, Xap, Xoepi, Yagi.

Female Names: Bathu, Egea, Griu, Hithu, Liga, Xegea, Zuriu.

Standard Racial Traits

Ability Score Racial Traits: Ishior are nimble and powerful of mind but lack the health of other races. They gain +2 Dexterity, +2 Intelligence, and -2 Constitution.

Size: Ishior are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Base Speed (Slow Speed): Ishior have a base land speed of 20 feet.

Languages: Ishior begin play speaking Common and Ishior. Ishior with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Skill Racial Traits

Ishior Lifestyle: The ishior lifestyle lends itself well to the practice of crafts and performance; as such, ishior gain a +2 bonus on a single Craft skill and a single Perform skill of their choice.

Senses Racial Traits

Low-Light Vision: Ishior see twice as well as humans in conditions of dim light.

Other Racial Traits

Telekinetic (Sp): Ishior are naturally telekinetic and can move things with their mind. An ishior can cast the spell *mage hand* as a spell-like ability at will. The caster level for these effects is equal to the ishior's level. Additionally, once per day the ishior can summon up a great reserve of telekinetic energy. This functions in a fashion similar to the spell *unseen servant*, except that the duration is always 1 minute, and the servant has a Strength score equal to the ishior's level.

Favored Class Options

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

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Druid: Choose 1 spell or spell-like ability that the druid can cast. The druid can use this spell while in wild shape as though she had the Wild Spell and Eschew Materials feats.

Fighter: Add +1/4 bonus to CMD against bull rush, reposition, and trip attempts.

Kineticist: If the kineticist has aether as an elemental focus, then the temporary hit points granted by the force ward elemental defense ability recover at a faster rate. The kineticist recovers 1 additional temporary hit point every 4 mintues each time she takes this benefit (for example, a kineticist who had selected this reward once would recover an additional temporary hit point every 4 minutes, while a character who had selected the benefit 3 times would recover 3 additional temporary hit points every 4 minutes).

Magus: Add +1/6 deflection bonus to AC as long as the magus has at least 1 point in his arcane pool.

Monk: Add +1/3 competence bonus on Acrobatics checks.

Shaman: Add 1 spell from the sorcerer/wizard list to the shaman's list of spells known, at the same spell level as it is on the sorcerer/wizard list. This spell must be at least 2 levels lower than the highest-level shaman spell the shaman can cast, or 1 level lower than the highest-level shaman spell the shaman can cast if the chosen spell has the force descriptor.

Swashbuckler: The swashbuckler gains +1/5 points of panache whenever she would gain a point of panache (for example, a swashbuckler who had gained this reward 5 times would gain 2 points of panache whenever she scored a critical hit or dealt the killing blow to an enemy).

Witch: Add a spell to the witch's familiar. The chosen spell must be from among the following: *mage hand*, *open/close*, *unseen servant*, *telekinesis*, or any spell with the air or force descriptor. The spell does not need to be on the witch spell list, and is treated as a witch spell of the same level that it appears on the spell list it is found on, but must be at least 1 level lower than the highest-level spell the witch can cast.

Wizard: Add +1/2 to the wizard's effective caster level when determining the effects of spells with the force descriptor, and gain a +1 bonus to caster level for the *telekinesis* spell.

<u>Nyth</u>

Nyth are a race of psychic creatures born on the Astral Plane, and are formed from the remains of particularly potent dreams which leave behind a powerful psychic imprint on the fabric of the plane. Nyth are creatures born of thoughts and emotions made flesh, and as such they have weak and frail bodies, but powerful and vibrant minds. While all nyth possess a strong intellect, they also feel things more deeply than other races, making them complex individuals. Their close connection with dreams allows them to observe the dreams of others, an activity in which they take great pleasure, choosing to know others in a way that no other being really can.

Physical Appearance: Nyth are generally humanoid in appearance, but vary significantly from humans and other common races in appearance. Nyth have extremely gaunt and frail bodies, with exceptionally long, thin limbs with delicate appendages. Their heads are about 50% larger than those of a typical human, with very complex eyes with two pupils and no irises. Their whole bodies are covered in a soft, very short fur, which shifts in color from pale in bright light to dull blackish-brown in darkness, making them somewhat hard to see. All nyth are colorblind, and though capable of vocalization, none speak with words, instead communicating their thoughts directly in a way that many observers find off-putting. Male and female nyth are very hard to tell apart at a glance, though nyth themselves find this observation humorous, as the differences to them are quite obvious, such as females having slightly more rounded eyes and males having upturned noses. Nyth don't walk along the ground but rather float above it, gliding along with the greatest of ease.

Society: Nyth are outsiders created by the dreams of mortals which leave a psychic imprint on the Astral Plane. On the Astral Plane, the whole of the nyth race is contained within a single massive tower of writhing quicksilver with no apparent entrances or exits, which hangs forgotten in a particularly empty expanse of the Astral Plane. No outsider has ever seen the inside of this tower, and the wonders contained therein are recounted differently by different nyth, leading some to believe that the nyth each experience their home differently. Though only the nyth themselves are allowed within this tower, nyth often venture forth from their isolated home to roam the Astral Plane in search of other beings, as well as interesting artifacts and psychic imprints which have taken root in that expanse. Because non-nyth are unable to enter the tower, outside forces desiring to interact with the nyth create and maintain outposts in the area surrounding their wondrous quicksilver tower. This exotic and exciting outer realm is known among the nyth as Cervos Axorin, which translates loosely as the "gathering ring," but is known locally as Outown. This strange and cosmopolitan area consists primarily of outsiders representing deific forces trying to win over the nyth, and their various retainers. Such a large gathering has naturally drawn a wide variety of others, looking to profit from the mass of planar beings or to conduct trade with the nyth. For their part, the nyth spend a great deal of time interacting with the denizens of Outown, finding them fascinating studies in devotion or remembering them from the dreams that forged them. As a result, outside influence on nyth society is plentiful and readily evident.

Individual nyth often demonstrate traits usually considered unique to certain outsiders, the most common of which is a love of contracts, though nyth are far more fair than devils and less exacting than most outsiders. They also demonstrate a surprisingly well-developed knowledge of outsider cultures.

While nyth society appears cold and alien to outsiders, in truth they live in vibrant harmony with one another. While the nyth in general seem obsessed with observing the universe outside their walls, they are particularly interested in the minds of mortals whose dreams spawned their race. The purpose of this obsession, however, is unknown to the nyth, if there is a purpose at all beyond mere entertainment. While most nyth prefer to observe, rather than interact with the world at large, individual nyth frequently make exceptions.

Alignment and Religion: The alignment of a nyth depends largely on the kind of dream from which she was born, with pleasant dreams spawning good nyth, dreams of work or other mundane tasks giving rise to lawful nyth, dreams of leisure giving birth to chaotic nyth, and nightmares giving rise to evil nyth. Very occasionally, dreams containing all these elements might give rise to neutral nyth, but this is rare.

The nyth are in general opposed to religion, being aware of their origins and being capable of interacting with the world in ways most mortals could only dream of. However, as an unaligned race of outsiders, various deities and philosophies among the planes have relentlessly tried to convert the nyth to their way of thinking, and a wide variety of religious practices have taken root within nyth society.

The practices tend to take the form of superstitions and minor rituals that are common to religions, and rarely include fanatic devotion to a single dogma. Nyth in general borrow from whatever religions they find appealing, a fact that their divine suitors often find infuriating, especially since they often incorporate practices in ways the true faithful never would, often employing elements of enemy faiths without a single thought. A wide variety of holy books are in circulation among the nyth, including their own text, the Cagex Mothri, which is less a sacred manuscript and more of a compendium of popular beliefs, their origins, and significance. The *Cagex Mothri*, or "cage of faith," is popular among religious scholars and is widely traded in Outown by those seeking to understand their neighbors, either to gain an advantage over them or to form a better union among likeminded individuals.

Relations: Nyth get along extremely well with any creature who dreams, or at least they do in their own minds. Other races often see the nyth as alien and strange, considering their methods of speech and movement to be unnatural and monstrous, and thus mistrusting the entire race. Still, this doesn't stop some members of other races from working with the nyth, whose skills often prove invaluable to them.

Adventurers: Nyth often leave their home on the Astral Plane in search of more dreams to observe and more people to experience. Very occasionally, nyth send out one of their numbers for a specific task, and a few nyth may be driven by a desire to adventure, instilled in them from the dreams in which they were born. Adventuring nyth draw upon their extreme mental prowess for power, typically favoring careers as psychics or mesmerists, though wizards and sorcerers are not unheard of. In addition, a secret cult of nyth, devoted to the retrieval of a number of objects which they hold sacred, roam the planes as some of the finest occultists anywhere. Nyth priests are exceedingly rare, but often fanatically devoted individuals, who have given themselves over to outside influences. Religious-minded nyth may go in search of new practices to add to the *Cagex Mothri*.

Male Names: Avon, Cerer, Ethron, Jaier, Mavon, Resis, Veder, Zovon.

Female Names Bexa, Gerdo, Kerex, Lete, Povan, Sedix, Weda, Yavern.

Standard Racial Traits

Ability Score Racial Traits: Nyth are physically diminished but mentally powerful, gaining +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Strength, and -2 Constitution.

Type: Nyth are outsiders with the native subtype.

Size: Nyth are Medium creatures and thus receive no bonuses or penalties due to size.

Base Speed: Nyth have a base land speed of 30 feet.

Languages: Nyth begin play speaking Common and Nyth, and may select any language as a bonus language (except secret languages, such as Druidic).

Skill Racial Traits

Sense Thought Patterns: Nyth gain a +2 racial bonus on Sense Motive checks. This bonus increases to +4 if they engage in conversation with a target for at least 1 minute.

Other Racial Traits

Psychic Movement: Nyth move about the world by floating over the ground, approximately 1 foot in the air. This allows them to move over surface plates, caltrops and the like, possibly allowing them to avoid some traps. Additionally, because of the way they move, nyth increase their maneuverability when flying by one step. Because they constantly remain a foot or so above the ground, they are at significantly less peril from falling than other characters, causing them to suffer only half of all fall damage. Finally, a nyth cannot be tripped.

Observe Dreams: Nyth can enter the dreams of sleeping characters to observe what goes on in their dreams and communicate with the sleeper, if they so choose. To enter a character's dream, the nyth must first touch an unconscious individual and attempt to observe his dreams. In so doing, the nyth actually creates a temporary construct on the Astral Plane, to which the nyth physically travels and to which the dreamer's psychic avatar also travels. These dreamscapes function in much the same way as an immersive mindscape, except that it is created by the dreamer's dream, and is an exact replica of the dreamer's dream. The nyth appears

adjacent to the dreamer and is by default completely invisible and undetectable to the dreamer, though he may choose to reveal his presence at any time as a free action. Unlike a normal mindscape, the dreamscape created by this ability poses no danger to a character within the dream, and the nyth can choose to leave at any time. While the nyth is able to interact with the dreamer, he may not do any damage to the dreamer, except with spells and effects which specifically harm dreaming characters. *Nightmare* and similar effects can be cast upon the dreamer while in the dreamscape, and the dreamer suffers a -2 penalty on saving throws to resist such effects. The dreamscape collapses and the dreamer's psychic presence and the nyth are returned to the material world if the dreamer wakes up.

Favored Class Options

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

Arcanist: Add 1 spell from the psychic spell list to the arcanist's spellbook. The spell added in this way must be at least 1 level lower than the highest-level spell the arcanist can cast. The arcanist can cast the spell as a psychic spell using thought and emotion components.

Bard: Add 1 spell from the mesmerist spell list that is not on the bard spell list to the bard's list of spells known. The bard casts this spell as a psychic spell using thought and emotion components. The chosen spell must be at least 1 spell level lower than the highest-level spell the bard can normally cast.

Investigator: Add +1/4 to the investigator's inspiration bonus when using inspiration on Intelligence-, Wisdom-, or Charisma-based skill checks.

Mesmerist: The mesmerist gains 1/6 of a new mesmerist trick.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Occultist: Add +1/4 points of mental focus to the maximum amount of mental focus the occultist can draw on.

Psychic: Choose 1 spell the psychic knows. The caster level for that spell is increased by 1. This bonus can be selected multiple times, but cannot be applied to a single spell more than once.

Ranger: Gain a +1 circumstance bonus on Knowledge checks made to identify properties of the ranger's favored enemies. This bonus does not apply against creatures which are immune to the effects of a *detect thoughts* spell.

Sorcerer: The sorcerer gains 1/6 of a bloodline bonus feat.

Wizard: Add +1 bonus to concentration checks.

Shadespawn

Shadespawn are not a race in the traditional sense of the word, and could more accurately be referred to as a condition. Some scholars have even gone so far as to refer to them as undead, although the vast preponderance of the evidence indicates to the contrary. Born of tragedy, the dark origins from which most shadespawn come tend to haunt them through their entire lives, both from internal doubts and anguish, and external hostilities by those who are unable or unwilling to accept the shadespawn in their communities.

A shadespawn is created when a humanoid child dies at a particularly young age (generally within the first year or two of life, always before the child has learned to speak), and the parents turn to resurrection magic to restore their lost child to life. Because the soul of the child is undeveloped and formless, it is battered and damaged by the ordeal of dying and being brought back, even more than other souls would be. Often, this results in the child's body returning to life without a mind, but sometimes the magic is able to draw upon the spiritual essence of a wandering spirit that is either close to the location where the spell is performed, or is metaphysically significant to the child (such as one of the child's ancestors), in order to "fill in the gaps" in the child's spirit. Typically, the spell's caster isn't even aware that he is using another spirit as a resource, although some do deliberately set out to create shadespawn.

Physical Description: The spirit of the child merges with the restless soul, and together they form a single entity that inhabits the body. It is all but impossible to tell at first whether the resurrection was completely successful or has resulted in a shadespawn, but as time goes by, signs begin to show themselves. Due to their patchwork spirits, shadespawn have stunted growth, and remain childlike all their lives, ceasing to mature physically past pre-adolescence. Further, their skin slowly shifts over time to a dull, lifeless grey color, their hair darkens and eventually becomes coalblack, and their eyes slowly change as well, taking on a wholly unnatural appearance: their pupils are bright white, with irises of a steely grey color, and black sclera, with the entire effect appearing to be inverted colors from the eyes of most humanoid races.

Other than these coloration changes, and the fact that they do not advance physically into puberty, a shadespawn largely resembles the race from which it came. Elven shadespawn are thin and willowy, dwarven shadespawn thick and stout, and so on. Many shadespawn speak in slow, measured tones, but whether this is a racial feature or merely a learned trait in a world where many are hostile towards them, is difficult to say.

Society: Shadespawn are far too rare to have a society of their own. Despite their childish bodies, they still grow old and die just as other members of the race to which they were born, and the circumstances required to make a shadespawn simply don't occur often enough for a

community to develop. Most shadespawn go their entire lives without meeting another of their kind, and are forced to get by in a world that doesn't understand them (a task made more difficult by the fact that the shadespawn themselves are unlikely to truly understand their condition).

Shadespawn tend to be shunned by their communities, and often even by their immediate family. Though most do not understand the exact details of how the shadespawn's soul is a combination of that of the resurrected child and another spirit, it doesn't take much imagination to get a rough idea that something has gone wrong, when the child has died and come back to life, and now resembles a child-like corpse. Even those that do know the details behind how a shadespawn is created tend not to treat them any better, and often proclaim the shadespawn is possessed by a malevolent spirit (the fact that sometimes the spirit that melded with the child's was, in fact, malevolent and predatory, does not help such situations). While some shadespawn are able to find acceptance, most are forced to leave their homes at a young age, and quickly learn to lie about their race, usually claiming to be an exotic species of subterranean gnome or halfling.

Many shadespawn, especially younger ones or those that are not particularly glib, face the unique challenge of trying to get by in an adult world while stuck with a child's body, with a very confusing set of emotions stemming from a patchwork soul and what is likely to have been a very unhappy upbringing. Shadespawn have a lot of trouble finding work in most communities, especially as their death-like appearance begins to manifest. This causes most shadespawn to turn to criminal enterprises, either stealing or using their unique gifts to take what they want through force. Because shadespawn are saddled with strange taboos, some are handicapped even in these basic survival skills, and as a result, many shadespawn simply fail to survive life on the street. Those that do tend to adopt jaded and cold viewpoints, believing others to be unworthy of their trust and incapable of feeling anything for them.

Shadespawn rarely form romantic attachments for a variety of reasons. Chiefly, most find them extremely repulsive and otherworldly, far from a desirable mate. Additionally, the majority of shadespawn lack the chemical maturity to be infatuated with others. When romantic entanglements do occur, they tend to be filled with tragedy and confusion, and face numerous obstacles caused by the shadespawn's very nature. Since shadespawn cannot reproduce through normal means, many learn to content themselves without this form of companionship. For most shadespawn, romance tends to be held as an unreachable ideal, and many harbor storybook ideas about romance that are impossible for to acheive, further contributing to a jaded and apathetic attitude.

Shadespawn who do manage to find a place for themselves in society tend to be underworld characters, either being feared street rats, shady members of criminal organizations, or even urban legends that are a bit too rare. On very rare occasions, a shadespawn manages to find happiness, perhaps finding belonging either among groups of traveling performers or other misfits.

Relations: For whatever reason, shadespawn tend not to suffer as much direct prejudice in other societies as they do in their own, perhaps because their neighbors simply think of them as being a member of an "exotic race" rather than some sort of half-dead abomination. Even those that identify them as shadespawn tend to be less bothered by that fact if they didn't have any connection to the shadespawn before she was born. Gnomes tend to be the most accepting of shadespawn, regardless of their race, whether due to their shared status as outsiders to most other races, their own race's unusual relationship with souls, or their generally friendly attitude. Many orcish and elven societies, particularly those that participate in forms of ancestor worship, can also come around to the idea of shadespawn. Dwarves and humans tend to be the most distrustful of shadespawn.

Alignment and Religion: Shadespawn have no particular tendency towards any alignment, other than whatever influence is provided by the spirit that makes up a significant portion of their soul. These spirits can be of any alignment, and while some good spirits see joining with a child's soul as a sacrifice that allows the child to live on at the cost of oblivion for the spirit, evil spirits can just as easily see the act as a chance to return to life, taking over the body and spirit of the child. In truth, it's impossible to say for sure which of these interpretations is true, or if perhaps both are, for the spirit and the child cease to be separately discernible entities, and cannot truly be separated once this occurs.

Many shadespawn develop a keen interest in the afterlife, feeling a connection with ghosts and other lost spirits. While not strictly religious in nature, this curiosity about souls, where they come from, and where they go, often leads shadespawn on spiritual and philosophical journeys.

Adventurers: Many shadespawn turn to adventuring simply to get by, as adventurers are often an unusual lot in the first place, typically welcoming of even the strangest and most exotic races, and the wealth that can be earned as an adventurer goes a long way towards finding acceptance in society, as well. Other shadespawn turn to adventure as a means of learning more about who they are, about their condition, and about souls. Some seek to find a way to undo their shadespawn nature and uncouple the soul that was bound to them at their resurrection, while others seek to learn more about the past of the spirit that makes up half of their essence (they typically retain no memory of the spirit's past, and at best receive only a few cryptic flashes). Most shadespawn adventurers focus on skills to which they are already predisposed, either taking their interests in the afterlife to a new level, or focusing on criminal skills they took up as a necessity. As a result, most shadespawn choose careers as mediums, spiritualists, or rogues. Some shadespawn find magic a great way to overcome their natural weaknesses, and so choose careers as dedicated casters. Such shadespawn generally make heavy use of illusion

spells, such as *disguise self*, in order to better interact with society. Particularly powerful and self-loathing shadespawn use potent alterations to permanently adopt new forms. Most often, shadespawn who go this route choose an ageappropriate humanoid form, or some form representative of the remnants of their spiritual form. Shadespawn who undergo this route find themselves feeling liberated and are much more happy and fulfilled individuals than their kin.

Shadespawn Names: Nearly all shadespawn possessed names prior to becoming shadespawn, and they generally keep those names.

Standard Racial Traits

Ability Score Racial Traits: Shadespawn have lithe but weak frames, with a wisdom that belies their child-like bodies. They gain +2 Dexterity, +2 Wisdom, and -2 Strength.

Type: Shadespawn are humanoids with the shadespawn subtype and the racial subtype of the race that they previously belonged to (chosen at character creation from among dwarf, elf, halfling, human, gnome, and orc).

Size: Shadespawn are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Base Speed: Shadespawn have a base speed of 20 feet.

Languages: Shadespawn begin play speaking Common. Shadespawn with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Celestial, or Infernal. In addition to this list, if the shadespawn has the dwarf, elf, halfling, gnome, or orc subtype, he can choose the language associated with that subtype.

Defensive Racial Traits

Touched by Death: A shadespawn has been touched by death, and is somewhat protected from death magic as a result. The shadespawn gains a +4 racial bonus on saving throws made to resist negative energy, energy drain, and death effects.

Magical Racial Traits

Spell-Like Abilities: A shadespawn can cast *detect undead* as a spell-like ability 3 times per day. If the shadespawn is at least 5th level, she can cast *calm spirit* as a spell-like ability once per day. If the shadespawn is at least 8th level, she can cast *speak with dead* once per day. Finally, if the shadespawn is at least 1th level, she can cast *call spirit*

once per week. Her caster level for these effects is equal to her Hit Dice, and the saving throw DCs for these spells are Wisdom-based.

Senses Racial Traits

Darkvision: Shadespawn can see perfectly in the dark up to 60 feet.

Low-Light Vision: Shadespawn can see twice as far as humans in conditions of dim light.

Skill Racial Traits

Occult Attunement: Shadespawn are treated as being psychic spellcasters for the purpose of their ability to use the automatic writing, prognostication, and read aura occult skill unlocks. The shadespawn must still be trained in the appropriate skill to use these skill unlocks. If the shadespawn gains levels in a psychic spellcasting class, or gains the Psychic Sensitivity feat, this ability instead grants a +1 bonus on all skill checks made for occult skill unlocks.

Otherworldly Knowledge: Shadespawn have a deep connection to the afterlife, and a surprising knowledge of all things relating to it. Shadespawn gain a +2 racial bonus on Knowledge (planes) checks involving the outer planes and the creatures that live on them, and on Knowledge (religion) checks involving undead creatures, funeral rites, and other topics relating to death and the afterlife.

Other Racial Traits

Fragmented Aura: A shadespawn's aura is muddled and difficult to read. A shadespawn's alignment aura is impossible to read, making it immune to spells such as *detect evil*, or other attempts to magically discern its alignment using its aura. Further, its emotion and health auras are more difficult to read than most creatures, and the DC of Perception checks made to read the shadespawn's aura are increased by +5 (see *Pathfinder Roleplaying Game: Occult Adventures* for more information about reading auras).

Taboo: A shadespawn's spirit is a mixture of the creature's original soul, and that of a lost and wandering soul. As such, the shadespawn is subject to some unusual compulsions. Each shadespawn has a single taboo, chosen from the list below.

- You eschew all faith in the divine, so you must not be the willing target of divine spells or abilities and you must attempt a Will saving throw against even harmless divine spells and abilities.
- You must accept any challenge to prove your prowess in battle, including challenges to single combat—if you or an ally breaks the rules of the challenge, you break this taboo.

- You must keep your body in fit physical condition, and you break this taboo every time you drop below half your maximum hit points.
- You must follow a paladin or antipaladin code, as appropriate for the spirit's deity.
- You may never leave an ally behind or allow yourself or your allies to sacrifice another ally, even a summoned creature.
- You can never tell the truth.

If the shadespawn fails to live up to the restrictions of that taboo, she suffers a -2 morale penalty on attack rolls, ability checks, saving throws, and skill checks for as long as she continues to fail to uphold the taboo, and for 12 hours thereafter.

Favored Class Options

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

Bard: Add +1/2 competence bonus on either Knowledge (religion) or Knowledge (planes) skill checks. This bonus cannot exceed the number of ranks the bard has in the chosen skill.

Cleric: Add +1 to the cleric's effective caster level when determining the effects of spells which target a dead character, a corpse, or a soul. This ability can be selected up to 5 times, for a total of a +5 bonus.

Druid: Add or subtract 1 from the roll of any *reincarnate* spell the druid casts. Additionally, on a result of 100, instead of the GM choosing the target's new race, the druid may choose to have the target be reincarnated as a shadespawn, instead.

Medium: Choose a single medium spirit. Add +1/6 to the shadespawn's spirit bonus when channeling that spirit.

Oracle: The oracle gains 1/8 of an additional oracle curse. The oracle may choose any curse available to oracles, and gains all benefits and drawbacks of all curses she has selected, as appropriate for her class level.

Psychic: Add a +1 competence bonus to all skill checks made to perform occult skill unlocks.

Rogue: Gain +1/4 bonus on Will saves against mind-affecting effects.

Shaman: The shaman gains 1/6 of a new hex.

Spiritualist: Add +1 hit points or +1 skill ranks to the spiritualist's phantom.

Witch: Add +1 to skill checks made as part of performing occult rituals.

<u>Troll-Kin</u>

The unnatural offspring of humans (or, more rarely, elves or dwarves) and trolls, these half-breeds are generally reviled by both of their parent societies: full-blooded trolls consider them weak and pathetic, and generally abuse these "lesser" kin, whereas more civilized races find the features of troll-kin to be twisted and hideous, and must struggle to deal with their excessively savage instincts. Most troll-kin manage to carve out a niche in one of their two parents' cultures, but a few, whether they simply cannot find acceptance, or because they refuse to compromise their nature, strike out to find a place somewhere between these two extremes.

Physical Description: As a mixture of troll and human blood, troll-kin bear some features from each of their parent races. Their arms and legs are generally somewhat longer and more slender than a human's, and are comprised of shifting, ropy muscles. Their skin ranges from human-like tones, only slightly more pallid, grey, and waxy than their parent's skin might have been, to a sickly pale green, and everywhere in between. Most troll-kin have mottled skin, which looks like a kind of patchwork of several different shades in this spectrum.

Troll-kin generally have oversized, bulbous noses, with huge, flaring nostrils. Those living among trolls often have their noses horribly bashed in or disfigured by their kin, who do so as a reminder that the troll-kin are not true trolls, but are "small noses," like their human parent. Trollkin generally have small, beady black eyes and stringy black hair, which is typically too sparse to be styled in any way that would be remotely attractive to human society.

Troll-kin have a reputation for smelling horrible, in human society, at least, and most are quick to chalk this up to their feral nature and a lack of proper hygiene. While these claims generally have at least some truth to them, even the most fastidiously clean troll-kin will still bear a strong odor, for they naturally produce a pungent musk, although their scent is remarkably less powerful than that of a full-blooded troll (for their part, most trolls consider the troll-kin's relative lack of scent to be a sign of weakness and infertility).

Society: For the most part, troll-kin do not have any society of their own. Though there are rare exceptions, they are generally born from violence, as a troll mates with an unwilling member of another species. Unlike many races born of conflict in this way, a troll-kin is actually more likely to have a troll mother than a troll father, because while both genders of trolls engage in this sort of activity, they often kill, and sometimes devour, the parent not long after, meaning that human mothers of troll-kin rarely survive long enough to give birth. There are exceptions, of course, where a human mother is able to escape or is rescued before she is devoured, and it is generally in these cases that a troll-kin comes to be raised in human society.

There are other circumstances that can lead a trollkin to human society, however. Although very uncommon, there have been cases where a human and a troll have fallen in love and borne children, and in these cases, the child is far more likely to be raised amongst humans than amongst trolls. More commonly, the troll-kin child is simply abandoned in the wilderness by its troll parent (for trolls place very little value, if any, on half-breed children), and is lucky enough to be found by a sentient and compassionate creature who sees that it has a good home.

Troll-kin rarely do well in human society. Their hideous appearances set them at a marked disadvantage, and most of those who see them assume the worst about them. Unfortunately, many of these assumptions have a grain of truth to them, and troll-kin living in civilized societies are constantly struggling to repress their wilder, more feral urges, especially their cravings for raw meat (especially that of sentient creatures). Troll-kin's short tempers are often exacerbated by the cruel treatment they receive, and even those who are well-raised may still be unable to exist peacefully within human society.

However difficult the life of a troll-kin in human society may be, it is far preferable to life amongst the trolls. In this society where the strong rule and the weak are preyed upon, troll-kin are at a marked disadvantage. Assuming that they survive into adolescence (for their troll parent rarely bothers to ensure that they are well fed or cared for, and occasionally they may even be viewed as a convenient snack by other trolls), a troll-kin can expect to spend its life at the bottom of the social totem pole. Many trolls take great delight in continually wounding the troll-kin in new and unusual ways, and then remarking on how he is unable to heal the scars that are left by this torture.

Although some troll-kin are able to scrape by living in the world of one of their parents, very few troll-kin ever do so comfortably, or well. Many are driven out, one way or another, and become outcasts, wanderers, or adventurers.

Relations: Troll-kin tend to get along poorly with members of both races whose heritage they share, and the childhood traumas common to troll-kin lives typically serve to fan the flames of their troll blood's already strong tendencies towards violence and anger. Many troll-kin grow hateful and resentful of the world around them, causing them to get on poorly with members of every race. Some troll-kin, especially those raised in civilization, under the eye of caring guardians, can avoid this fate, and become relatively well-adjusted members of society, but even then, they are generally scorned for their appearance and heritage, and only the most exceptional troll-kin are able to achieve any real measure of acceptance in society at large.

When driven into isolation, some troll-kin form loose alliances and bands with other monstrous outcasts. They tend to get along especially well with hags and their ilk, and sometimes take up with orcs, gnolls, goblins, and other monstrous humanoids.

Alignment and Religion: Troll-kin generally follow the same religious beliefs and teachings as the society in which they are raised. While they have tendencies towards chaotic and evil alignments, and are often plagued by strong sadistic impulses, troll-kin can be of any alignment, and it is not uncommon for troll-kin, especially those raised in human society, to strongly reject their trollish heritage and develop strongly lawful good tendencies as a means to compensate.

Adventurers: Those troll-kin who live the most successful lives tend to become adventurers. In addition to

providing a constructive outlet for all of their violent urges, the adventuring profession greatly values the strength and vitality that a troll-kin can provide. It also tends to keep the troll-kin just far enough away from most civilized society to prevent him from having to deal with the sorts of frictions that seem to be attracted to troll-kin in such settings. Trollkin fighters, barbarians, and the like are highly prized by many adventuring outfits and mercenary companies. Trollkin tend to gravitate towards martial classes, especially barbarian.

Male Names: Brargr, Dargo, Krohg, Mordak, Raszt, Shad, Torg, Ungtar, Varst, Zok.

Female Names: Bjarna, Drava, Farda, Halda, Kesst, Nusha, Smora, Tharm, Undja, Volga.

Standard Racial Traits

Ability Score Racial Traits: Troll-kin are strong and tough, but are hideous and simple creatures. They gain +2 Strength, +2 Constitution, -2 Intelligence, and -2 Charisma.

Type: Troll-kin are humanoids with the giant subtype.

Size: Troll-kin are Medium creatures, and thus receive no bonuses or penalties due to their size.

Base Speed: Troll-kin have a base speed of 30 feet.

Languages: Troll-kin begin play speaking Common and Giant. Troll-kin with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Gnoll, Goblin, Infernal, Orc, Terran, or Undercommon.

Defensive Racial Traits

Iron Stomach (Ex): Troll-kin gain a+4 racial bonus on saving throws made to resist ingested poisons and diseases.

Offensive Racial Traits

Berserk (Ex): Once per day, as a swift action, a trollkin can call upon inner reserves of feral rage and ferocity, unleashing the full power of his trollish heritage upon his foes. While using this ability, the troll-kin gains a +2 morale bonus to his Strength and Constitution scores, his natural armor bonus to AC increases by +2, and he gains an amount of fast healing equal to his Constitution modifier (including the morale bonus granted by this ability). These benefits last for 1 minute.

Skill and Feat Racial Traits

Frightening Visage: Troll-kin receive a +2 racial bonus on Intimidate checks, and always treat Intimidate as a class skill.

Senses Racial Traits

Darkvision: Troll-kin can see perfectly in the dark up to 60 feet.

Low-Light Vision: Troll-kin can see twice as far as humans in conditions of dim light.

Scent: Troll-kin have a heightened sense of smell, and can detect approaching enemies, sniff out hidden foes, and track by sense of smell. This functions as the scent universal monster ability, except that the troll-kin must spend a move action to activate the ability, and must spend a move action each round to maintain the effect.

Miscellaneous Racial Traits

Incredible Metabolism (Ex): Troll-kin share their trollish parents' incredible appetite, and by consuming vast quantities of food, can restore their body more quickly. If a troll-kin consumes at least three times the normal amount of food for a Medium-sized creature in a single day, he regains twice the normal benefits for resting that night (typically this is 2 hit points per Hit Dice, and 2 points of ability score damage, if any).

Stunted Age (Ex): Though they do not possess the full regenerative capabilities of trolls, troll-kin's bodies are extremely resilient to the effects of aging. A troll-kin does not gain any benefits or penalties for aging beyond middle age (the benefits and penalties of middle age apply normally). A troll-kin does not have a maximum age, and troll-kin that do not die of unnatural means can theoretically live forever.

Favored Class Options

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

Antipaladin: The antipaladin gains 1/6 of a new cruelty.

Barbarian: The barbarian gains 1/6 of a new rage power.

Bloodrager: Add 1 additional round of bloodrage per day.

Brawler: Add +1/4 to the brawler's effective level to determine her unarmed strike damage.

Cavalier: The cavalier gains 1/6 of a teamwork feat

Fighter: The fighter gains 1/6 of a combat feat.

Paladin: The paladin's mount gains 1 hit point or 1 skill point.

Monk: Add +1/4 to the brawler's effective level to determine her unarmed strike damage.

Ranger: The ranger gains 1/6 of a bonus feat, which must be a combat style feat.

Rogue: The rogue gains 1/6 of a rogue talent.

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