

COVENANT MAGIC: FURTHER COVENANTS



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PUBLISHER: PURPLE DUCK GAMES



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INTRODUCTION

This project began after a request by fans for particular new content to expand on the material presented in *Legendary Classes: Covenant Magic* and *Legendary Classes: More Covenant Magic*. This book includes 6 new influences (dark hedonism, elysian blessings, faith slayer, kytan enlightenment, qliphothic redeemer, and sacred duty), an archetype for mediums (technophobe medium), and several new covenants, as well as NPCs to use against or alongside PCs.

Here are some more questions and answers to help users of the covenant magic material.

Q: Regarding the lifegiver and new sacred duty influences, both are effective against undead foes (and the latter also against living opponents), so what's the difference?

A: Simple. Lifegiver influence mediums are healers who protect the living while sacred duty influence mediums protect the dead and the places of the dead. Sacred duty influence mediums will also track down creatures that desecrate and/or loot from tombs, necropolises, and the like, and may even seek to bring down organisations of tomb robbers. In an Ancient Egyptian type setting, lifegiver mediums would follow Isis and/or Osiris, while sacred duty mediums would follow Anubis and/or Nephtys.

Q: In *Legendary Classes: More Covenant Magic*, you said that a character can't use the possessed weapon covenants with natural weapons. Can you use those covenants with an *amulet of mighty fists*?

A: Yes, but given the increased cost of *amulets of mighty fists* because they benefit all of a character's natural weapons, there needs to be a balance. Treat the effective enhancement boost provided by a possessed weapon covenant as being three lower than that provided by the covenant. For example, possessed weapon I provides no benefit other than the intelligent item aspects; possessed weapon II provides a +2 enhancement bonus (or +3 for 17 or more patron HD); while possessed weapon III provides a +4 enhancement bonus (or +5 for 20 or more patron HD). The intelligence item aspects are unaffected, and possessed by the amulet.

Q: How do the new influences relate to certain archetypes from *Legendary Classes: More Covenant Magic*, like the blood shaman, master of the occult, praticos, or revelation medium?

A: For the most part, it's common sense. Compare how similar themes, for example chaotic good outsiders or neutral evil outsiders were handled previously. In the case of the master of the occult archetype, recommended constellations for the sacred duty influence are: hero, seer, and tree. For the qliphothic redeemer, any constellations are fine, except for evil constellations.

Q: What is the definition of an occult spirit (per the occult influence)? Please include some examples of occult spirits.

A: An occult spirit is any creature (of the fey, outsider or undead types) of Int 6 or higher and with the ability to use the spells listed as occult trance spell-like abilities (or their greater versions, such as *greater dispel magic*), as an innate spell-like ability or spell. Example occult spirits include:

FEY: norn, nymph, pixie

OUTSIDER: aeon (pleroma, theletos), agathion (avoral, draconal), angel (astral deva, monadic deva, movanic deva, planetar, solar), archon (star, trumpet), asura (asurenda, tripurasura), azata (ghaele, lillend, lyrakien), baregara, caulborn, daemon (cacodaemon, ceustodaemon, derghodaemon, hydrodaemon, leukodaemon, meladaemon, piscodaemon, vulnadaemon), demodand (all varieties), demon (babau, balor, glabrezu, marilith, nalfeshnee, quasit), devil (belier, contract, imp, pit fiend), div (aghash, akvan, doru, ghawwas, pairaka), garuda, genie (marid), hound of Tindalos, inevitable (lhaksharut, marut, zelekhut), kami (zuishin), night hag, oni (spirit, void yai), protean (imentesh, keketar), qliphoth (chernobue, cythnigot, iathovos, thulgant), rakshasa (dandasuka, maharaja, marai, standard, tataka), sceaduinar, shinigami, shining child, titan (elysian, hekatonkheires, thanatotic), xacarba, yakshas (dvarapala, kubera, yakkha, yakshini)

UNDEAD: devourer, lich, nightshade (all varieties), some manananggal, tzitzimitl, some vampires, winter-wight.

Dark Hedonism Influence

Hedonists are people whom believe that pleasure is the only worthy pursuit. Dark hedonists follow that belief too, but take a much more sinister turn. They are utterly selfish and think nothing of inflicting harm upon others or excessive indulgence in pursuit of “pleasure”. More intellectual dark hedonists engage in “games” aimed at causing destruction and misery amongst individuals, groups, organisations, or cultures. These mediums most frequently associate with dark hedonism spirits. Dark hedonism spirits are those creatures which gain pleasure from excessive indulgence or deliberately spreading harm and misery; they include oni (atamahuta, earth yai, fire yai, ice yai, ja noi, kuwa, nogitsune, ogre mage, spirit oni, void yai, water yai, wind oni, and yamabushi tengu varieties), rakshasas (dandasuka, maharaja, marai, rakta-varna, tataka, and standard rakshasa varieties) and yakshas (yakkha, dvarapala, yakshini and kubera varieties*). A medium with the dark hedonism influence can call a dark hedonism spirit whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit. At the GM’s discretion, other creatures may qualify as dark hedonism spirits, such as incubi and succubi.

Bonus Language: Select one of Giant, Infernal or Undercommon.

Trance Covenants: *dark hedonist’s servant* (1st), *gift of skill II* (Bluff, Disguise, Sense Motive) (5th), *mind-snaring gaze* (9th), *power of the possessor* (13th), *demiurge* (17th).

Trance Spell-like Abilities: *daze* (1st), *charm person* (2nd), *hideous laughter* (4th), *suggestion* (6th), *charm monster* (8th), *dominate person* (10th), *mass suggestion* (12th), *waves of ecstasy* (14th), *mass charm person* (16th), *overwhelming presence* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. If he has the spell resistance boon, the SR is improved to equal CR +15. In addition, he gains the ability to, three times per day, cast any of his spell-like abilities of 5th level or lower as a swift action (as Quicken Spell), provided they are of the enchantment or illusion schools. If the medium has the prolonged spell-like ability or soul-touching spell-like ability boons, they have no limit to the number of times per day they can be used with his influence spell-like abilities.

Recommended Spirit Boons: The following spirit boons complement the dark hedonism influence: prolonged spell-like ability, read minds, soul-touching spell-like ability, spell resistance, steal thought.

Purple Duck Note: *Yakshas are part of the [Monsters of Porphyra II](#) [patreon project](#).*

Hedonism

As noted in the dark hedonism influence description, hedonists are people whom believe that pleasure is the only worthy pursuit. For those who want “normal” hedonism, that can just be regarded as a personality trait. Other influences, such as the seelie or trickery influences are natural candidates for such personality traits. It could be a roleplaying challenge to have a hedonist character for some of the other influences, such as a stony silence influence medium.

Elysian Blessings Influence

When a sensitive creature first hears the righteous and sublime beauty of a greater outsider’s music, they experience a spiritual awakening that establishes their place in the world as a medium. While many mediums are influenced by the benign divine, those most predicated to whimsy find a resonance with azatas (although some also are familiar with agathions, angels, and proteans as well). Their minds are filled with righteous music that matches their moods, often leading them to live their lives with an optimistic bent. Azatas include the bralani azata, brijidine azata, ghaele azata, lillend azata, and lyrakien azata. A medium with the elysian blessings influence can call a chaotic good outsider whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Celestial.

Trance Covenants: *heavenly blade* (1st; bane can affect lawful outsiders but not chaotic ones), *immortal resilience* (5th; cold iron), *gift of glory III* (Wisdom and Charisma) (9th), *azata’s gaze* (13th), *possessed weapon III* (17th).

Trance Spell-like Abilities: *stabilize* (1st), *expeditious retreat* (2nd), *see invisibility* (4th), *tongues* (6th), *freedom of movement* (8th; self only), *break enchantment* (10th), *chain lightning* (12th), *greater teleport* (self plus 50 lb. only) (14th), *stormbolts* (16th), *heroic invocation* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. He is constantly protected by a *magic circle against evil* spell-like ability and benefits from a constant freedom of movement effect. While in a trance, he gains the chaotic and good subtypes and any attack he makes counts as good- and chaotic-aligned for the purpose of overcoming damage reduction.

Recommended Spirit Boons: The following spirit boons complement the elysian blessings influence: *danger sense*, *death-slaying spell-like ability*, *embrace the soul*, *forewarned*, *prolonged spell-like ability*, *resurrect the fallen*, *retrieve the wayward soul*, *spell resistance*, *stigmata*, *transcendant voice*, *two minds*, *undead repulsion*.

Faith Slayer Influence

Mediums of this influence are not merely atheists; they seek to destroy religion. Faith in the gods, temples, divine spellcasters and other servants of the gods are valid targets for those who pursue this influence. Some mediums are subtle and seek their goals through creating apathy amongst peoples about religion. Others seek to subvert and corrupt religious organisations, causing discredit and anger. The majority use mostly methods of bloodshed and fire, either engaging in outright warfare, or against carefully selected targets, then going into hiding until they hit other targets. These mediums most frequently associate with faith slayer spirits. Faith slayer spirits are those creatures which seek to destroy all religions, as described above; they include asuras (adhukait, aghasura, asurendra, tripurasura, and upasunda varieties), demodands (shaggy, slimy, stringy, and tarry varieties), and thanatotic titans. A medium with the faith slayer influence can call a faith slayer spirit whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit. At the GM's discretion, other creatures may qualify as faith slayer spirits.

Bonus Language: Select one of Abyssal, Celestial, or Infernal.

Trance Covenants: *faith-stealing strike I* (1st), *heretical soul* (5th), *superhuman perfection I* (9th), *faith-stealing strike II* (13th), *possessed weapon III* (17th). Once the medium reaches 13th level, *faith-stealing strike I* is replaced by *elemental weapon (acid)* as a trance covenant.

Trance Spell-like Abilities: *acid splash* (1st), *forbid action* (2nd), *silence* (4th), *haste* (6th), *spell immunity* (8th), *spell resistance* (10th), *greater forbid action* (12th), *banishment* (14th), *greater spell immunity* (16th), *mage's disjunction* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. If he has the spell resistance boon, the SR is improved to equal CR +15 against divine spellcasters and other servants of deities. He gains immunity to acid, curses, disease, and poison. While in a trance, he gains the evil subtype and any attack he makes counts as evil-aligned for purposes of overcoming damage reduction.

Recommended Spirit Boons: The following spirit boons complement the faith slayer influence: *danger sense*, *spell resistance*, *telepathy*, *two minds*.

Kyton Enlightenment Influence

Some poor individuals with this influence are chosen by kytons for cruel reasons, being normal people, or even worse, caregivers, targeted as a victim of “experimentation” by the kytons. Such mediums often seek to exorcise their influence and often live tragic lives. The majority of these mediums are sadists and masochists, those people that like to inflict pain on others, or themselves, respectively. Such people draw kyton attention like moths to a flame. Kytons use mediums of this influence to act as their mortal agents in the Material Plane. These mediums most frequently associate with kytons (augur, eremite, interlocutor, ostiarus, sacristan, termagant, and standard kyton varieties), although some also are familiar with other outsiders whom enjoy inflicting, and sometimes receiving, pain. A medium with the kyton enlightenment influence can call a kyton whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Infernal.

Trance Covenants: *frightful violence* (1st), *immortal resilience (silver)* (5th), *unnerving gaze* (9th), *kyton recovery* (13th), *lord of pain* (17th).

Trance Spell-like Abilities: *bleed* (1st), *hold person* (2nd), *piercing shriek* (4th), *pain strike* (6th), *hold monster* (8th), *mass pain strike* (10th), *symbol of pain* (12th), *shad-*

ow walk (14th), *eyebite* (16th), *mass suffocation* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. He gains immunity to cold, fear effects, nonlethal damage, and pain (as described by the lord of pain covenant). The medium is greatly respected by all varieties of kyton, and gains a +5 bonus on all Charisma-related skill checks when interacting with such creatures. As long as a creature is staggered by the lord of pain effect, it takes a -4 penalty on all saving throws made to resist the medium's trance spell-like abilities.

Recommended Spirit Boons: The following spirit boons complement the kyton enlightenment influence: *eerie spell-like ability*, *heighten spell-like ability*, *psychic assault*, *spell resistance*, *soul poppet*.

Qlippothic Redeemer Influence

Most qlippoths seek the destruction of all mortal life, thinking that by doing so the creation of new demons would be stopped as new souls would cease traveling to the Abyss. Some enlightened qlippoths think this approach is short-sighted and doesn't work, as it hurries the flow of souls of chaotic evil mortals to the Abyss. Therefore those qlippoths seek mortal allies to convert chaotic evil and neutral evil mortals to other alignments and faiths; such a process results in fewer of those souls heading to the Abyss and to Abaddon, the plane of their hated enemies, the daemons. These enlightened qlippoths don't care to which planes those mortal souls eventually go to as long as it is not the two previously mentioned. Mediums of this influence seek to convert chaotic evil and neutral evil mortals away from their existing alignments and faiths, and if this is not possible then at higher levels simply turn such individuals to stone or worse. These mediums associate with qlippoths (chernobue, cythnigot, gongorinan, iathavos, nyogoth, shoggti, and thulgant varieties), and no other spirits. A medium with the qlippothic redeemer influence can call a qlippoth whose Challenge Rating is less than or equal to his medium level with his *séance* ability even if the creature exceeds his Hit Dice limit. Mediums of this influence summon only enlightened qlippoths when they perform a *séance*, not those which hold the traditional views towards mortals. Mediums of this influence should be either neutral or chaotic neutral alignments; other alignments are inappropriate for these mediums.

Bonus Language: Abyssal

Trance Covenants: *timely invigoration* (1st), *fiendish sight* (5th), *dimensional stride* (9th), *superhuman perfection II* (13th), *qlippoth blessings* (17th).

Trance Spell-like Abilities: *detect magic* (1st), *sanctuary* (2nd), *lesser restoration* (4th), *fly* (6th), *freedom of movement* (8th), *calm emotions* (10th), *stone to flesh* (12th), *antilife shell* (14th), *mass charm monster* (16th), *imprisonment* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. He is protected by a constant *magic circle against law* spell-like ability and gains immunity to cold, poison, and unwanted mind-affecting effects. When any neutral evil or chaotic evil mortal dies within 100 feet of the medium, that soul is treated as a true neutral atheist for purposes of receiving divine judgement; ie. such souls never become daemons or demons, and do not do to neutral evil or chaotic evil planes.

Recommended Spirit Boons: The following spirit boons complement the qlippothic redeemer influence: *dreamspinner*, *bouncing spell-like ability*, *persistent spell-like ability*, *telepathy*, *two minds*.

Qlippothic Redeemer

The intent behind this influence is to try something very different for an influence related to an evil outsider race. It fits with their goals- in that successful mediums would reduce the number of potential daemons and demons created- and without it the influence would represent just another evil medium type.

Sacred Duty Influence

People who greatly respect the dead sometimes attract the attention of psychopomps. They could include soldiers, undertakers, lay priests, even people who have lovingly buried family members or pets. These mediums are more prominent in cultures that have very strong traditions of protecting and preserving the dead, and/or of fighting hordes of undead creatures. These mediums associate with psychopomps (catrina, esobok, kere, memitim, morrigna, nosoi, shoki, vanth, yamaraj and viduus varieties), although some also are familiar with other outsiders whom respect the dead and battle the undead. A medium with the sacred duty influence can

MEDIUM WITH A
OLIPPOTHIC RESURRECTION INFLUENCE



call a psychopomp whose Challenge Rating is less than or equal to his medium level with his *séance* ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Select one of Abyssal, Celestial, or Infernal.

Trance Covenants: *deathly blade* (1st), *sacred protection* (5th), *deathbane* (9th), *imbue armor IV* (13th), *possessed weapon III* (17th).

Trance Spell-like Abilities: *disrupt undead* (1st), *sanctify corpse* (2nd), *gentle repose* (4th), *searing light* (6th), *death ward* (8th), *dispel evil* (10th), *heal* (can only be used to harm undead, no more than once per day per undead creature) (12th), *sunbeam* (14th), *sunburst* (16th), *maximized disintegrate* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. He gains immunity to death effects, disease, and poison. The medium's natural weapons, as well as any weapon he wields, are treated as though they had the *ghost touch* weapon special quality. He notices, locates, and can distinguish between living and undead creatures within 60 feet, as if he had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

Recommended Spirit Boons: The following spirit boons complement the sacred duty influence: *consult the fallen*, *danger sense*, *death-slaying spell-like ability*, *expansive spell-like ability*, *forewarned*, *second sight*, *spiritual revelation*, *undead repulsion*.

TECHNOPHOBES (MEDIUM ARCHETYPES)

Mediums with this archetype are opposed to advanced technology, such as lasers and robots, and the deadly effects of radiation. They were either technophobic to begin with, or become so after they became a medium. They use their abilities of whatever influence they have alongside technophobe abilities to fight the pernicious effects of advanced technology. These mediums associate with “technophobe spirits” (refer to sidebar).

Influence: A technophobe must have one of the follow-

ing influences: fathomless, natural, restless souls, seelie court, smokeborn, stony silence, stormbound, unseelie court or walking dead.

Spell List: In addition to the spells gained by mediums as they gain levels, a technophobe medium adds the following spells to his spell list: *detect radiation* (1st), *protection from technology* (2nd), *discharge* (3rd), *magic circle against technology*, *rebuke technology*, *remove radioactivity* (4th), *destroy robot* (5th), *antitech field*, *greater discharge*, *greater remove radioactivity* (6th). These spells are added as soon as he is capable of choosing spell-like abilities of that level.

Trance Covenants: At 1st level, a technophobe can choose to gain *robot killer* as a trance covenant instead of the trance covenant they would usually gain when entering a trance. The choice cannot be changed once made, and the trance covenant that the medium loses access to requires a Least Covenant Supplicant feat to gain permanently.

Trance Spell-like Abilities: *detect radiation* (2nd), *protection from technology* (4th), *discharge* (6th), *magic circle against technology* (8th), *rebuke technology* (10th), *destroy robot* (12th), *antitech field* (14th), *greater discharge* (16th), *infuse robot* (18th).

Upon creation, a technophobe medium chooses 3-6* of the above trance spell-like abilities to replace their influence trance spell-like abilities.

* Player's choice as to the number of these.

Seance: A medium with the technophobe influence can call a technophobe spirit whose Challenge Rating is less than or equal to his medium level with his *séance* ability even if the creature exceeds his Hit Dice limit. The ability to call technophobe spirits replaces whatever spirit type the medium could otherwise call more easily.

Technophobe Spirits

Sometimes, fey creatures live near areas of advanced technology and develop different abilities to deal with the threat. Sometimes people killed by technology return as vengeful anti-technology undead. In some campaign settings, advanced technology might result in physical damage to the natural world, or to the spirit world that mirrors it. This might lead to the corruption of animals and/or fey in those areas, and fey that develop abilities to counter advanced technology. In any case, some technophobe spirits recruit mortal

allies to help them combat the threat of advanced technology.

Technophobe spirits are fey or undead with at least Int 6 or higher and some spells, spell-like or supernatural abilities which relate to protecting themselves against or harming advanced technology such as robots, lasers and radioactivity. GMs should feel free to swap an existing creature's spells or spell-like abilities for technophobe spells to create a technophobe spirit; any exchanges should be for equivalent spell levels. For example, there is nothing wrong with replacing a nymph's *summon nature's ally IV* spell with *rebuke technology*, a pixie's *detect chaos* and *detect thoughts* spell-like abilities with *detect radiation* and *protection from technology*, while a ghost spellcaster might have any number of technophobe spells.

LIST OF NEW COVENANTS

Presented below are 11 new covenants. The list is sorted by the grade of covenant (least, minor, major, greater, superior). Note that for any covenant with an aura or gaze effect, unless otherwise stated that effect aura can be activated or deactivated as a free action.

Least Covenants

- **Dark Hedonist's Servant:** Gain a fiendish or similar servant from the summon monster list that you can summon 1/hour.
- **Deathly Blade:** Create a magic khopesh of sacred energy.
- **Faith-Stealing Strike I:** You can possibly prevent divine spellcasters from casting for 1 round.
- **Robot Killer:** You can detect robots and easily overcome their defenses.

Minor Covenants

- **Heretical Soul:** Gain resistance to divine spells and spell-like abilities.
- **Sacred Protection:** Gain resistance to the special attacks of undead creatures.

Major Covenants

- **Unnerving Gaze:** Causes creatures that meet your gaze to possibly become shaken.

Greater Covenants

- **Faith-Stealing Strike II:** Cause divine spellcasters to become shaken and possibly unable to cast spells.
- **Kyton Recovery:** You gain some regeneration (overcome by good weapons, good spells, silver weapons), like a kyton.

Superior Covenants

- **Lord of Pain:** Gain immunity to pain, a nausea-causing gaze, and the ability to stagger those you strike.
- **Qlippoth Blessings:** Gain DR 10/law, a mind-rending gaze, and abilities to more easily overcome demons.

COVENANT DESCRIPTIONS

The following format is used for all covenants.

Covenant Name: The covenant's name also includes its grade as well as a description of what the covenant does.

Benefit: What the covenant enables the character ("you" in the covenant description) to do.

Patrons: A list of the possible creatures that can form this sort of covenant with your character.

Dark Hedonist's Servant [Least]

Your patron grants you command over a dark hedonism spirit.

Benefit: This covenant acts as *diabolic assistant*, except that you can choose a fiendish animal only (not resolute). When choosing a monster from a higher-level list, you may also choose an oni, rakshasa or yaksha instead of a fiendish animal, if either are options at that higher level. Add the following creatures to the lists of what can be summoned for the purposes of this covenant: *Summon monster III*: raktavarna, spirit oni, yakkha. *Summon monster IV*: kuwa. *Summon monster V*: dandasuka, ja noi, yamabushi tengu. *Summon monster VI*: marai, nogit-sune, ogre mage. *Summon monster VII*: dvarapala yaksha, rakshasa.

Patrons: Any dark hedonism spirit with at least 2 HD and Int 6 or greater.

Deathly Blade [Least]

Your psychopomp patron teaches you the secrets of creating a weapon out of a bit of your own soul.

Benefit: As a free action once per day, you can manifest a blade of deathly steel. Treat it as a +1 *khopesh*. You are proficient in its use. If the blade is not in your hand at the start of your turn, you can cause it to appear in your

hand as a swift action so long as you and it are on the same plane of existence. The blade vanishes at the next nightfall. If your patron has at least 5 Hit Dice, treat the blade as a +1 *undead-bane khopesh*. At 9 patron HD, the enhancement bonus improves to +2. At 13 patron HD, it improves to +3. At 19 patron HD, it improves to +4.

Patrons: Any psychopomp with at least 2 HD and Int 6 or higher; for example, catrina (6 HD, CR 5), esobok (4 HD, CR 3), kere (12 HD, CR 10), memitim (16 HD, CR 15), morrigna (18 HD, CR 13), nosoi (3 HD, CR 2), shoki (10 HD, CR 9), vanth (9 HD, CR 7), viduus (5 HD, CR 4), or yamaraj (25 HD, CR 20).

Faith-Stealing Strike I [Least]

Your fiendish patron teaches you the secrets of preventing divine spellcasters from casting.

Benefit: When you damage a creature capable of casting divine spells with your natural attacks or melee weapon(s), that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further *faith-stealing strikes* from you for 24 hours. At 9 patron HD, a creature must succeed twice against faith-stealing strikes from you to be immune to this ability from you for 24 hours.

Patrons: Any asura or demodand with at least 2 HD, and Int 6 or higher.

Faith-Stealing Strike II [Greater]

Your fiendish patron teaches you greater secrets of preventing divine spellcasters from casting.

Benefit: When you damage a creature capable of casting divine spells with your natural attacks or melee weapon(s), that creature must make a Will saving throw or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. At 17 patron HD, your attacks are treated as epic and evil for the purposes of overcoming damage reduction of divine spellcasters and other servants of deities.

Patrons: Any demodand with at least 13 HD or a thanatotic titan.

Heretical Soul [Minor]

Your patron exposes you to dark energies that give you a bit of the resilience of a faith slaying creature.

Benefit: You gain a +3 bonus on saving throws against divine spells or spell-like abilities cast by servants of a deity. If your patron has at least 9 Hit Dice, the bonus

increases to +4. At 13 patron HD, it increases to +5. In addition, at 13 patron HD, any attempts to scry on you using divine magic automatically fail; the caster can see the scryed area normally, but you simply do not appear.

Patrons: Any asura or demodand with at least 5 HD, and Int 6 or higher.

Kyton Recovery [Greater]

Your patron shares with you a major aspect of its power to recover from wounds.

Benefit: You gain regeneration 3 (good weapons, good spells, and silver weapons). This works in addition to any fast healing you may have. At 17 patron HD, the regeneration improves to 5 (good weapons, good spells, and silver weapons).

Patrons: Any kyton with at least 13 HD.

Lord of Pain [Superior]

Your patron invests you with a superior version of its abilities to inflict pain.

Benefit: As a free action once per round, you can momentarily transform yourself into a termagant kyton of your size. A creature that succumbs to your gaze while you are transformed becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it has witnessed. If you have this ability and unnerving gaze, the latter is subsumed into this ability (that is, the creature does not become shaken as well) but the aura has a radius of 40 feet. You are immune to nonlethal damage, as well as to magical effects associated with extreme pain, such as a symbol of pain, an eremite kyton's pain attack, and similar effects at the GM's discretion. While in a trance, any creature struck by your melee attacks (whether natural or manufactured) must make a Fortitude save (DC 10 + 1/2 patron's HD + patron Constitution modifier) or become staggered until the end of your next turn; the duration does not stack.

Patrons: Any kyton with at least 17 HD.

Qlippoth Blessings [Superior]

Your patron invests you with superior defense and abilities to hamper enemies.

Benefit: As a standard action you can "present yourself"; this assaults the senses of all living creatures within 30 feet as they believe that you are "really" a horrific and mind-rending shape. Creatures that succumb are stunned for 1d4 rounds (Will negates). This ability is a mind-affecting gaze attack. Additionally, you gain DR 10/law, and a +10 racial bonus on caster level checks to

penetrate the spell resistance of any demon. Your attacks are treated as cold iron and good against demons.

Patrons: Any qliphoth with at least 17 HD.

Robot Killer [Least]

Your technophobe patron teaches you the secrets of detecting robots and easily overcoming their defenses.

Benefit: You may detect any robot within 60 feet, although you must concentrate (a standard action) in order for the detection to take place. This works like *detect undead*, except that it detects robots instead of undead creatures. You fight robots with weapons, unarmed attacks or natural weapons as if those robots had no hardness.

Patrons: Any technophobe spirit with at least 2 HD, and Int 6 or higher.

Sacred Protection [Minor]

Your psychopomp patron shares a bit of itself to protect you against undead creatures.

Benefit: You gain a +3 insight bonus on saving throws against the special attacks of undead creatures; this bonus does not extend to any abilities they gain from class levels, however. If your patron has at least 9 Hit Dice, the bonus increases to +4. At 13 patron HD, it increases to +5.

Patrons: Any psychopomp with at least 5 HD and Int 6 or greater.

Unnerving Gaze [Major]

Your patron grants you a gaze attack that unnerves others.

Benefit: You have a gaze attack that manipulates the perceptions of those who look upon you. An unnerving gaze has a range of 30 feet, and can be negated by a Will save. Those who fail their saves become shaken for 1d3 rounds. You are immune to the unnerving gazes of other kytons (of any type). This is a mind-affecting fear effect.

Patrons: Any kyton with at least 9 HD and Int 6 or higher, or a standard kyton (HD 8, CR 6).

STAT BLOCKS

Presented are seven stat blocks that illustrate how the covenant magic rules can be used. The stat blocks present various enemies, allies and others who could be rivals or friends to a group of player characters.

Each stat block is presented with the NPC in a trance. Notes indicate what changes are made if they are not in a trance. Please note that not all class features, skills, spells, or spell-like abilities are usable in a trance; such

features are included below with a “*” after their name. Such abilities give save DCs that do not include a trance bonus (if one exists). If an NPC has made a permanent covenant, the covenant is listed as follows: covenant name (x HD), where x is the HD of the spirit used to make the covenant. Note that the CR calculation assumes that the various “buff” effects are running, such as *divine power*, *shield of faith* and *good hope*, and the use of Power Attack (where present); the effects of these buffs are not included in the stat block however. Note also that favored class bonuses are not included.

Human Medium (CR 4; XP 1,200)

Human medium 4/ranger 1

NE Medium humanoid (human)

Init +6; **Senses** *detect spirits*; Perception +9

Defense

AC 17, touch 12, flat-footed 15

(+5 armor, +2 Dex)

hp 38 (4d8+1d10+10)

Fort +6, **Ref** +6, **Will** +6 (+8 vs enchantment, reroll 1/day); +2 bonus vs supernatural abilities

Offense

Speed 30 ft.

Melee 2 +1 *claws* +9 (1d4+4 plus 1d4 cold), or mwk longspear +8 (1d8+4/x3 plus 1d4 cold)

Special Attacks favored enemy (magical beast +2), item activation*, magic circle against spirits* (1/day, 40 minutes), séance*, trance (11 rounds/day; guidance +2 vs spirits)

Medium Spell-Like Abilities (CL 4th; concentration +7)

At will (1/trance)—*detect magic*, *mage armor*, *resist energy*

At-will—*bleed* (W-DC 13), *daze monster* (W-DC 14), *endurance*, *expeditious retreat*, *ghost sound* (W-DC 13), *know direction*, *message*, *mage hand*, *stabilize*

Covenants nature's weapons, elemental weapon (cold; 2 HD)

Influence draconic (white)

Basic Statistics When not in a trance, the medium's statistics are: **hp** 28; **Fort** +2; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 10, **Cha** 13.

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 17

Base Atk +4; **CMB** +7; **CMD** 18

Feats Improved Initiative, Least Covenant Supplicant, Shield against the Supernatural, Weapon Focus (claws)

Skills Climb +7, Knowledge (geography, nature, planes) +8, Perception +9, Survival +9 (+10 to follow tracks)

Languages Common, Draconic

SQ spirit boons (heighten spell-like ability, two minds), spirit guide, track +1, wild empathy +4

Gear mwk longspear, +1 *chain shirt*, *cloak of resistance* +1, pouch with 94 gp worth of mixed coins and gems

Centaur Druid (CR 6; XP 2,400)

Centaur druid (animist druid) 5

N Large monstrous humanoid

Init +8; **Senses** darkvision 60 ft., *detect spirits*; Perception +13

Defense

AC 18, touch 13, flat-footed 14

(+4 armor, +4 Dex, +1 natural, -1 size)

hp 66 (5d8+4d10+18)

Fort +8, **Ref** +10, **Will** +12; +4 vs fey magic

Defensive Abilities resist nature's lure

Offense

Speed 50 ft.

Melee +1 *longsword* +13 (1d8+8/19-20) and 2 hooves +6 (1d6+2)

Ranged spear +10 (1d8+5/x3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks magic circle against spirits (1/day, 50 minutes), *séance*, *trance covenants* (12 rounds/day)

Druid Spells (CL 5th; concentration +8; no spontaneous casting)

3rd—*mad monkeys*

2nd—*barkskin*, *bull's strength*

1st—*entangle* (R-DC 14), *feather step*, *obscuring mist*

0th—*create water*, *flare* (F-DC 13), *stabilize*

Influence Spell-Like Abilities (CL 5th; concentration +8)

3/day—*guidance* (+2 vs spirits; swift action)

1/day—*gentle repose*, *guidance*, *memory lapse* (W-DC 14)

Covenants *feel young*, *timely invigoration* (2d8+5), *imbued armor I* (9 HD; +2/+1)

Influence time

Statistics

Str 20, **Dex** 18, **Con** 15, **Int** 13, **Wis** 16, **Cha** 10

Base Atk +7; **CMB** +13; **CMD** 27 (31 vs trip)

Feats Improved Initiative, Least Covenant Supplicant, Power Attack, Run, Weapon Focus (*longsword*)

Skills Diplomacy +9, Intimidate +5, Knowledge (nature) +13, Knowledge (planes) +10, Perception +13, Survival +15

Languages Common, Druidic, Elven, Gnome, Sylvan, Terran

SQ spirit guide, undersized weapons, woodland stride

Combat Gear *wands of cure light wounds* (20 charges), *goodberry* (35 charges), and *obscuring mist* (10 charges); **Gear** +1 *longsword*, spear, leather armor (+2 with imbued armor), pouch with 107 gp worth of mixed coins and gems

Tiefling Medium (CR 6; XP 2,400)

Tiefling medium 7

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., *detect spirits*; Perception +10

Defense

AC 19, touch 13, flat-footed 16

(+6 armor, +3 Dex)

hp 61 (7d8+28)

Fort +7, **Ref** +6, **Will** +6

Resist cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

Melee 2 claws +9 (1d4+3/x3 plus 1d6 electricity)

Special Attacks item activation*, magic circle against spirits* (1/day, 70 minutes), quell spirits* (W-DC 14, 4/day), *séance**, *trance* (17 rounds/day; guidance +3 vs spirits)

Medium Spell-Like Abilities (CL 7th; concentration +10)

At will (1/trance)—*detect law*, *detect magic*, *displacement*, *mirror image*

3/day—*divine favor*, *scare* (W-DC 15), *shield of faith*

At-will—*daze* (W-DC 13), *detect poison*, *expeditious retreat*, *faerie fire*, *hypnotism* (W-DC 14), *mending*, *read magic*, *sift*, *stabilize*

Covenants *frightful violence*, *naunet strike*, *elemental weapon* (electricity; 5 HD), *gift of glory I* (7 HD; +2 Str, +2 Con)

Influence primal chaos

Basic Statistics When not in a trance, the medium's statistics are: **hp** 47; **Fort** +5; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 14, **Cha** 13; Bluff +10.

Statistics

Str 16, **Dex** 16, **Con** 18, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +5; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Least Covenant Supplicant (2), Weapon Focus (claws)

Skills Bluff +12, Knowledge (local) +7, Knowledge (planes) +10, Perception +10, Stealth +5

Language Abyssal, Common, Protean

SQ maw or claw, spirit boons (second sight, spirit ward, wisdom of the spirits), spirit guide

Combat Gear *potions of cure light wounds* (5); **Gear** *cloak of resistance* +1, *elixirs of hiding* (2), *elixirs of vision* (2), pouch with 149 gp worth of mixed coins and gems

Dwarf Medium (CR 9; XP 6,400)

Dwarf medium (technophobe) 10

LN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft., *detect spirits*; Perception +15 (+17 to notice unusual stonework)

Defense

AC 18, touch 13, flat-footed 15

(+5 armor, +3 Dex)

hp 108 (10d8+60); **fast healing** 1

Fort +10, **Ref** +7, **Will** +10; +2 vs poison, spells, spell-like abilities

Defensive Abilities +4 dodge bonus to AC vs giants, plus in trance: DR 3/cold iron, Immunity magical aging effects

Offense

Speed 20 ft., plus in trance: burrow 30 ft., once per round as a free action he may pick a square of difficult terrain and treat it as normal ground for his movement until the start of his next turn.

Melee battleaxe +7/+2 (1d8/x3 plus 1d4 acid)

Ranged mwk light crossbow (range 80 ft.) +12/+7 (1d8/19-20 plus 1d4 acid)

Special Attacks +1 attack vs goblinoids and orcs, expel spirits* (W-DC 16, 1/day), item activation*, greater trance (24 rounds/day; guidance +4 vs spirits), magic circle against spirits* (1/day, 10 hours), psychic assault (3/day, 5d8 and fatigue, W-DC 20 half), quell spirits* (W-DC 17, 5/day), *séance**

Medium Spell-Like Abilities (CL 10th; concentration +15)

At will (1/trance)—*calcific touch* (F-DC 19), *detect radiation*, *rebuke technology* (F-DC 20), *resistance*, *stone call*, *stone shape*

3/day—*confusion* (W-DC 18), *eagle's splendor*, *good hope*

At-will—*alarm*, *detect magic*, *disrupt undead*, *dancing lights*, *divine favor*, *hideous laughter* (W-DC 17), *mage hand*, *magic weapon*, *message*, *shield of faith*, *sift*, *silent image* (W-DC 16)

Covenants *elemental agility (earth)*, *immortal resilience (cold iron)*, *robot killer*, *elemental weapon* (acid; 2 HD), *gift of glory I* (7 HD; +2 Str, +2 Dex)

Influence stony silence

Basic Statistics When not in a trance, the medium's statistics are: **hp** 78; **Fort** +7; no trance covenants or trance SLAs, SLA and psychic assault save DCs and concentra-

tion drop by 3; **Con** 16, **Cha** 14; Diplomacy +12.

Statistics

Str 10, **Dex** 16, **Con** 22, **Int** 10, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +7; **CMD** 20 (24 vs bull rush and trip)

Feats Deadly Aim, Least Covenant Supplicant (2), Rapid Reload (light crossbow), Weapon Focus (light crossbow)

Skills Diplomacy +15, Knowledge (dungeoneering, nature, planes) +9, Perception +15 (+17 to notice unusual stonework), Survival +8

Language Common, Dwarven, Terran

SQ spirit boons (heighten spell-like ability, psychic assault, transcendent voice), spirit guide, weapon familiarity

Combat Gear 20 crossbow bolts, *potions of barkskin* +3 (3) and *cure light wounds* (7), *wand of remove radioactivity* (10 charges); **Gear** battleaxe, mwk light crossbow, +1 *mithril shirt*, *cloak of resistance* +1, pouch with 77 gp worth of mixed coins

Green Hag Medium (CR 10; XP 9,600)

Green hag medium 9

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft., *detect spirits*; Perception +21

Defense

AC 24, touch 16, flat-footed 18

(+6 Dex, +8 natural)

hp 129 (9d8+9d10+36)

Fort +10, **Ref** +15, **Will** +15

SR 16, plus in trance: DR 3/cold iron, Immunity magical aging effects

Offense

Speed 30 ft., swim 30 ft.

Melee 2 claws +22 (1d4+7 plus weakness (F-DC 20) and 1d8 fire)

Special Attacks expel spirits* (W-DC 16, 1/day), item activation*, magic circle against spirits* (1/day, 9 hours), quell spirits* (W-DC 16, 5/day), *séance**, trance (22 rounds/day, guidance +3 vs. spirits)

Green Hag Spell-Like Abilities (CL 9th; concentration +15)

Constant—*pass without trace*, *tongues*, *water breathing*

At-will—*alter self*, *dancing lights*, *ghost sound* (W-DC 16), *invisibility*, *pyrotechnics* (F or W-DC 18), *tree shape*, *whispering wind*

Medium Spell-Like Abilities (CL 9th; concentration +15)

At-will (1/trance)—*disfiguring touch* (W-DC 18), *hal-*

lucinary terrain (W-DC 20), *haunted fey aspect*, *memory lapse* (W-DC 17), *nixie's lure* (W-DC 19)

3/day—*bestow curse* (W-DC 19), *fly*

At-will—*darkness*, *detect poison*, *disrupt undead*, *ghost sound* (W-DC 16), *grease* (R-DC 17), *hold animal* (W-DC 18), *mage hand*, *protection from good*, *read magic*, *stabilize*, *suggestion* (W-DC 18), *undetected alignment*

Covenants *frightful violence*, *immortal resilience* (cold iron), *gift of glory III* (+6 Dex, +4 Cha), *elemental weapon* (9 HD; fire), *naunet strike* (9 HD)

Influence unseelie court

Basic Statistics When not in a trance, the medium's statistics are: **Init** +3; **AC** 21, touch 13; **hp** 93; **Fort** +8, **Ref** +12; no trance covenants or trance SLAs, SLA and weakness save DCs and concentration drop by 4; **Dex** 16, **Con** 10, **Cha** 14.

Statistics

Str 24, **Dex** 22, **Con** 14, **Int** 17, **Wis** 16, **Cha** 22

Base Atk +15; **CMB** +22; **CMD** 38

Feats Blind-Fight, Combat Casting, Combat Reflexes, Deceitful, Great Fortitude, Improved Initiative, Least Covenant Supplicant, Minor Covenant Supplicant, Power Attack

Skills Bluff +20, Disguise +20, Fly +19 (+27 with fly cast), Intimidate +18, Knowledge (arcana) +12, Knowledge (history, planes, religion) +13, Knowledge (nature) +16, Perception +21, Sense Motive +13, Spellcraft +24, Stealth +18, Swim +21

Language Aklo, Common, Giant, Sylvan

SQ mimicry, spirit boons (consult the fallen, far-reaching spell-like ability, wisdom of the spirits), spirit guide

Combat Gear *potions of cure moderate wounds* (3), *wand of darkness* (20 charges); **Gear** *eyes of the eagle*, *ring of feather falling*, pouch with 99 gp worth of mixed coins and gems

Tengu Medium (CR 13; XP 25,600)

Tengu medium 14

NE Medium humanoid (tengu)

Init +11; **Senses** low-light vision, *detect spirits*; Perception +22

Defense

AC 26, touch 14, flat-footed 22; +4 AC vs traps (+10 armor, +4 Dex, +2 natural)

hp 150 (14d8+84); **fast healing** 1

Fort +13, **Ref** +11 (+15 vs traps), **Will** +14, plus in trance: +5 bonus on saving throws against divine spells or spell-like abilities cast by servants of a deity

Defensive Abilities improved uncanny dodge, uncanny dodge

Offense

Speed 30 ft.

Melee greatsword +15/+10 (2d6+6/17-20 plus 1d8 acid) and bite +9 (1d3+2 plus 1d8 acid)

Special Attacks expel spirits* (W-DC 19, 2/day), faith-stealing strike II (W-DC 25), frightful presence (W-DC 25), greater trance (35 rounds/day, guidance +5 vs. spirits), item activation*, magic circle against spirits* (1/day, 14 days), quell spirits* (W-DC 25, 8/day), séance*

Spell-Like Abilities (CL 14th; concentration +22)

At-will (1/trance)—*acid splash*, *banishment* (W-DC 25), *forbid action* (W-DC 19), *greater forbid action* (W-DC 24), *haste*, *silence* (W DC 20), *spell immunity*, *spell resistance*

3/day—*divine power*

At-will—*alarm*, *charm person** (W-DC 19), *confusion* (W-DC 21), *dancing lights*, *detect magic*, *dimension door*, *disguise self*, *freedom of movement*, *good hope*, *greater magic weapon*, *invisibility*, *know direction*, *message*, *phantasmal killer* (E, W DC 22), *prestidigitation*, *read magic*, *shield of faith*, *wind wall*

Covenants *elemental weapon* (acid), *faith-stealing strike II*, *heretical soul*, *superhuman perfection I*, *imbued armour II* (13 HD; +3/+3), *gift of glory II* (17 HD; +4 Wis, +4 Cha)

Influence faith slayer

Basic Statistics When not in a trance, the medium's statistics are: **hp** 108; **Fort** +10; no trance covenants or trance SLAs, SLA and frightful presence save DCs and concentration drop by 3; **Con** 20, **Cha** 20.

Statistics

Str 19, **Dex** 18, **Con** 22, **Int** 10, **Wis** 14, **Cha** 26

Base Atk +10; **CMB** +14; **CMD** 28

Feats Improved Critical (greatsword), Improved Initiative, Medium Armor Proficiency, Minor Covenant Supplicant (2), Power Attack, Weapon Focus (greatsword)

Skills Knowledge (planes, religion) +10, Linguistics +9, Perception +22, Sense Motive +18, Stealth +19

Language Abyssal, Aklo, Auran, Celestial, Common, Infernal, Tengu

SQ gifted linguist, spirit boons (consult the fallen, danger sense, forewarned, frightful presence), spirit guide, swordtrained

Combat Gear *potions of cure moderate wounds* (5); **Gear** greatsword, +1 *mithril breastplate* (+4 with imbued armor), *amulet of natural armor* +2, pouch with 49 gp worth of mixed coins

Human Medium (CR 17; XP 102,400)

Human medium 18

LE Medium humanoid (human)

Init +11; **Senses** *detect spirits*; Perception +25

Defense

AC 27, touch 13, flat-footed 24

(+11 armor, +3 Dex, +3 natural)

hp 228 (18d8+144); **fast healing** 1, plus in trance: regeneration 5 (good weapons, good spells, and silver weapons)

Fort +18, **Ref** +14, **Will** +16

SR 29; plus in trance: DR 4/silver, Immunity magical aging effects, nonlethal damage, pain

Offense

Speed 30 ft.

Melee +3 *dagger* +20/+15 (1d4+9/19-20) and +3 *dagger* +20/+15 (1d4+9/19-20)

Special Attacks expel spirits* (W-DC 19, 3/day), greater trance (43 rounds/day, guidance +6 vs. spirits), item activation*, lord of pain (gaze, 40 ft., W-DC 27; stagger, F-DC 26), magic circle against spirits* (1/day, 18 days), psychic assault (5/day, 9d8 and exhaustion, W-DC 27 half and fatigue), quell spirits* (W-DC 24, 8/day), séance*

Spell-Like Abilities (CL 18th; concentration +26)

At-will (1/trance)—*bleed* (W-DC 18), *eyebite* (F-DC 26), *hold monster* (W-DC 22), *hold person* (W-DC 19), *mass pain strike* (F-DC 23), *mass suffocation* (F-DC 27), *pain strike* (F-DC 21), *piercing shriek* (F-DC 20), *symbol of pain* (F-DC 24), *shadow walk*

3/day—*greater heroism*, *mind blank*

At-will—*alarm*, *arcane sight*, *confusion* (W-DC 21), *dancing lights*, *detect poison*, *dimension door*, *disguise self*, *divine power*, *endure elements*, *freedom of movement*, *ghost sound* (W-DC 18), *good hope*, *invisibility*, *major curse* (W-DC 23), *power word blind*, *read magic*, *resistance*, *rope trick*, *sending*, *shield of faith*, *sift*

Covenants *frightful violence*, *immortal resilience* (silver), *kyton recovery*, *lord of pain*, *unnerving gaze*, *armed with cruelty* (13 HD; +3), *imbued armour III* (15 HD; +5/+5), *gift of glory II* (7 HD; +2 Wis, +4 Cha), *superhuman perfection I* (9 HD)

Influence kyton enlightenment

Basic Statistics When not in a trance, the medium's statistics are: **hp** 174; **Fort** +15; no trance covenants or trance SLAs, SLA and psychic assault save DCs and concentration drop by 3; **Con** 18, **Cha** 20; Use Magic Device +26.

Statistics

Str 22, **Dex** 17, **Con** 24, **Int** 10, **Wis** 10, **Cha** 26

Base Atk +13; **CMB** +19; **CMD** 32

Feats Double Slice, Major Covenant Supplicant (3), Medium Armor Proficiency, Minor Covenant Supplicant, Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Fighting

Skills Knowledge (planes, religion) +21, Perception +25, Stealth +20, Use Magic Device +29

Language Common, Infernal; telepathy 100 ft.

SQ spirit boons (danger sense, heighten spell-like ability, psychic assault, spell resistance, telepathy), spirit guide

Combat Gear *potions of displacement* (2), *wand of cure light wounds* (50 charges); **Gear** daggers (4; +3 with armed with cruelty), mithril breastplate (+5 with imbued armor), *amulet of natural armor* +3, jewellery (worth 1,800 gp), pouch with 241 gp worth of mixed coins and gems

ERRATA FOR LEGENDARY CLASSES: MORE COVENANT MAGIC

- Spirit Boon Table, page 10. Undead Repulsion grants Turn Undead as a bonus feat, Undead Servitude grants Command Undead.
- Dwarf Medium, page 26. Should have Sylvan as an extra language.
- Legendary Elf Medium, page 31-32. Replace the danger sense, spell resistance, spirit ward and telepathy spirit boons with the cloak of darkness and many forms revelations. Replace the Extra Spirit Boons feats with Flexible Spell-Like Ability (2; level 5 and 6). Replace the *owl's wisdom* and *restful sleep* spell-like abilities with *find traps* and *freedom of movement*.

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