

LEGENDARY CLASSES COVENANT MAGIC



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LEGENDARY CLASSES: COVENANT MAGIC

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Table of Contents

The Medium	3
Medium Influences	13
Medium Spell List	19
Sample Medium	20
Favored Class Bonuses	21
New Spell: Expel Spirits	23
Covenant Magic	23
Covenants	23
Covenant Supplicant Feats	24
List of Covenants	25
Covenant Descriptions	27
Alternate Covenant Offerings	44



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THE MEDIUM

Mediums see the world as spirits do, making them natural emissaries for beings from beyond the veil. A medium is marked from a young age by her proficiency at seeing and communicating with spirits of one or more varieties. Thanks to this talent, she attracts a spirit guide to help her mediate between her fellows and creatures beyond the ken of common mortals. A medium generally provokes a strong reaction from others--she is either revered for seeing beyond the ken of common mortals or feared for her association with dangerous otherworldly beings. Spirits, for this purpose, generally include fey, outsiders, and undead. In combat, a medium often relies upon her trance to keep her alive, her covenants and spirit boons to attack, and spell-like abilities to empower her allies or hamper her foes.

Alignment: Mediums are more often than not similar in alignment to the spirits they most often deal with, but may be of any alignment.

Hit Die: d8.

Class Skills: The medium's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha)

Skill Ranks Per Level: 4 + Int modifier.

Weapon and Armor Proficiencies: The medium is proficient with simple weapons and light armor, but not with shields.

CLASS TABLE: THE MEDIUM

Lvl	BAB	Fort	Ref	Will	Special	Spell-Like Abilities						
						0	1	2	3	4	5	6
1 st	+0	+0	+0	+2	Influence, spirit boon, spirit guide, trance, trance covenant, trance spell-like ability	4	–	–	–	–	–	–
2 nd	+1	+0	+0	+3	<i>Detect spirits</i> , item activation, trance spell-like ability	5	1	–	–	–	–	–
3 rd	+2	+1	+1	+3	Séance, spirit boon	5	2	–	–	–	–	–
4 th	+3	+1	+1	+4	<i>Magic circle against spirits</i> , trance spell-like ability	6	3	–	–	–	–	–
5 th	+3	+1	1	+4	Trance covenant	6	3	1	–	–	–	–
6 th	+4	+2	2	+5	Quell spirits, trance spell-like ability	6	3	2	–	–	–	–
7 th	+5	+2	2	+5	Spirit boon	6	3	3	–	–	–	–
8 th	+6/+1	+2	2	+6	<i>Expel spirits</i> , trance spell-like ability	6	3	3	1	–	–	–
9 th	+6/+1	+3	+3	+6	Trance covenant	6	3	3	2	–	–	–
10 th	+7/+2	+3	+3	+7	Greater trance, trance spell-like ability	6	3	3	3	–	–	–
11 th	+8/+3	+3	+3	+7	Spirit boon	6	3	3	3	1	–	–
12 th	+9/+4	+4	+4	+8	Trance spell-like ability	6	3	3	3	2	–	–
13 th	+9/+4	+4	+4	+8	Trance covenant	6	3	3	3	3	–	–
14 th	+10/+5	+4	+4	+9	Trance spell-like ability	6	3	3	3	3	1	–
15 th	+11/+6/+1	+5	+5	+9	Spirit boon	6	3	3	3	3	2	–
16 th	+12/+7/+2	+5	+5	+10	Trance spell-like ability	6	2	2	2	2	3	–
17 th	+12/+7/+2	+5	+5	+10	Trance covenant	6	3	3	3	3	3	1
18 th	+13/+8/+3	+6	+6	+11	Trance spell-like ability	6	3	3	3	3	3	2
19 th	+14/+9/+4	+6	+6	+11	Spirit boon	6	3	3	3	3	3	3
20 th	+15/+5/+5	+6	+6	+12	Fundamental influence, supernal trance	6	3	3	3	3	3	3

Influence (Su): As soon as the medium begins to explore her powers, she draws the attention of distant spirits who see her destiny entwined with theirs, are intrigued by her talents, or find her otherwise interesting. They mark her with their power, whether she wishes it or not. Each influence is associated with a particular sort of extreme event, and though not all mediums with the same influence realize their powers in the same way, many share a common link to the same sort of event. As she grows in power, this relationship often changes to her exerting her own influence to impress, coerce, or charm spirits into granting her greater amounts of power. The influence imparts the medium with automatic knowledge of a single language used by associated spirits. In addition, during her trance, she can also borrow the power of such spirits in the form of bonus spell-like abilities and covenants that she need not pay for nor make any formal agreement to gain. If a covenant

gained this way calls for choices to be made when the covenant is formed, the medium makes the choice when she reaches the level that first grants it, and may change her choice any time she gains a medium level. The bonus language, covenants, and spell-like abilities are determined by the influence chosen. Once a medium's choice of influence has been made, it cannot be changed.

At 20th level, a medium's influence becomes fundamental, allowing her to become a permanent part of the spirit world. The effect of her fundamental influence depends on her influence.

Spell-Like Abilities: A medium's spirit guide imparts the secrets of a number of spell-like abilities, which the medium chooses from the medium spell list, as indicated on the class table. Since spell-like abilities lack components, they can be activated with only a



thought from the medium and are not subject to spell failure from armor or deafness, though they still require attention and can be disrupted by attacks or distractions. Spell-like abilities are not spells, so they cannot be countered and cannot be used to counter spells. They can be dispelled normally. Unless noted otherwise, a spell-like ability is activated as a standard action that provokes attacks of opportunity.

Since these spell-like abilities require a certain measure of attention from the medium's spirit guide to maintain, she can have no more than one instance of any particular spell-like ability active at a time; casting that spell-like ability again ends the duration of any ongoing copy of that spell-like ability. The nonmagical effects of the spell-like abilities are not necessarily undone, and instantaneous and permanent spell-like abilities are not subject to this limitation.

Each spell-like ability of the highest level that the medium can cast is available 3 times per day; spell-like abilities of lower levels are available at will. The save DC for a spell-like ability is equal to 10 + spell level + the medium's Charisma modifier. In order to use a spell-like ability, the medium must have a Charisma score of at least 10 + spell level. A medium's spell-like abilities count as arcane.

Aligned Spell-like Abilities: A medium cannot choose to learn a spell-like ability with an alignment descriptor unless she has a matching alignment or has a covenant with a creature with a matching alignment.

Spirit Boons: At certain times, a medium's spirit guide can learn to impart a new boon upon its mistress. A medium gains one spirit boon at 1st, 3rd, 7th, 11th, 15th, and 19th levels, each chosen from among the list below. Using a spirit boon requires a spoken invocation to the spirit guide unless the medium is currently in a trance. Anything that can spoil verbal spell components (including *deafness* or a *silence* spell) has the same chance to spoil this invocation and stop the spirit boon from taking effect, although that use of the ability is not wasted and the medium can try to use it again later. Unless a boon's description notes otherwise, that boon can be used at will.

Some spirit boons require the medium to send her spirit guide to bargain for information, a magical blessing, or other benefit for a specific period of time. While the

guide is gone, the medium cannot draw upon its powers or knowledge and she cannot activate a new spirit boon.

Some spirit boons augment the casting of a spell-like ability. A spell-like ability can only be modified by one spirit boon at a time. The spell-like ability also requires a spoken invocation from the medium, just like any other use of a spirit boon, unless the medium is currently in a trance. As normal, anything that can spoil verbal spell components (including *deafness* or a *silence* spell) has the same chance to spoil this invocation and stops the spell-like ability from being altered, although the normal version of the spell-like ability still takes effect and that use of the spirit boon is not wasted.

Bouncing Spell-Like Ability (Ex): Your spirit guide learns to redirect failed spells. Up to 3 times per day, when you use a spell-like ability on a single target and it has no effect, you may, as a swift action, redirect it to a new target as the Bouncing Spell feat. You must choose to use this ability before casting the spell. You must be at least 7th level to select this boon.

Consult the Fallen (Su): You can *speak with the dead*, as the spell, for a number of rounds per day equal to your medium level. These rounds do not need to be consecutive. At 11th level, you can ask a single question to your spirit guide and send it to get a one-to-three word answer from any dead creature you can name or unambiguously identify (such as with exact time and place of birth or death), even if not enough of its body remains for it to answer, provided you send your spirit guide from within 30 feet of the location where the named creature died. Using this spirit boon in this way costs 10 rounds of duration and your guide returns with the answer after that time.

Danger Sense (Su): Your spirit guide provides you with a sense for spies and ambushes. You gain a competence bonus on Perception, Sense Motive, and initiative checks equal to one-quarter your medium level, to a maximum of +5 at 20th level, as long as your spirit guide is present. You must be at least 7th level to select this boon.

Death-Slaying Spell-Like Ability (Ex): Your spirit guide learns to attune your spells such that they pierce the immunities of the restless dead. Up to 3 times per day, you can cast a spell-like ability as if modified by a metamagic feat. At 11th level, choose either Thanatopic Spell or Threnodic Spell. You can augment your spells

with the chosen feat (if applicable). At 15th level, you have the option to make use of the other feat instead, but any spell can only be modified by one of the two. You must be at least 11th level to select this boon.

Dreamspinner (Sp): Your spirit guide is touched with the magic of the land of dreams. Once per day, you can ask the guide to pull your soul partially free from your body to produce the effects of one of the following spells: *astral projection* (lesser), *dream*, or *nightmare*. At 15th level and every four levels thereafter, you can use this ability one additional time per day. You need not provide components for these spells. You must be at least 11th level to select this boon.

Eerie Spell-Like Ability (Ex): Up to three times per day, when you cast a spell-like ability, you can make an Intimidate check as a swift action to demoralize any opponents that can see both you and an effect of the spell from within 30 feet or that are targets of the spell. Roll a single Intimidate check, and apply it to the DC for each foe separately. You must be at least 7th level to select this boon.

Embrace the Soul (Su): You can touch the soul of another or focus on your own soul, allowing your spirit guide to work on healing its scars. As a full-round action once per day, you can touch a creature (or yourself) to affect her with this ability. A touched creature heals 1d4 ability damage from all mental ability scores and is freed from magical ability score penalties (to all ability scores) and temporary negative levels. She also gets a saving throw against one emotion effect she is currently suffering from to negate the effect completely; the choice as to which effect to resist comes from the target's innermost soul, and cannot be swayed by mind-affecting magic. If the original *emotion* effect did not allow a save, use the save DC it would have had if it did allow one. If the victim fails the new save, you may remove the effect anyway by accepting it yourself. If you do, treat yourself as if you were the original target of the spell and suffer the full effect accordingly.

At 11th medium level, this ability automatically relieves all ability damage from all mental ability scores, 1d4 ability damage from each physical ability score, and 1d4 ability drain from each mental ability score. In addition, it allows the victim to make a new saving throw to remove one of the following instead of an emotion effect: one permanent negative level, possession (such as a ghost's malevolence or a *magic jar* spell), or an

enchantment effect. If a possessing creature is removed from the victim this way, it is dazed for 1d4 rounds and cannot possess the victim again for 24 hours.

At 15th medium level, this ability relieves all ability drain from mental ability scores and 1d4 ability drain from each physical ability score and the new saving throw may instead be made against a curse or insanity. Also at 15th level, if a permanent negative level is removed with a successful save, the victim can attempt another saving throw to remove another permanent negative level (this can be done repeatedly, until the victim fails a save or has no more permanent negative levels). You must be at least 7th level to select this boon.

Empower Spell-Like Ability (Ex): Your spirit guide learns to put more power into your variable spells. Up to 3 times per day, when you cast a spell-like ability that has a variable, numeric effect determined by rolling dice (such as damage dealt or hit point healed), you can roll half-again as many dice, as if the spell was modified by the Empower Spell feat. You must be at least 11th level to select this boon.

Expansive Spell-Like Ability (Ex): Your spirit guide learns to broaden your spells' effective areas. Up to 3 times per day, when you cast a spell-like ability shaped as a burst, emanation, or spread, increase all numerical dimensions of the spell by 100%, as if modified by the Widen Spell feat. At 19th level, when you cast a spell-like ability shaped as one or more cubes, you can spend a use of this ability to get twice as many cubes. You must be at least 15th level to select this boon.

Far-Reaching Spell-Like Ability (Ex): Your spirit guide learns to extend the reach of your spells. Up to 3 times per day, as a part of casting a spell-like ability with a range of touch, close, or medium, you can increase the spell up to the next step in this list: touch, close, medium, long. Alternatively, when you cast a spell with some other range, you can double that range with a use of this ability. This ability has no effect on spells with a range of personal or 0 feet. You must be at least 7th level to select this boon.

Forewarned (Su): Your spirit guide helps alert you to unknown danger. You gain trap sense as a rogue of your medium level. At 7th level, you gain uncanny dodge as a rogue. At 15th level, you gain improved uncanny dodge as a rogue. You lose these abilities if your spirit guide is absent. You must be at least 3rd level to select this boon.

Frightful Presence (Ex): You become preternaturally frightening, gaining the frightful presence ability. You can activate the ability as part of an offensive action, such as attacking with a spell-like ability. Opponents within 30 ft. of you must make a Will save or become shaken for 3d6 rounds. If the victim has 4 or fewer HD, it becomes panicked instead. Foes with more HD than you are immune to this ability. You must be at least 11th level to select this boon.

Hand of the Spirit Guide (Su): As a standard action, you can project your spirit guide into an inanimate object so that it can aid you physically. This ability normally functions as *animate objects* using your medium level as the caster level, except that it can animate only one object at a time. If you use it on a weapon, the weapon instead gains the *dancing* weapon property for 4 rounds and immediately begins dancing. You can use this ability once per day at 7th level, and one additional time per day for every four levels beyond 7th. You must be at least 7th level to select this boon.

Heighten Spell-Like Ability (Ex): Up to three times per day, when you cast a 0-level spell-like ability, you can treat the spell for all purposes (including the calculation of save DC and concentration check DC) as if it were a 1st-level spell-like ability. Using a spell-like ability this way does not prevent you from continuing to use the normal version of the spell at will. At 7th medium level and every three levels thereafter, you may instead raise the spell levels of any of your lower-level spell-like abilities to the next highest spell level. (For example, at 7th level, you may convert 0- or 1st-level spell-like abilities into 2nd-level spell-like abilities; at 10th level, you may convert 0-, 1st-, or 2nd-level spell-like abilities into 3rd-level spell-like abilities; and so on.) You must be at least 3rd level to select this boon.

Incorporeal Form (Sp): Once per day, your spirit guide can pull you out of the physical world, rendering you incorporeal for 1 round per medium level. While in this form, you gain the incorporeal subtype and incorporeal quality, as defined in the Universal Monster Rules (see *Pathfinder Bestiary*). You take only half damage from corporeal sources as long as they are magic (you take no damage from nonmagical weapons and objects). Likewise, your spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally.

At 15th level and every four levels thereafter, you can

use this ability one additional time per day. You must be at least 11th level to select this boon.

Malicious Limb (Su): As a standard action, you can send your spirit guide to wrest control of an opponent's limb for 1 round. If the target uses the limb for locomotion, the limb jerks, kicks, and gives out at inopportune moments; treat the target as entangled. If the target can use the limb to attack, the limb attacks him once for normal damage on his turn as a free action, hitting automatically. In either case, he is also shaken for that 1 round. He cannot control the limb while it is possessed, but can otherwise act normally. The target can resist this control with a Will save, in which case he is merely shaken. This power has a range of 100 feet. *Protection from good* and any other effect that prevents or ends possession can prevent or end this power as if you were attempting to possess the target. Only living and undead foes can be affected by this ability; constructs are immune. You must be at least 3rd level to select this boon.

Persistent Spell-Like Ability (Ex): Your spirit guide learns to render your spells more difficult to evade. Up to 3 times per day, when you cast a spell-like ability that allows a saving throw to avoid some or all of its effects, creatures must save twice to avoid being fully affected by the spell, as if modified by the Persistent Spell feat. You must be at least 11th level to select this boon.

Possess Creature (Su): While in a trance, you can attempt to project your soul into the body of another creature within 10 feet per medium level as a full-round action, displacing its own soul as per *magic jar*, though a receptacle is not required to hold the displaced soul. The potential host can resist with a Will save (DC 10 + 1/2 medium level + Charisma modifier). If it fails, you take control and your trance ends immediately, causing you and your host to become fatigued as normal. You cannot use your medium's trance for as long as you possess the creature. You can return to your body as a standard action if it is within range. When the effect ends or the host dies, you return to your own body if it is within range; otherwise, you die. You may use this ability once per day at 11th level, and one additional time per day for every four levels gained thereafter. You must be at least 11th level to select this boon.

Prolonged Spell-Like Ability (Ex): Your spirit guide learns to extend the duration of your spells. Up to 3 times per

day, when you cast a spell-like ability with a duration other than instantaneous or permanent, you can double the duration, as if modifying the spell with the Extend Spell feat.

Starting at 11th level, your spirit guide can also extend spells with a duration of concentration; in this case, you concentrate as normal, then the spirit guide continues to maintain the spell as if you were concentrating on it for one additional round per round you concentrated. The spirit guide's concentration cannot be disrupted. The guide can concentrate on only one spell at a time; if you cease concentration on a second spell while the guide is still concentrating on an earlier spell, you choose which spell the guide maintains and which it relinquishes.

Starting at 15th level, your guide can maintain even certain instantaneous spells for a single round. If an instantaneous spell affects an area, you can spend a use of this ability to have the spirit guide maintain it for 1 round as if with the Lingering Spell feat. The guide cannot maintain a lingering spell and a concentration spell at the same time. You must be at least 7th level to select this boon.

Psychic Assault (Su): You can send your spirit guide to assault the mind of a foe within 100 feet. The victim's mind reels and his body spasms, dealing 1d8 damage. The victim is allowed a Will save for half damage. This is a mind-affecting compulsion effect and is only effective against living creatures. This ability can be used a number of times per day equal to your Charisma bonus (minimum 1). The damage increases by 1d8 at 3rd level and every odd level thereafter. Starting at 3rd level, the victim becomes fatigued if it fails its Will save. At 7th level, he becomes fatigued whether or not the save succeeds. At 11th level, he becomes exhausted if he fails his save and fatigued if he succeeds.

Psychic Shackles (Su): Add +4 to the save DC of your séance. Your spirit guide can hold a spirit called with your séance ability locked in a prison of thoughts. Constructing the prison requires a special ritual that demands costly reagents and tonics costing 1,000 gp per Hit Die of the creature to be trapped. Afterward, if the spirit fails to resist your séance, it is trapped until you choose to release it. You must release the currently trapped spirit if you wish to trap another spirit. You can trap a spirit with no more Hit Dice than half your medium level. While a spirit is trapped in your thoughts, you can communicate with it telepathically, but can prevent it from mentally interacting with you if

it becomes distracting. This ability otherwise functions as *trap the soul*. Typical favors exacted from freed spirits include forming a covenant with no cost, doing a non-life-threatening task for up to 1 day per medium level, or aiding the medium in combat or another dangerous situation for up to 1 round per medium level. The creature can be freed if you are killed, targeted by *freedom*, or caused to forget the thought trap with *modify memory*. You must be at least 11th level to select this boon.

Read Minds (Su): You can broaden your mental spectrum to encompass those around you. Doing so allows you to read the mind of every creature within 30 feet as if you had cast *detect thoughts*. This ability allows you to read the surface thoughts of any creature that you are aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + 1/2 medium level + Charisma modifier. You can use this ability for a number of rounds per day equal to your medium level. These rounds do not need to be consecutive. You must be at least 7th level to select this boon.

Resurrect the Fallen (Su): You can send your spirit guide to retrieve the soul of a creature you name and restore it to life as if with *resurrection*. Your spirit guide is gone for as long as the creature had been dead when you activated this boon before finally returning with the desired soul. You can use this ability once per week. You must be at least 15th level to select this boon.

Retrieve the Wayward Soul (Su): Once per day, you can touch a dead creature's body and send your spirit guide to retrieve its soul, provided that it died no more than 1 round per level ago. The spirit guide requires as long to retrieve the soul as the creature had been dead when you used this ability, after which it returns and the creature is restored to life as if by *raise dead*. At 15th level, you can affect even a creature slain by a death effect or that has been turned into an undead creature and then destroyed. At 19th level, you can cause your spirit guide to seal the retrieved soul in a gem instead, as *soul bind*, but you must provide the focus for the spell. You must be at least 11th level to select this boon.

Sap Speed (Su): With a melee touch attack, you can drain a living or undead creature's mental energy, preventing it from taking as many actions and allowing yourself to take more. The creature is staggered for 1 round and you

gain an extra move action to use during your current turn. If you have not yet used your regular move action for this turn, you can spend both move actions to take a single withdraw action. At 11th medium level, the target must also succeed on a Will save or suffer the effects of *slow* for 1 round and grant you the benefits of *haste* for 1 round.

Second Sight (Ex): You can pinpoint creatures you cannot see within 15 feet, though they still have total concealment against you. Visibility still affects your movement and you are still denied your Dexterity bonus to Armor Class against attackers you cannot see. At 11th level, the range increases to 30 feet. At 15th level, you also gain blindsight to a range of 15 feet. You must be at least 7th level to select this boon.

Soul Poppet (Su): You carry a small clay doll which allows you to touch the souls of other creatures remotely. As a full-round action that provokes an attack of opportunity, you can mold the poppet to crudely resemble any creature you have clearly seen from within 30 feet. For the next minute, or until you change the poppet's appearance, you can affect the target at a range of up to 30 feet with touch spells by touching the poppet, but you must still make a ranged touch attack against the victim. If you lose the poppet, you can replace it with a handful of clay and an hour-long ritual. At 7th level, you can also affect the target with a targeted spell even if you do not have line of sight or line of effect to it by touching the poppet while casting a such a spell from within 30 feet. At 11th level, you can incorporate a piece of the target's body (including hair, a bit of nail, or the like) while you mold the poppet. If you do, the poppet remains attuned to the target indefinitely (or until you attune it to a different target) and makes effects cast through it more effective. The target suffers a -2 penalty on saving throws and Armor Class against spells cast through a poppet incorporating part of its body. At 15th level, if the poppet is attuned indefinitely to a target, you can perform an hour-long ritual once per day to affect the target with a spell at any range so long as you are both on the same plane of existence and the spell's normal range is touch or greater. You must be at least 3rd level to select this boon.

Soul-Touching Spell-Like Ability (Ex): Your spirit guide learns to augment your spell-like abilities to more reliably affect spirits. Up to 3 times per day, you can affect a spell-like ability with this feat to cause it to

affect incorporeal creatures normally, with no reduction in effectiveness despite their lack of physical form (as Ectoplasmic Spell). In addition, you gain a +5 bonus on your caster level checks to overcome the spell resistance of non-incorporeal undead, fey, and outsiders you attempt to affect with the spell. You must be at least 7th level to select this boon.

Spell Resistance (Ex): You gain spell resistance 11 + medium level. You can suppress or resume your spell resistance as a free action, even when it's not your turn. This ability functions even when your spirit guide is absent. You must be at least 15th level to select this boon.

Spirit Interference (Su): As a standard action, you call upon your spirit guide to cloud the mind of a living or undead foe within 30 feet, similar to a minor form of possession. *Protection from good* and any other effect that prevents or ends possession can prevent or end this power as if you were attempting to possess the target. The target can resist with a Will save. If he fails, he is nauseated for 1 round as the spirit guide prevents him from properly controlling his body. If he succeeds, he is instead sickened for 1 round.

Spirit Spies (Su): Once per day, you can commune with the spirits using a ritual chant that lasts for 1 minute, during which you can take no other actions. When you complete the chant, your spirit guide provides you with one or more spiritual spies to report visions of the area to you. At 7th level, this ability as an *arcane eye* spell. At 10th level, it can instead act as a *prying eyes* spell. At 13th level, it can instead act as a *greater prying eyes* spell. None of these spell effects require components. You must be at least 7th level to select this boon.

Spirit Ward (Su): You can call upon the spirits to form a shield around you that blocks incoming attacks and grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this shield causes arrows, rays, and other ranged attacks requiring an attack roll that miss you to have a 50% chance of being reflected back at the creature that fired them. You can use this shield for 1 hour per day per medium level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Spiritual Revelation (Su): Once per day, you can commune with the spirits using a ritual chant that

lasts for 1 minute, during which you can take no other actions. When you complete the chant, the spirits reveal the truth to you. At 11th level, this revelation acts as a *find the path* spell. At 13th level, it can instead act as a *vision* spell. At 16th level, it can instead act as a *discern location* spell. None of these spell effects require material components. You must be at least 11th level to select this boon.

Staggering Invocation (Su): As a standard action, you can speak a word of power to cause a creature within 30 feet to become staggered for 1 round with no saving throw. If the target has no more Hit Dice than you, it must succeed on a Will save or be dazed for 1 round instead of staggered. This is a mind-affecting sonic effect.

Steal Thought (Su): As a standard action, you can send your spirit guide to extract a single fact or moment of memory from a target within 60 feet. The target receives a Will save to negate the effect; if it succeeds, it immediately knows the source of this mental prying. Those who fail this save are unaware of the intrusion and relinquish the information unconsciously. The information can take the form of a train of thought no longer than 25 words or a glimpse of memory as experienced by the target lasting no longer than 1 round. If you target a creature a second time within 24 hours, it automatically succeeds on its saving throw. This is a mind-affecting effect. You must be at least 3rd level to select this boon.

Stigmata (Su): As a standard action, you can touch a creature and accept a part of its wounds onto yourself. You suffer an amount of damage equal to your medium level and the creature you touched is healed of twice that many points of damage. This ability can be used once per day, plus one additional time per day at 3rd level and every four levels thereafter.

Sublime Imposition (Su): Once per day, you can demand that a creature who can hear and understand you either undertake a specific action or refrain from a specific action. If you demand an action, this ability acts as *lesser geas*; if you make a prohibition, it acts as *mark of justice*. At 15th level, you can duplicate the effects of *geas/quest* rather than *lesser geas*. At 19th level, you can instead choose to declare a site repulsive or attractive, as per either *antipathy* or *sympathy*, respectively. You must be at least 11th level to select this boon.

Telepathy (Su): You gain telepathy, allowing you to communicate wordlessly with any creature within 100 feet that has a language so long as your spirit guide is present. You must be at least 11th level to select this boon.

Terrifying Gaze (Su): Creatures within 30 feet of you that meet your gaze must succeed at a Will saving throw (DC 10 + 1/2 medium level + Charisma modifier) or stand paralyzed in fear for 1 round. A target that successfully saves cannot be affected by your terrifying gaze for 24 hours. This is a mind-affecting fear effect. You must be at least 15th level to select this boon.

Transcendent Voice (Su): Once per day, you can invite your spirit guide to interpret dialogue for you, allowing you to speak with any creature with a language as if under the effects of *tongues* for 1 minute per medium level. At 11th level, you can also simultaneously *speak with animals* and *speak with plants*. At 15th level, you can gain the ability to communicate with stones as if with *stone tell* during the same period. At 19th level, you can constantly communicate as if under the effects of *tongues* so long as your spirit guide is present. You must be at least 7th level to select this boon.

Two Minds (Su): Your spirit guide adds its willpower to your own. You gain a +2 bonus on Will saves against enchantment spells or effects as long as your spirit guide is present. At 7th level, you may reroll a failed Will save once per day as an immediate action. You must take the second result, even if it is worse.

Undead Repulsion (Su): You gain Turn Undead as a bonus feat. You can channel positive energy a number of times per day equal to 3 + your Charisma modifier, but only to use Turn Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Undead Servitude (Su): You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Wisdom of the Spirits (Su): Once per day, you can commune with the spirits with a ritual chant which

lasts for 1 minute, during which you can take no other actions. When you complete the chant, you have gained mystical insight into the future. At 3rd level, this insight acts as an *augury* spell with 80% effectiveness. At 6th level, it can take the form of a *divination* with 90% effectiveness. At 9th level, it can take the form of a *contact other plane* spell. None of these spell effects require components. You must be at least 3rd level to select this boon.

Spirit Guide (Sp): Every medium possesses a spirit guide, an insubstantial phantom that speaks to her mind, watches over her, lends her its strength and wisdom, and offers her its services in contacting spirits and using spell-like abilities. The guide automatically grants her a single *guidance* spell effect whenever she enters a trance (as described below); the bonus can be used at any time during the trance. At 4th level and every three levels thereafter, the competence bonus granted by the spirit's guidance increases by 1 when applied to a d20 roll involving one or more fey, outsiders, or undead that are not your allies (including rolling initiative in a combat against such creatures), to a maximum of a +7 total bonus at 19th level.

Trance (Su): As a move action, a medium can enter a trance to align herself with the powers of the spirit world. A medium can maintain her trance for a number of rounds per day equal to 4 + her Charisma modifier. Temporary increases to Charisma, such as those gained from the trance and spells like *eagle's splendor*, do not increase the total number of rounds that the medium can maintain a trance per day. She gains an additional 2 rounds of trance per level she gains after 1st.

While in a trance, the medium gains guidance from her spirit guide and taps into the power of her spirit influence. The medium gains a +4 insight bonus on Constitution and Charisma. In addition, she gains temporary access to one or more covenants and spell-like abilities determined by her influence. These covenants come from no patron in particular, instead representing the collective recognition of many spirits, and so use the medium's Hit Dice and Charisma modifier in place of the patron's. Each of these abilities can be used once per trance unless the ability can normally be used more often. Like other medium spell-like abilities, the medium can have only one of each spell active at any given time; if she uses it again, any previous instance of that spell-like ability ends immediately.

A medium in trance can vocalize or speak on behalf of the spirit patrons whose power she is currently channeling, but cannot control her voice, and thus cannot use spell trigger or command word items, nor can she cast spells with verbal components or language-dependent spell-like abilities aside from those derived from her influence (though she can still use other spell-like abilities), nor can she use skills or performance abilities that require her voice. A medium cannot enter a rage during a trance and cannot enter a trance during a rage; she is immune to rage effects as long as the trance lasts.

A medium can end her trance as a free action, but only if her trance has lasted at least a number of rounds equal to or greater than half her class level. Thereafter, she is fatigued for 2 rounds for every round she spent in her trance. She cannot enter a new trance while fatigued or exhausted, but can otherwise enter a trance multiple times during the same encounter. If a medium falls unconscious during a trance, the trance persists for 1 round, ending at initiative count 10 of the next round if she has not since recovered consciousness. This extra round counts against her number of remaining rounds of trance.

Detect Spirits (Sp): At 2nd level, the medium can detect the presence of fey, undead, and outsiders (even ethereal, incorporeal, and invisible creatures of those types) at will. This ability functions like *detect undead*, except that she detects all of these creature types and the medium only risks being overwhelmed by spirits of an alignment opposite her own in at least one respect (law is opposite chaos, good is opposite evil, and nothing is opposite a neutral component).

If the medium studies a haunt with this ability long enough to learn the strength and location of its aura, she can make a Knowledge (religion) check (DC 10 + haunt's CR) to learn the haunt's effect. If she beats the DC of the check by 5 or more, she learns a cryptic clue about the haunt's origin, generally in the form of a powerful emotion linked to a physical feature of the area or a fleeting glimpse of the past. If she beats the DC of the check by 10 or more, she also learns its destruction condition.

Starting at 7th level, the medium's spirit guide alerts her to the presence of spirits that could be detected by this ability within 60 feet in any direction. She must

activate this ability and concentrate to learn more, but learns the number of auras in the area and the strength of the strongest aura on the first round, and the strength and location of the auras on the second round. These advanced abilities function only while the spirit guide is present.

Item Activation: Although a medium cannot cast spells, at 2nd level, she can activate spell trigger items as if her spell-like abilities were spells.

At 14th level, a medium can spend a use of one of her highest-level spell-like abilities to charge a staff if any of her medium spells known are among the spells in the staff and her highest-level spell-like ability is at least as high a level as the highest-level spell in the staff.

Séance (Sp): At 3rd level, a medium learns to call and bind spirits of many types. Although she does not have to make deals with specific spirits to gain her powers, she often finds it useful to make deals enhancing her already considerable magical power. In addition, she can use called spirits to guard her interests, to tell her secrets unknown to mortals, or to run important errands for her. Once per day, the medium can allow herself to be possessed by a spirit after a 10-minute ritual. During the ritual, her spirit guide departs and is unavailable (see spirit boons for the consequences of an absent spirit guide) while it seeks a creature that matches a description given by the medium at the start of the ritual. This ability can retrieve the soul of a fey, outsider, or undead with a number of Hit Dice less than or equal to the maximum given on the table below. Specific creatures can be called by giving their proper names, and a true name (as described in *Ultimate Magic*) can make it easier to trap many outsiders and fey. This ability is similar to a calling effect, except that the creature's soul appears inside the medium's body if it fails a Will saving throw against DC 10 + 1/2 medium level + Charisma modifier. If it is affected, the creature's body vanishes for the duration of the séance and reappears when its soul departs the medium's body at the end of the séance's duration. The medium's soul remains, but may lose control of her body temporarily. This ability is otherwise similar to *magic jar* with no need for a receptacle.

Each round that the possessed medium wishes to take any action that is not purely mental, she must make a Will save against a DC of 10 + 1/2 possessing spirit's Hit Dice + possessing spirit's Charisma modifier; if she

succeeds, she can act normally for 1 round and keep the spirit present (in which case she must struggle for control again on subsequent rounds) or concentrate on containing the spirit as a standard action, granting her a +4 bonus on her next saving throw to maintain control of her body. Although the medium cannot speak unless she regains control from the possessing spirit, she can communicate telepathically with the possessing spirit (and perhaps convince it to relinquish control without departing for a brief time). A possessing spirit that does not wish to stay in the medium's body can return to where it came from as a full-round action on the third (or later) consecutive round it remains in control of the medium's body. Likewise, a medium can eject a possessing spirit on the third (or later) consecutive round she remains in control of her body as a full-round action. If the medium's body dies while she is possessed this way, both she and the spirit die (though the spirit may eventually reform, reincarnate, or otherwise recover from death if it is normally able to do so).

A spirit called with séance that falls under the medium's influence is willing to bargain with her, as creatures called with *lesser planar ally*, but determine the payment required based on the spirit's Challenge Rating rather than its Hit Dice.

Unless the spirit and medium have reached an agreement or are otherwise on good terms when the spirit departs, its departure inflicts Charisma damage on the medium equal to 1d4 + the spirit's Charisma modifier; the medium can resist with a Will save for half damage. Since the medium invited the spirit into her body, *protection from evil* and related effects do not prevent the spirit from possessing her, but they can give her a reprieve from its control for as long as the protection lasts if she succeeds on a new saving throw. The possession ends after 1 minute per medium level. A possessing spirit can be prevented from running off with her body by subjecting her body to the same methods used to restrain a creature called with a normal *lesser planar binding* spell, but neither a *magic circle* nor a *dimensional anchor* (nor similar effects) can keep the visiting soul from departing to its own body when the séance's duration ends.

At 8th level, a medium can instead call such a spirit as if using *lesser planar binding* (using the creature type and HD limitations for séance). As a true calling effect, this version of the séance cannot affect spirits currently

located on the same plane as the medium. (Extraplanar outsiders, ghosts, nightshades, shadows, and lurkers in light are almost always located on planes other than the Material Plane, and other types of spirits are found on other planes often enough for a general call for a kind of spirit such as couatl, lich, or rusalka to successfully reach at least one off-plane example of that creature.)

Table 2: Séances

Medium level	Maximum HD called
3rd	5
4th	6
5th	7
6th	8
7th	9
8th	10
9th	11
10th	12
11th	13
12th	14
13th	16
14th	17
15th	19
16th	21
17th	23
18th	24
19th	25
20th	26

Magic Circle Against Spirits (Sp): At 4th level, the medium can cast a spell similar to *magic circle against evil* once per day. Unlike for most spell-like abilities, she must provide the verbal and material components for the spell, and so cannot cast it during a trance. This magic circle functions against outsiders, undead, and fey instead of against evil creatures. At 8th level, this ability's duration improves to 1 hour per medium level. At 12th level, it lasts 1 day per medium level. If the medium creates a new magic circle against spirits while another of hers persists, the old one ends.

Quell Spirits (Su): At 6th level, the medium can attempt to calm nearby spirits as a standard action. All fey, outsiders, and undead within a 30-foot burst from the medium must make a Will save or be calmed for 1 round per medium level. The save DC is 10 + 1/2 medium level + Charisma modifier. All active haunts

(including those that have been triggered but have not yet acted) in the area with caster level less than or equal to the medium's level return to a dormant state. Affected haunts cannot be triggered again while the quelling lasts. This ability does not grant the medium control over affected spirits, but does prevent agitated spirits from raging and joyous spirits from reveling. Affected spirits cannot attack except to defend themselves, and any aggressive action or damage dealt to them breaks the effect for all affected spirits and haunts. Quelling spirits requires speaking calmly and clearly, and thus it cannot be done during a trance. This ability can be used a number of times per day equal to 3 + the medium's Charisma bonus (do not include temporary increases, such as that from the medium's trance, when calculating this number).

Expel Spirits (Sp): At 8th level, the medium can use *expel spirits* once per day. Unlike most spell-like abilities, this one requires all the components of the spell, and cannot be performed during a trance. This ability can be used one additional time per day at 12th level and every fourth level thereafter.

Greater Trance: At 10th, the medium's ability score bonuses from her trance increase to +6 each. As long as she maintains a trance, she gains fast healing 1.

Supernal Trance: At 20th, the medium can tap into the cosmic ideal behind the patrons of her powers, allowing her to gain even more insight from her trances. The ability score bonuses from her trance increase to +8 each. Her fast healing in a trance increases to 3.

Starting Wealth: 2d6 x 10 gp (70 gp average)

MEDIUM INFLUENCES

A medium's influence represents a faction, category, or group of spirits that at first influence and are later influenced by the medium. Each influence imparts a medium with the knowledge of a certain language, listed in the entry for that covenant. In addition, an influence grants the medium a least covenant at 1st level, a minor covenant at 5th level, a major covenant at 9th level, a greater covenant at 13th level, and a superior covenant at 17th level. These covenants are only available during her trance unless she forms a permanent version of that covenant with an appropriate spirit patron. In addition to the covenants she gains during a trance, the medium

gains a spell-like ability of spell level 0 at 1st class level, and another spell-like ability at every even class level thereafter, each of the next higher spell level (1st spell level at 2nd class level, 2nd spell level at 4th class level, and so on). They are similarly available only during a trance. Finally, at 20th class level, the medium gains a fundamental influence, which is a powerful class ability representing the full realization of her power as a medium.

Angelic Choirs Influence

Some mediums develop a connection beyond the material world after a near-death experience gives them a momentary glimpse of the glory of a good deity and their angelic servants. The voices of angels linger in the mind of such mediums, who forever after are linked to the celestial realms. Angels include the astral deva, cassisian, monadic deva, movanic deva, planetar, and solar. A medium with angelic choirs influence can call a good outsider whose Challenge Rating is less than or equal to her medium level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial.

Trance Covenants: *heavenly blade* (1st), *imbued armor II* (5th), *stunning voice* (9th), *protective aura* (13th), *demurge* (17th).

Trance Spell-like Abilities: *guidance* (1st), *command* (2nd), *castigate* (4th), *fly* (6th), *holy whisper* (8th), *greater command* (10th), *brilliant inspiration* (12th), *power word blind* (14th), *power word stun* (16th), *power word kill* (18th).

Fundamental Influence: At 20th level, the medium becomes an outsider with the native subtype. She grows feathery wings and gains a fly speed of 60 feet with good maneuverability. She is constantly protected by a *magic circle against evil* spell-like ability. While in a trance, she gains the good subtype and any attack she makes counts as good-aligned for the purpose of overcoming damage reduction.

Recommended Spirit Boons: The following spirit boons complement the angelic choirs influence: embrace the soul, retrieve the wayward soul, staggering invocation, stigmata, sublime imposition, transcendent voice, wisdom of the spirits.

Diabolical Influence

A diabolical influence most commonly manifests to a youth so obsessed with some project or scheme that she

cannot spare time even to sleep for nights on end. If she is destined to be a medium with diabolical influence, she finds visions of horrible yet alluring fiends dancing across her vision, tempting her to set aside any morality that may be holding back her progress. These mediums often develop a rapport with the natives of Hell, whose numbers include devils (accuser devils, barbed devils, bearded devils, belier devils, bone devils, contract devils, erinyes, handmaiden devils, horned devils, ice devils, immolation devils, imps, pit fiends), hellcats, and sometimes asuras and kytons. A medium with diabolical influence can call a creature with both the evil and lawful subtypes whose Challenge Rating is less than or equal to her medium level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Infernal.

Trance Covenants: *diabolical assistant* (1st), *immortal resilience* (5th; silver), *mind-snaring gaze* (9th), *phantasmal hunt* (13th), *plunge into the pit* (17th).

Trance Spell-like Abilities: *read magic* (1st), *vanish* (2nd), *burning gaze* (4th), *vision of hell* (6th), *see in darkness* (8th), *persistent image* (10th), *contagious flame* (12th), *greater teleport* (14th), *power word stun* (16th), *meteor swarm* (18th).

Fundamental Influence: At 20th level, the medium becomes a devil herself. She becomes an outsider with the native subtype, and is no longer affected by spells and abilities that specifically target humanoids. In addition, she gains the ability to, three times per day, cast any of her spell-like abilities of 5th level or lower as a swift action (as *Quicken Spell*). While in a trance, she gains the evil and lawful subtypes, any attacks she makes count as evil- and lawful-aligned for the purpose of overcoming damage reduction, and her fast healing is replaced by regeneration overcome by good-aligned and silver attacks.

Recommended Spirit Boons: The following spirit boons complement the diabolical influence: frightful presence, spell resistance, spirit spies, sublime imposition, telepathy, two minds, wisdom of the spirits.

Fathomless Influence

A dive into the salty embrace of the dark ocean depths sometimes threatens to crush the mind and soul just as readily as it threatens to force the air from a youth's lungs. Some mediums survive a harrowing dive (be it from a sinking ship or for reckless sport) to find visions swimming in their minds. These mediums often develop



An erkunae medium demands help from among the Heavenly Hosts

a rapport with aquatic and water spirits, whose numbers include the cetaceal agathion, daemon (hydrodaemon and piscodaemon varieties), demon (hezrou and omox varieties), div (ghawwas), elemental (ice, mud, and water varieties), kelpie, marid (genie), mephitis (ice, ooze, and water varieties), nereid, nuckelavee, water yai (oni), and rusalka. A medium with fathomless influence can call a creature with the aquatic or water subtype whose Challenge Rating is less than or equal to her medium level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Aquan.

Trance Covenants: *elemental weapon* (1st; acid or cold), *elemental blessing* (5th; acid or cold), *elemental agility* (9th; water), *element incarnate* (13th; water), *elemental dominion* (17th; aquatic or water, and acid or cold).

Trance Spell-like Abilities: *create water* (1st), *obscuring mist* (2nd), *slipstream* (4th), *aqueous orb* (6th), *control water* (8th), *cloudkill* (10th), *freezing sphere* (12th), *vortex* (14th), *seamantle* (16th), *tsunami* (18th).

Fundamental Influence: At 20th level, the medium becomes a water spirit. She gains the water subtype, the ability to breathe water if she did not already possess it, and a swim speed of 60 feet. In addition, she gains a +1 bonus on attack and damage rolls if both she and her foe are at least half-submerged in water. When in a trance, she acts as if under a constant *fluid form* spell effect.

Recommended Spirit Boons: The following spirit boons complement the fathomless influence: embrace the soul, read minds.

Heavenly Hosts Influence

Individuals that spend long hours in patient meditation occasionally experience a sudden awakening to the wider cosmos in a way that loosens the bonds of mortal perception, allowing them to see as spirits do. The natives of Heaven, primarily the archons, are spirits that embody universal ideals of law, good, truth, and justice. This influence includes all archons and angels. A medium with heavenly hosts influence can call a lawful good outsider whose Challenge Rating is less than or equal to her medium level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial.

Trance Covenants: *heavenly blade* (1st), *archon's ward I* (5th), *armed with justice* (9th), *imbue armor IV* (13th), *possessed weapon III* (17th).

Trance Spell-like Abilities: *message* (1st), *challenge evil* (2nd), *aid* (4th), *archon's aura* (6th), *divine power* (8th), *greater teleport* (self plus 50 lb. only) (10th), *cleanse* (12th), *holy word* (14th), *holy aura* (16th), *mass heal* (18th).

Fundamental Influence: At 20th level, the medium becomes blessed of the archons. She gains the outsider type and the native subtype. She also gains an aura of menace as an archon. While in a trance, she gains the good and lawful subtypes and any attack she makes counts as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Recommended Spirit Boons: The following spirit boons complement the heavenly hosts influence: embrace the soul, resurrect the fallen, stigmata, transcendent voice, two minds.

Restless Souls Influence

When the death of a very close friend or other loved one threatens to overwhelm a young medium's mind with bereavement, he may find he attracts the interest of many different restless souls who feel a connection to his sorrow, even long after he has come to terms with his loss. Restless souls are incorporeal undead and outsiders that share a jealous affinity for entering the flesh of the living. Their numbers include the allip, bhuta, banshee, dybbuk, shadow demon, ghost, poltergeist, shadow, and wraith. A medium with restless souls influence can call an incorporeal creature whose Challenge Rating is less than or equal to her medium level with her *séance* ability even if the creature exceeds her Hit Dice limit.

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

Trance Covenants: *frightful violence* (1st), *death's caress* (5th), *unnerving aura* (9th), *power of the possessor* (13th), *telekinetic might* (17th).

Trance Spell-like Abilities: *touch of fatigue* (1st), *chill touch* (2nd), *silence* (4th), *vampiric touch* (6th), *enervation* (8th), *telekinesis* (10th), *veil* (12th), *ethereal jaunt* (14th), *dominate monster* (16th), *wail of the banshee* (18th).

Fundamental Influence: At 20th level, the medium gains a permanent touch of incorporeality. She gains a deflection bonus to Armor Class equal to one-quarter her Charisma modifier. She is constantly protected as if by *feather fall*. She gains a +4 competence bonus on Stealth checks and is not automatically detected by nonvisual senses such as blindsense and tremorsense;

creatures with those senses must succeed on a Perception check to notice her. Reduce all damage dealt to the medium by non-incorporeal sources by 1, except for force effects, ghost touch weapons, and other effects that are more effective than normal against incorporeal foes. Once per day, she can make an attack as if it were a touch attack.

Recommended Spirit Boons: The following spirit boons complement the restless souls influence: consult the fallen, death-slaying spell-like ability, eerie spell-like ability, incorporeal form, malicious limb, possess creature, soul-touching spell-like ability, spirit interference, terrifying gaze, two minds.

Seelie Court Influence

Those that dally with fey or other magical beings often find themselves the unwitting subjects of hypnotism (magical or mundane). For most, this hypnotic state passes without a trace as soon after the being departs, but for a few, it serves as an awakening into a higher plane of existence, a glimpse of the spirit realms. The Seelie Court, sometimes known as the Summer Court, is a group of fey associated with abundance, vitality, and positive aspects of nature. Their numbers include the atomie, blodeuwedd, brownie, dryad, fey creature, grig, huldra, korred, larabay, leprechaun, nereid, nixie, norn, nymph, pech, pixie, satyr, sprite, twigjack, and other creative fey. A medium with Seelie Court influence can call a fey whose Challenge Rating is less than or equal to her medium level with her séance ability even if the fey exceeds her Hit Dice limit.

Bonus Language: Sylvan.

Trance Covenants: *seelie friendship* (1st), *immortal resilience* (5th; cold iron), *stunning voice* (9th), *mantle of light* (13th), *strands of fortune* (17th).

Trance Spell-like Abilities: *virtue* (1st), *goodberry* (2nd), *heroism* (4th), *magic fang* (greater) (6th), *cape of wasps* (8th), *baleful polymorph* (10th), *greater heroism* (12th), *animate plants* (14th), *regenerate* (16th; can affect any one target no more than once per day), *heroic invocation* (18th).

Fundamental Influence: At 20th level, the medium becomes a fey creature. She is no longer affected by spells and effects that specifically work on humanoids. She gains damage reduction 5/cold iron which stacks with any other damage reduction penetrated by cold iron. While in a trance, she emanates an aura of vitality that imparts fast healing 5 on all allies within 20 feet

(including herself) which does not stack with other sources of fast healing.

Recommended Spirit Boons: The following spirit boons complement the seelie court influence: embrace the soul, hand of the spirit guide, spell resistance, transcendent voice.

Smokeborn Influence

Some mediums first glimpse the spirit world through the haze of noxious smoke, poison, or drugs that burn intensely in their minds. These mediums often develop a rapport with fire spirits, whose numbers include the brigidine (azata), azer, elemental (of the fire and magma varieties), efreeti (genie), magmin, mephitis (of the fire, magma, and steam varieties), fire yai (oni), and thoqqua. A medium with smokeborn influence can call a creature with the fire subtype whose Challenge Rating is less than or equal to her medium level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Ignan.

Trance Covenants: *elemental weapon* (1st; fire), *elemental blessing* (5th; fire), *cloak of smoke* (9th), *element incarnate* (13th; fire), *elemental dominion* (17th; fire).

Trance Spell-like Abilities: *spark* (1st), *burning hands* (2nd), *pyrotechnics* (4th), *fireball* (6th), *wall of fire* (8th), *geyser* (10th), *contagious flame* (12th), *firebrand* (14th), *incendiary cloud* (16th), *wall of lava* (18th).

Fundamental Influence: At 20th level, the medium becomes a fire spirit. She gains the fire subtype, becomes immune to fire, and gains vulnerability to cold. She can see through smoke without impairment. In addition, she ignores the negative effects of poisons and drugs.

Recommended Spirit Boons: The following spirit boons complement the smokeborn influence: empower spell-like ability, expansive spell-like ability, prolonged spell-like ability.

Stony Silence Influence

Some mediums first become attuned to hearing and seeing things beyond the material world when their senses are deprived of material sights and sounds for a long period of time, such as in the darkness of a cave-in or in a collapse after an earthquake. These mediums usually develop a rapport with earth spirits, whose numbers include the brijidine (azata), crysmal, elemental (of the earth, magma, and mud varieties), guecubu, mephitis (of the earth, magma, ooze, and salt varieties), pech, sandman, shaitan (genie), thoqqua, and xorn. A

medium with stony silence influence can call a creature with the earth subtype whose Challenge Rating is less than or equal to her medium level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Terran.

Trance Covenants: *stone fist* (1st), *immortal resilience* (5th; cold iron), *elemental agility* (9th; earth), *element incarnate* (13th; earth), *elemental dominion* (17th; earth and acid).

Trance Spell-like Abilities: *resistance* (1st), *expeditious excavation* (2nd), *stone call* (4th), *stone shape* (6th), *calcific touch* (8th), *hungry pit* (10th), *flesh to stone* (12th), *rampart* (14th), *earthquake* (16th), *clashing rocks* (18th).

Fundamental Influence: At 20th level, the medium becomes an earth spirit. She gains the earth subtype and a burrow speed of 30 feet. She can burrow through earth, stone, metal, and crystal without impediment and without leaving any sign of her passing. She no longer needs to breathe.

Recommended Spirit Boons: The following spirit boons complement the stony silence influence: transcendent voice.

Stormbound Influence

Some mediums awaken into their powers after a desperate winter left them starved and delirious enough for their perceptions to mingle the material world with the reality of cold and aerial spirits. The stormbound influence connects these mediums to spirits that represent stark suffering and curious restlessness. These spirits include the belker, cold rider, elemental (of the air, ice, and lightning varieties), djinni (genie), invisible stalker, mephitis (of the cold, dust, and ice varieties), mihstu, ice yai (oni), wendigo, winterwight, and yuki-onna. A medium with stormbound influence can call a creature with the air or cold subtype whose Challenge Rating is less than or equal to her medium level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Auran.

Trance Covenants: *elemental weapon* (1st; cold), *elemental blessing* (5th; cold or electricity), *elemental agility* (9th; air), *element incarnate* (13th; air), *stormcaller* (17th).

Trance Spell-like Abilities: *ray of frost* (1st), *obscuring mist* (2nd), *gust of wind* (4th), *gaseous form* (6th), *ice storm* (8th), *control winds* (10th), *sirocco* (12th; deals cold

damage instead of fire damage), *scouring winds* (14th), *whirlwind* (16th), *winds of vengeance* (18th).

Fundamental Influence: At 20th level, the medium becomes a storm spirit. She gains the air subtype and a fly speed of 60 feet with perfect maneuverability. She no longer needs to eat and is immune to the effects of cold and wind.

Recommended Spirit Boons: The following spirit boons complement the stormborn influence: far-reaching spell-like ability.

Transformative Influence

Some mediums awaken into their powers after a delirious fever dream or perception-shattering hallucination revealed to them how fragile and changeable physical shapes can be. The transformative influence connects these medium to spirits that represent creative reinterpretations of reality and freedom from conventional limitations. These spirits include the animal lords, azata (bralani and ghaele varieties), barghest, div (pairaka), ghul, kelpie, oni (all varieties), protean (all varieties), rakshasa (all varieties), and totenmaske. A medium with transformative influence can call a creature with the shapechanger subtype whose Challenge Rating is less than or equal to her medium level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Choose any one language (other than secret languages) as your bonus language.

Trance Covenants: *gift of glory I* (1st; Strength, Dexterity, or Constitution), *invulnerable volition* (5th), *superhuman perfection I* (9th), *superhuman perfection II* (13th), *false friend* (17th).

Trance Spell-like Abilities: *ghost sound* (1st), *disguise self* (2nd), *alter self* (4th), *dimension door* (6th), *confusion* (8th), *polymorph* (10th), *disintegrate* (12th), *greater polymorph* (14th), *polymorph any object* (16th), *shapechange* (18th).

Fundamental Influence: At 20th level, the medium becomes a spirit of transformation. She gains the shapechanger subtype and can change shape as if with *greater polymorph* at will as a supernatural ability.

Recommended Spirit Boons: The following spirit boons complement the transformative influence: dreamspinner, persistent spell-like ability, prolonged spell-like ability, spell resistance, two minds.

Unseelie Court Influence

Those that stumble upon areas protected by spiteful fey often suffer from seizures or strokes brought on by foul otherworldly curses. Sometimes, a trespasser finds that while her body and mind are wracked, her perceptions expand painfully, allowing her to see her tormentors and their fellows as she otherwise never could. The Unseelie Court, sometimes known as the Winter Court, is a group of fey associated with decadence, corruption, and negative aspects of nature. Their numbers include the bogeyman, bog nixie, fey creature, forlarren, gremlin, grimstalker, huldra, kelpie, larabay, lurker in light, mite, nereid, norn, nuckelavee, pech, quickling, redcap, rusalka, spring-heeled jack, skin stealer, sprite, twigjack, and other destructive fey. A medium with Unseelie Court influence can call a fey whose Challenge Rating is less than or equal to her medium level with her séance ability even if the fey exceeds her Hit Dice limit.

Bonus Language: Sylvan.

Trance Covenants: *frightful violence* (1st), *immortal resilience* (5th; cold iron), *gift of glory III* (9th; Dexterity and Charisma), *phantasmal hunt* (13th), *stormcaller* (17th).

Trance Spell-like Abilities: *haunted fey aspect* (1st), *memory lapse* (2nd), *disfiguring touch* (4th), *nixie's lure* (6th), *hallucinatory terrain* (8th), *shadow evocation* (10th), *antilife shell* (12th), *waves of exhaustion* (14th), *whirlwind* (16th), *wail of the banshee* (18th).

Fundamental Influence: At 20th level, the medium becomes a fey creature. She is no longer affected by spells and effects that specifically work on humanoids. She gains damage reduction 5/cold iron which stacks with any other damage reduction penetrated by cold iron. While in a trance, she emanates an aura of decay that causes any other creature that suffers hit point damage within 20 feet to additionally suffer 5 points of bleed.

Recommended Spirit Boons: The following spirit boons complement the unseelie court influence: eerie spell-like ability, frightful presence, hand of the spirit guide, psychic assault, soul-touching spell-like ability, spell resistance, steal thought, terrifying gaze, transcendent voice.

MEDIUM SPELL LIST

Mediums have access to the following spells, which are gained as spell-like abilities.

0-Level Medium Spells—*Bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, ghost sound, guidance, haunted fey aspect, know direction, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, sift, stabilize, touch of fatigue, unwitting ally, virtue.*

1st-Level Medium Spells—*Adjuring step, alarm, animate rope, anticipate peril, bane, bless, borrow skill, bungle, calm animals, cause fear, charm person, chill touch, command, compel hostility, comprehend languages, confusion (lesser), dancing lantern, daze monster, deathwatch, delusional pride, detect chaos/good/evil/law, detect secret doors, detect snares and pits, diagnose disease, disguise self, doom, endure elements, expeditious retreat, faerie fire, feather fall, floating disk, forbid action, fumbletongue, grease, hide from undead, hold portal, hypnotism, identify, ill omen, interrogation, jitterbugs, jump, karmic blessing, liberating command, linebreaker, lock gaze, mage armor, magic weapon, magic mouth, memory lapse, murderous command, negative reaction, obscure object, persuasive goad, protection from chaos/evil/good/law, remove fear, restful sleep, returning weapon, sanctify corpse, see alignment, silent image, sow thought, theft ward, touch of combustion, undetectable alignment, unprepared combatant, unseen servant, ventriloquism, wrath.*

2nd-Level Medium Spells—*Adoration, ancestral regression, animal trance, arcane lock, blessing of luck and resolve, blindness/deafness, blistering invective, burning gaze, calm emotions, chill metal, command undead, commune with birds, compassionate ally, consecrate, darkness, death candle, death knell, desecrate, detect thoughts, disguise other, divine favor, enemy's heart, enthrall, find traps, ghostbane dirge, ghostly disguise, ghost wolf, glide, guiding star, haunting mists, heat metal, hideous laughter, hold animal, hold person, honeyed tongue, howling agony, imbue with aura, imbue with elemental might, invisibility, knock, levitate, locate object, mad hallucination, minor dream, misdirection, miserable pity, oppressive boredom, perceive cues, phantom driver, phantom steed, pilfering hand, protection from chaos/evil/good/law (communal), qualm, rage, reckless infatuation, returning weapon (mass), rope trick, sacred space, scare, see invisibility, sentry skull, shadow anchor, share memory, shatter, shield of faith, shield other, speak with animals, spectral hand, spider climb, spiritual weapon, status, steal breath, steal voice, suggestion, tongues, touch of idiocy, true strike, unadulterated loathing, unnatural lust, unshakable chill, vomit swarm, water walk, whispering lore, whispering*

wind, wind wall, zone of truth.

3rd-Level Medium Spells—*Ablative barrier, agonize, agonizing rebuke, air walk, animate dead, arcane sight, aura of doom, banish seeming, battle trance, bear's endurance, bestow curse, blink, bull's strength, cackling skull, cast out, cat's grace, chain of perdition, charm monster, confusion, control summoned creature, crushing despair, deeper darkness, dimensional anchor, dispel magic, eagle's splendor, fear, fester, fox's cunning, fly, geas (lesser), ghostbane dirge (mass), good hope, halt undead, haunting choir, healing thief, helping hand, heroism, hostile levitation, invisibility purge, invisibility sphere, locate weakness, magic circle against chaos/evil/good/law, magic weapon (greater), malicious spite, marionette possession, nereid's grace, overwhelming grief, owl's wisdom, phantom chariot, phantom steed (communal), prayer, raging rubble, ray of exhaustion, remove curse, rest eternal, screech, seek thoughts, speak with dead, spider climb (communal), spiritual ally, telekinetic charge, terrible remorse, tongues (communal), twilight knife, vision of hell, wandering star motes, water walk (communal), witness.*

4th-Level Medium Spells—*Air walk (communal), battlemind link, break enchantment, chaos hammer, command plants, coward's lament, curse of disgust, daze (mass), death ward, debilitating portent, detect scrying, dimension door, discern lies, dismissal, dispel chaos/evil/good/law, dominate person, earth glide, envious urge, expel spirits*, freedom of movement, globe of invulnerability (lesser), hallucinatory terrain, hellmouth lash, hold monster, holy smite, interrogation (greater), locate creature, mage's faithful hound, magic jar, modify memory, nondetection, order's wrath, overland flight, paragon surge, phantasmal killer, possess object, primal scream, repel vermin, resist energy, sending, shadow step, shared wrath, sleepwalk, smug narcissism, summoner conduit, telekinesis, telepathic bond, threefold aspect, truespeak, unholy blight.*

5th-Level Medium Spells—*Analyze dweomer, animate objects, banishment, blessing of fervor, circle of death, command (greater), control plants, control undead, curse (major), damnation stride, dispel magic (greater), disrupting weapon, divine power, dream, ethereal jaunt, feeblemind, false vision, forbid action (greater), invisibility (greater), joyful rapture, mind fog, mirage arcana, nightmare, old salt's curse, phantasmal web, planar adaptation, plane shift, power word blind, protection from energy, repulsion, resilient reservoir, resist energy (communal), seeming, sequester, serenity, shadow walk,*

song of discord, spawn ward, suggestion (mass), true seeing, undeath to death, unwilling shield, utter contempt, vengeful outrage, waves of fatigue, wind blades.

6th-Level Medium Spells—*Antimagic field, arcane sight (greater), blessing of luck and resolve (mass), bow spirit, charm monster (mass), circle of clarity, cloak of dreams, create undead, demand, dimensional lock, dominate monster, etherealness, eyebite, fester (mass), fly (mass), fool's forbiddance, globe of invulnerability, heroism (greater), hold person (mass), insanity, mage's sword, maze, mind blank, nine lives, overwhelming presence, path of the winds, phantasmal revenge, planar adaptation, power word stun, project image, protection from energy (communal), reverse gravity, scrying (greater), spell turning, temporary resurrection, veil, waves of ecstasy.*

SAMPLE MEDIUM

MADAME FORGANZA (CR 1/2; 200 XP)

LN Female Human Medium 1

Init +1; **Perception** +4

DEFENSE

AC 13, touch 11, flat-footed 12

(+1 armor, +1 Dex, +1 shield)

hp 10 (1d8+2)

Fort +2, **Ref** +1, **Will** +2; +1 vs. emotion descriptor

OFFENSE

Speed 30 ft.

Melee spear -1 (1d8-1/x3)

Ranged spear +1 (1d8-1/x3)

Special Attacks trance (7 rounds/day)

Spell-Like Abilities (CL 1st; concentration +4)

3/day—*detect magic, disrupt undead, stabilize, touch of fatigue* (DC 13)

At-will (1/trance)—*guidance*

Covenants *frightful violence*

Influence restless souls

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +0; **CMB** -1, **CMD** 10

Feats Fearless Curiosity, Shield Proficiency

Skills Diplomacy +7, Intimidate +7, Knowledge (religion) +5, Perception +4, Profession (fortune teller) +4, Spellcraft +5

SQ spirit boon (consult the fallen)

Languages Common, Celestial, Elven

Gear 2 spears, light steel shield, quality fortune teller's deck, oracle's kit, padded armor, skunk (pet, Little Stinker), 10 gp

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of medium, the following races have the option of choosing an alternate bonus depending on their race. The following options are available all races who have the medium as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Anumus: Add a +1/2 bonus on Knowledge (nature) and Knowledge (planes) to identify the strengths and weaknesses of fey and outsiders.

Avoodim: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Blue: Add +1 to the medium's total number of trance rounds per day.

Boggard: Add +1 to the medium's spell or covenant damage while in a trance.

Boggle: Add a +1 bonus on concentration checks when using spell-like abilities.

Catfolk: Add a +1/2 bonus on Knowledge (nature) and Knowledge (planes) to identify the strengths and weaknesses of fey and outsiders.

Changeling: Add +1 to the medium's total number of trance rounds per day.

Dark Folk: Add 1/5 a spirit boon.

Dhampir: Add a +1 bonus on concentration checks when using spell-like abilities.

Dhosari: Add a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device to use scrolls or wands.

Dragonblood: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Dromite: Add a +1/2 points of one energy type damage (selected when this bonus is first taken) to spell-like abilities or covenants that deal that type of damage.

Drow: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Duergar: Add +1 to the medium's spell or covenant damage while in a trance.

Dwarf: Add a +1 bonus on concentration checks when using spell-like abilities.

Elan: Add a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device to use scrolls or wands.

Elf: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Entobian: Add +1 to the medium's total number of trance rounds per day.

Erkuna: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Eventual: Add +1 to the medium's total number of trance rounds per day.

Fetchling: Add 1/5 a spirit boon.

Feykissed: Add a +1/2 bonus on Knowledge (nature) and Knowledge (planes) to identify the strengths and weaknesses of fey and outsiders.

Forlarren: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Gillmen: Add a +1 bonus on concentration checks when using spell-like abilities.

Goblin: Add a +1/2 points of fire damage to spell-like abilities or covenants that deal fire damage.

Gnome: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Grindylow: Add a +1/2 bonus on Diplomacy and Intimidate checks when interacting with outsiders and fey.

Gripli: Add a +1/2 bonus on Knowledge (nature) and Knowledge (planes) to identify the strengths and weaknesses of fey and outsiders.

Half-Cyclop: Add +1 to the medium's or covenant damage while in a trance.

Half-Elves: Add an additional language.

Half-Giant: Add +1 to the medium's spell or covenant damage while in a trance.

Half-Harpy: Add a +1 bonus on concentration checks when using spell-like abilities.

Half-Medusa: Add +1 to the medium's total number of trance rounds per day.

Half-Orcs: Add 1/5 a spirit boon.

Half-Ogre: Add a +1 bonus on rolls to stabilize when dying.

Half-Rakshasa: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Halfling: Add an additional language.

Hhundi (Kripar): Add a +1/2 bonus on Diplomacy and Intimidate checks when interacting with outsiders and undead.

Hobgoblin: Add +1 to the medium's spell or covenant damage while in a trance.

Human: Add a +1 bonus on concentration checks when using spell-like abilities.

Ifrit: Add a +1/2 points of fire damage to spell-like abilities or covenants that deal fire damage.

Ith'n Ya'roo: Add a +1/2 points of cold damage to spell-like abilities or covenants that deal cold damage.

Kitsune: Add +1 to the medium's total number of trance rounds per day.

Kval: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Kobold: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Living Ghoul: Add 1/5 a spirit boon.

Lizardfolk: Add a +1 bonus on rolls to stabilize when dying.

Maenad: Add an additional language.

Mahrog: Add a +1 bonus on concentration checks when using spell-like abilities.

Merfolk: Add a +1/2 bonus on Knowledge (nature) and Knowledge (planes) to identify the strengths and weaknesses of fey and outsiders.

Mogogol: Add a +1/2 bonus on Diplomacy and Intimidate checks when interacting with outsiders and fey.

Muse: Add +1 to the medium's total number of trance rounds per day.

Nagaji: Add a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device to use scrolls or wands.

Numistian: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Oakling: Add a +1/2 bonus on Diplomacy and Intimidate checks when interacting with outsiders and fey.

Obitu: Add 1/5 a spirit boon.

Ogrillon: Add +1 to the medium's spell damage or covenant damage while in a trance.

Ophiduan: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Orc: Add a +1/2 bonus on Diplomacy and Intimidate checks when interacting with outsiders and undead.

Oread: Add a +1/2 points of acid damage to spell-like abilities or covenants that deal acid damage.

Qi'tar: Add +1 to the medium's total number of trance rounds per day.

Polkan: Add a +1/2 bonus on Diplomacy and

Intimidate checks when interacting with outsiders and undead.

Ratfolk: Add 1/5 a spirit boon.

Relluk: Add a +1 bonus on rolls to stabilize when dying.

Samsaran: Add a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device to use scrolls or wands.

Sahuagin: Add +1 to the medium's spell or covenant damage while in a trance.

Saurian: Add a +1 bonus on rolls to stabilize when dying.

Skulk: Add +1 to the medium's total number of trance rounds per day.

Squole: Add a +1/2 points of one energy type damage (selected when this bonus is first taken) to spell-like abilities or covenants that deal that type of damage.

Strix: Add a +1/2 bonus on Diplomacy and Intimidate checks when interacting with outsiders and undead.

Svirfneblin: Add a +1 bonus on concentration checks when using spell-like abilities.

Sylph: Add a +1/2 points of electricity damage to spell-like abilities or covenants that deal that electricity damage.

Taddol: Add 1/5 a spirit boon.

Tengu: Add an additional language.

Tiefling: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Undine: Add a +1/2 points of cold to spell-like abilities or covenants that deal cold damage.

Urisk: Add a +1/2 points of fire to spell-like abilities or covenants that deal fire damage.

Vanara: Add 1/2 a spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest level spell-like ability they possess.

Vishkanya: Add +1 to the medium's total number of trance rounds per day.

Wayang: Add 1/2 an additional language.

Xax: Add a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device to use scrolls or wands.

Xeph: Add +1 to the medium's spell or covenant damage while in a trance.

Xesa: Add +1/4 deflection bonus to the medium's AC as a benefit granted by its influence

Zendiqi: Add +1 to the medium's total number of trance rounds per day.

Zif: Add 1/5 a spirit boon.

NEW SPELL

The following spell is a new spell for mediums, hedge witches, and witches.

Expel Spirits

School abjuration; **Level** hedge witch 5, medium 4, witch 5

Components V, S

Range touch

Target you and a touched spirit from another plane, or you and an enchantment spell on a touched creature or object

Duration 1 round/level or until discharged

Saving Throw see text; **Spell Resistance** see text

Pale silver light surrounds you. This energy has three effects.

- First, you gain a +4 deflection bonus to AC against attacks by fey, outsiders, and undead.
- Second, on making a successful melee touch attack against an extraplanar fey, outsider, or undead, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.
- Third, with a touch you can automatically dispel any one enchantment spell cast by a fey, outsider, or undead. Spells that can't be dispelled by *dispel magic* also can't be dispelled by expel spirits. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

COVENANT MAGIC

Nearly all cultures tell of mortals who make costly bargains to obtain the aid of otherworldly spirits, learning the secrets of their power and partaking of their very essence. These rituals, usually performed in secret, were rarely recorded until now.

COVENANTS

Covenants are bargains struck between mortals and spirits, allowing the mortal to gain some aspect of the spirit's power in exchange for something that the spirit desires. Each covenant grants a supernatural ability unless noted otherwise. Also unless noted otherwise, the save DC of each ability is equal to 10 + 1/2 patron's

Hit Dice + patron's Charisma modifier. The caster level of covenant abilities that emulate spells is equal to the patron's caster level for spell-like abilities (or its Hit Dice, if it has no spell-like abilities). However, because a covenant relies on a distant spirit's power to maintain, the mortal can have only one instance of any non-instantaneous, non-permanent ability active at one time. A new use of the ability ends any previous ability he has active.

Cost: Entering into a covenant is a two-step process.

Any mortal (referred to as "the supplicant" below) can enter into a covenant if he can take the appropriate feat and provide the required components. No spellcasting ability is required.

First, the supplicant must purify himself in a special ceremony and take the appropriate Covenant Supplicant feat (described below). If the mortal is a medium attempting to form a permanent version of the covenant granted by his influence with a patron from within his influence, he need not take the feat.

Second, the supplicant must make a ritual offering, most commonly of wealth, to the patron of the covenant. Fey and outsider patrons in particular appreciate offerings of gold and treasure of a useful or valuable sort. The offering ritual takes 1 hour to perform. The offering required is based upon the grade of the covenant, as indicated below. If the patron is offering the covenant as part of a spell or bargain with a gp cost, such as *lesser planar ally*, subtract the cost of the spell or bargain from the cost of the covenant (but not from the cost of the purification ceremony required to take the feat).

- **Least:** 250 gp per Hit Die of the patron (ex: art, coins, rare spices, potions, minor scrolls).
- **Minor:** 500 gp per patron HD (ex: art, uncommon jewels, minor wands, major scrolls).
- **Major:** 1,000 gp per patron HD (ex: rare jewels, minor permanent magic items).
- **Greater:** 2,000 gp per patron HD (ex: exquisite nonmagical treasures, medium magic items).
- **Superior:** 4,000 gp per patron HD (ex: major magic items).

Both the cost of the ritual offering and the cost of the purification ritual (see individual feats) must be paid for the covenant to be successful.

Covenant Supplicant Feats

The following feats can be selected by any character or creature willing to make the additional sacrifices (monetary, roleplaying, or otherwise) necessary to make a covenant with an otherworldly source. Characters with the medium class have the option to make a trance covenant permanent through their influence class ability do not need to take the feats below.

Least Covenant Supplicant

Through rigorous occult study, spiritual devotion, or sheer desperation, you have readied your soul to enter into a covenant with a spirit by paying the appropriate cost.

Prerequisites: Must perform a purification ritual taking 8 uninterrupted hours and requiring rare incense, oils, herbs, and other costly components worth 300 gp.

Benefit: You can form one least covenant with a spirit. If you are a medium, you may form covenants outside your influence. You must still pay the cost of the covenant. In addition, so long as you do not have a covenant associated with this feat, fey, outsiders and undead with an Intelligence of 6 or higher have their starting attitudes toward you improved by one step.

Special: You can gain this feat more than once. Each time, you may make an additional covenant. You cannot gain the same covenant more than once, although you may form multiple covenants with the same patron.

Normal: You cannot form covenants unless you are a medium. A medium can only form covenants that he can simulate with his trance.

Minor Covenant Supplicant

You can make bargains with minor spirits.

Prerequisites: Character level 5th, must perform a purification ritual taking 8 uninterrupted hours and requiring rare incense, oils, herbs, and other costly components worth 2,000 gp.

Benefit: This feat is similar to Least Covenant Supplicant, except as noted here. Instead of a least covenant, you may form a minor covenant. You gain a +1 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when interacting with fey, outsiders, and undead. This bonus does not stack with that provided by any other Covenant Supplicant feats.

Major Covenant Supplicant

You can make bargains with major spirits.

Prerequisites: Character level 9th, must perform a purification ritual taking 8 uninterrupted hours and requiring rare incense, oils, herbs, and other costly

components worth 9,000 gp.

Benefit: This feat is similar to Least Covenant Supplicant, except as noted here. Instead of a least covenant, you may form a minor or major covenant. You gain a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when interacting with fey, outsiders, and undead. This bonus does not stack with that provided by any other Covenant Supplicant feats.

Greater Covenant Supplicant

You can make bargains with greater spirits.

Prerequisites: Character level 13th, must perform a purification ritual taking 8 uninterrupted hours and requiring rare incense, oils, herbs, and other costly components worth 30,000 gp.

Benefit: This feat is similar to Least Covenant Supplicant, except as noted here. Instead of a least covenant, you may form a minor, major, or greater covenant. You gain a +3 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when interacting with fey, outsiders, and undead. This bonus does not stack with that provided by any other Covenant Supplicant feats.

Superior Covenant Supplicant

You can make bargains with spirit lords.

Prerequisites: Character level 17th, must perform a purification ritual taking 8 uninterrupted hours and requiring rare incense, oils, herbs, and other costly components worth 90,000 gp.

Benefit: This feat is similar to Least Covenant Supplicant, except as noted here. Instead of a least covenant, you may form a minor, major, greater, or superior covenant. You gain a +4 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when interacting with fey, outsiders, and undead. This bonus does not stack with that provided by any other Covenant Supplicant feats.

Transferred Covenants: When a supplicant wants to increase the power of a covenant, he can transfer the covenant to another, more powerful, spirit who is also able to offer the same covenant. An offering must be made to the new patron as usual, but subtract the cost of the old offering from the cost of the new offering. The covenant's effects are then recalculated using the new patron's statistics, and any choices made during the forming of the covenant can be changed.

Whichever form the transfer takes, the original patron must agree to it. This is often easy to arrange if the old

Variant—Upgraded Covenants:

Alternatively, a supplicant that is taking a new Covenant Supplicant feat can use it to form a new covenant from the same series of covenants as a covenant he already has. This process is largely identical to transferring a covenant, but when the supplicant is taking his new Covenant Supplicant feat, he can offer up his old Covenant Supplicant feat as part of the purification ritual to take the feat. If he does, he subtracts the cost of the old feat's purification ritual from the cost of the new feat's ritual the same way as he subtracts the cost of the old covenant's offering from the new covenant's offering. When the supplicant makes the upgraded covenant with his upgraded Covenant Supplicant feat, the old covenant is gone and he can then replace the old Covenant Supplicant feat with any other feat he could have qualified for at the level he originally took it.

and new patron exist in the same hierarchy, such as within the court of the same devil prince or within the grand celestial army of the same star archon. Many other patrons agree to this arrangement when the new patron buys out the debt in the form of whatever serves as currency among that type of spirit (such as souls, favors, magical secrets, or shards of raw elemental essence). Alternatively, many patrons can be bullied into agreeing if the supplicant or the new patron is intimidating enough or has effective leverage over them. To avert the latter possibility, many more canny patrons include a clause mutually forbidding violence or the threat thereof in the terms of any covenants they form.

Broken Covenants: When a covenant is broken, the supplicant loses any benefits remaining from the covenant. If he did not willingly break the covenant, his soul remains in good condition to enter a new covenant; he can reduce the cost of the offering to enter a new covenant (or re-enter the old covenant) by half the offering of the broken one. If he did break the covenant willingly, he loses the benefit of the Covenant Supplicant feat until he atones (see the *atonement* spell) and cannot take a new one in its place.

Mediums and Covenants: A medium's trance allows her to use her class level in place of the patron's Hit Dice and caster level and use her Charisma modifier in place of the patron's, if they are higher.

LIST OF COVENANTS

Below are listed all covenants in this book. The list is sorted by the grade of covenant (least, minor, major, greater, superior).

Least Covenants

- *Dark Arcana I:* You can use a 1st-level arcane spell as a spell-like ability 3/day.
- *Diabolic Assistant:* Gain a fiendish, resolute, or similar servant from the *summon monster* list that you can summon 1/hour.
- *Elemental Weapon:* Your melee and ranged weapon attacks deal energy damage.
- *Frightful Violence:* Cause enemies caught unprepared by your attacks to become shaken.
- *Gift of Glory I:* Gain a +2 enhancement bonus to an ability score or two.
- *Gift of Skill I:* Gain a moderate competence bonus on three skills.
- *Heavenly Blade:* Create a magic sword of pure justice.
- *Imbued Armor I:* Add lesser magical enhancements to a suit of armor you own.
- *Seelie Friendship:* Gain an ally from the *summon nature's ally* list that you can summon 1/hour.
- *Spell Secrets I:* Gain a bonus 1st-level spell known and spell slot; at 13 patron HD, gain another of 2nd level.
- *Stolen Heart:* *Charm person* 3/day, permanently if the target has fewer than half patron's HD.
- *Stone Fist:* Your fists become living stone.

Minor Covenants

- *Archon's Ward I:* Gain constant *protection from evil* plus DR 2/evil or DR 3/evil.
- *Dark Arcana II:* You can use a 2nd-level arcane spell as a spell-like ability 3/day.
- *Death's Caress:* Gain resistance to many things which undead are immune to.
- *Elemental Blessing:* Gain DR 1/—, +2 on skill checks against elementals, and protect yourself and your allies from energy damage.
- *Gift of Glory II:* Gain an enhancement bonus on one or two ability scores.
- *Gift of Hardiness:* Gain a bonus on saving throws against an effect your patron is resistant to.
- *Gift of Skill II:* Gain a large competence bonus on three skills.

- *Gift of Treasure*: Gain 10,000 gp or more and a +2 luck bonus on skill checks to make money.
- *Imbued Armor II*: Add more magical enhancements to a suit of armor you own.
- *Immortal Resilience*: Gain DR and protection from magical aging.
- *Inviolable Volition*: Resist effects that would prevent you from choosing your actions normally.
- *Spell Secrets II*: Gain a bonus 2nd-level spell known and spell slot; at 13 patron HD, gain another of 3rd

level.

Major Covenants

- *Archon's Ward II*: Gain constant magic circle against evil plus DR /evil.
- *Armed with Justice*: Grant magic enhancements to 1 weapon/4 patron HD.
- *Cloak of Smoke*: Veil yourself in smoke that provides concealment; expand the smoke for 10 minutes/day to choke nearby foes.

Finding Covenant Patrons

A mortal can acquire covenants in a variety of ways, according to how the player, GM, and group want their campaign to be affected (or not affected) by them. If the group is interested in questing after interesting potential patrons to coerce into service, the GM can allow a character to research clues to such targets every so often (perhaps every one to four levels), including enough information to begin a whole adventure devoted to finding and dealing with this being.

Other groups may prefer not to let one character decide the direction of the game for as long as an entire adventure, either because they want to progress their own stories or because they do not like the structure of such an adventure. In these cases, the GM has the option to either move some of the action outside the main game session (such as allowing the character's player to assume his character has been doing research during down time which allows her to conjure and form a covenant with an appropriate creature when she takes the Covenants Supplicant feat) or to get a wish list from the character's player for desired creatures so that he can insert one or more of those creatures into the party's adventures as if by coincidence.

Below are some examples of ways by which a supplicant might go about securing a patron for a covenant.

- **Example 1:** A bard whose brilliant performances attracted unexpected attention from a nereid who is a minor member of the Seelie Court might be interested in capitalizing on the connection by finding Seelie fey with which to form covenants. He finds a book in an arcane library about how to purify his soul and form a covenant, which he uses to perform the purification ritual to take the Minor Covenant Supplicant feat. Then, he uses the skill bonus granted by the feat as he consults this nereid and her companions with Diplomacy to gather information about fey willing to form covenants, especially the *gift of glory II* covenant. Eventually, his investigation leads him on an adventure through a small patch of the fey world to track down a nymph courtier interested in raising her prestige by way of famous mortals who are associated with her, and she agrees to form a covenant lasting for 24 years in exchange for an offering of 3,500 gp worth of beautiful gems or magic items and promises that the hero will publicly dedicate at least one successful adventure to her per year and will not violate a taboo of the nymph's choosing during that time (common taboos include violating something the patron cherishes, such as a nymph's love of nature and beauty, or having an opposed alignment).
- **Example 2:** A player wishes to form a covenant but does not want to distract from the group's intense ongoing plotline that takes up most of every game session. So, he arranges with the GM for his character, a barbarian interested in learning how to call a *phantasmal hunt* as backup when he cannot engage his foes easily in melee, to contact priests of his religion to help him find a patron. The priests think that the barbarian, as a successful champion of the religion's ideals of strength and freedom, deserves their divine aid. They offer to cast *greater planar ally* on his behalf (for the normal spellcasting price of caster level x spell level x 10 gp) to secure a protean patron for him. He then negotiates with the protean, who offers him the covenant he seeks indefinitely in exchange for an offering of 26,000 gp in destroyed lawful-aligned magic items and an agreement to complete a quest for the protean which might risk bringing the apocalypse one step closer.

- *Dark Arcana III*: You can use a 4th- or possibly 5th-level arcane spell as a spell-like ability 3/day.
- *Death Undone*: Avoid aging for a time and escape death once.
- *Dimensional Stride*: Use *dimension door* as a spell-like ability 3/day or at will.
- *Elemental Agility*: Move freely through a physical obstacle according to your patron's type.
- *Gift of Glory III*: Gain an enhancement bonus on two ability scores.
- *Imbued Armor III*: Add major magical enhancements to a suit of armor you own.
- *Mind-Snaring Gaze*: Stun and read the thoughts of those who meet your gaze, and *dominate person* 1/day.
- *Possessed Weapon I*: Gain a minor intelligent weapon.
- *Spell Secrets III*: Gain a bonus 4th-level spell known and spell slot; at 17 patron HD, gain another of 5th level.
- *Stunning Voice*: Stun nearby creatures as a swift action with the sound of your voice.
- *Superhuman Perfection I*: Gain a +4 enhancement bonus to all physical ability scores.
- *Unnatural Talent*: Take 10 on three skills even when distracted and gain a bonus on checks with those skills.
- *Unnerving Aura*: Cause creatures that approach to become shaken and possibly repel animals, plants, and fey.

Greater Covenants

- *Astral Secrets*: Use *astral projection* as the spell 1/day.
- *Element Incarnate*: Become an elemental creature.
- *Imbued Armor IV*: Add greater magical enhancements to a suit of armor you own.
- *Mantle of Light*: Become invisible or visible at will.
- *Phantasmal Hunt*: Mob of illusory allies emanates fear, nauseates and damages foes who fail to disbelieve.
- *Possessed Weapon II*: Gain an intermediate intelligent weapon.
- *Power of the Possessor*: Possess the bodies of other creatures like a ghost.
- *Protective Aura*: Gain double-strength *magic circle against evil* and globe of invulnerability.
- *Spell Secrets IV*: Gain bonus 4th-level and 6th-level spells known and spell slots; at 17 patron HD, gain another of 7th level.
- *Superhuman Perfection II*: Gain a +6 enhancement

bonus to all physical ability scores.

- *Wishes Granted*: Your patron grants you three wishes.

Superior Covenants

- *Demiurge*: Create a permanent demiplane that is able to whisk away target friends or foes.
- *Elemental Dominion*: Control a single element in a variety of ways.
- *False Friend*: Gain an intelligent illusion ally that can create more illusions.
- *Plunge into the Pit*: Produce an earthquake that opens a rift into Hell, allowing damned souls to grapple victims and pull them in.
- *Possessed Weapon III*: Gain a powerful intelligent weapon.
- *Spell Secrets V*: Gain one bonus 8th-level and two bonus 9th-level spells known and spell slots.
- *Strands of Fortune*: Reroll the saving throws of allies nearby.
- *Stormcaller*: Call a storm with devastating thunderbolts.
- *Telekinetic Might*: *Reverse gravity*, *fly*, and use *telekinesis* as a swift action.

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.

Archon's Ward I [Minor]

Your patron shares with you a minor aspect of its innate resistance to evil.

Benefit: You are constantly protected as if by *protection from evil* and gain DR 2/evil. If your patron has 13 or more Hit Dice, the DR improves to 3/evil.

Patrons: Any angel or archon with at least 5 HD; for example, astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), hound archon (6 HD, CR 4), legion archon (8 HD, CR 7), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), trumpet archon (14 HD, CR 14).



Archon's Ward II has saved many mediums from being overrun by demonic forces.

Archon's Ward II [Major]

Your patron shares with you a major aspect of its innate resistance to evil.

Benefit: You are constantly protected as if by *magic circle against evil* and gain DR 2/evil. If your patron has 13 to 16 Hit Dice, the DR improves to 3/evil. At 17 patron HD, the DR improves to 4/evil.

Patrons: Any angel or archon with at least 9 HD; for example, astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), trumpet archon (14 HD, CR 14).

Armed with Justice [Major]

Your heavenly patron grants you the service of minor archon spirits to empower your weapons and those of your allies.

Benefit: Once per day as a free action, you can invite an archon spirit to inhabit up to one weapon wielded by an ally within 30 feet (you count as your own ally) per 4 Hit Dice your patron has for 1 hour per patron Hit Die. The spirits cause each weapon to glow with holy light as bright as a torch. If your patron has 12 or fewer Hit Dice, the weapons each gain a +2 enhancement bonus. This bonus increases to +3 if your patron has at least 13 HD, or +4 if it has at least 17 HD. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *allying*, *axiomatic*, *brilliant energy*, *conductive*, *dancing*, *defending*, *disruption*, *distance*, *flaming*, *flaming burst*, *ghost touch*, *holy*, *keen*, *mighty cleaving*, *menacing*, *merciful*, *returning*, *seeking*, *speed*, *throwing*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities and Table: Ranged Weapon Special Abilities in the *Pathfinder Roleplaying Game Core Rulebook*). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If you choose an ability that only some weapons can use, that ability has no effect when added to the wrong type of weapon. If a chosen weapon is not magical, at least a +1 enhancement bonus must be added or the spirit grants no benefit to that weapon. The bonus and properties granted by the spirits are determined when you make the covenant and can be changed once per day as a full-round action. An archon spirit departs prematurely, ending the effect for that weapon, if the wielder begins his turn more than 30 feet away from you or if the weapon is not in his

hand at the beginning of his turn (a weapon with the *returning* property returns in time to continue the effects of this covenant). Each end of a double weapon counts as a separate weapon for the purposes of this ability. If a weapon is destroyed while possessed by an archon spirit, reduce the number of archon spirits you can call with this ability until the next sunrise.

Patrons: Any angel or archon with at least 9 HD. For example, astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), trumpet archon (14 HD, CR 14)

Astral Secrets [Greater]

Your patron instructs you in the secrets of separating your soul from your body.

Benefit: You can use *astral projection* as the spell once per day as a spell-like ability.

Patrons: Any non-native outsider with at least 13 HD and Int 6 or higher.

Cloak of Smoke [Major]

Your patron grants you a cloak of hot, billowing smoke you can expand to choke your foes.

Benefit: You are shrouded by smoke that grants you concealment against attacks. As a free action, you can cause the smoke to expand to a radius of 20 feet. If you do, it provides concealment to all within (similar to the spell *obscuring mist*), except that you can see through it normally. The smoke moves with you and does not linger after you leave. If it is dispersed by wind, it resumes emanating from you as soon as you are no longer exposed to the wind, although time when the wind keeps it dispersed still counts against its duration. Living creatures that breathe the smoke must make a Fortitude save or become sickened and nauseated for 1 round as they hack and cough with terrible intensity. Those that succeed nonetheless find their vision swimming and are sickened for 1 round. The cloak can be expanded for up to 10 minutes per day. The time need not be used at once, but must be used in 1-minute increments.

Patrons: Any outsider with the fire subtype or smoke special ability, at least 9 HD, and Int 6 or higher.

Dark Arcana I [Least]

Your patron tempts you with the power to use a basic arcane spell-like ability.

Benefit: From among the sorcerer/wizard spell list, any arcane spell list your patron uses, and your patron's spell-like abilities, choose a 1st-level spell. At a standard action three times per day, you can use the chosen spell as a spell-like ability. If the spell has a costly material component, you must provide that component each time you use this ability. The save DC is 11 + patron's Charisma modifier.

Patrons: Any evil outsider with the ability to cast at least one spell or spell-like ability of at least 1st level, at least 2 HD, and Int 6 or higher.

Dark Arcana II [Minor]

Your patron tempts you with the power to use a minor arcane spell-like ability.

Benefit: From among the sorcerer/wizard spell list, any arcane spell list your patron uses, and your patron's spell-like abilities, choose a 2nd-level spell. At a standard action three times per day, you can use the chosen spell as a spell-like ability. If the spell has a costly material component, you must provide that component each time you use this ability. The save DC is 12 + patron's Charisma modifier.

Patrons: Any evil outsider with the ability to cast at least one spell or spell-like ability of at least 2nd level, at least 5 HD, and Int 6 or higher.

Dark Arcana III [Major]

Your patron tempts you with the power to use a middling arcane spell-like ability.

Benefit: From among the sorcerer/wizard spell list, any arcane spell list your patron uses, and your patron's spell-like abilities, choose a 4th-level spell. At a standard action three times per day, you can use the chosen spell as a spell-like ability. If the spell has a costly material component, you must provide that component each time you use this ability. The save DC is 10 + spell level + patron's Charisma modifier. If your patron has at least 13 Hit Dice, you may instead choose a 5th-level spell.

Patrons: Any evil outsider with the ability to cast at least one spell or spell-like ability of at least 4th level, at least 9 HD, and Int 6 or higher.

Death's Caress [Minor]

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

Benefit: You gain a +3 insight bonus on saving throws against death effects, diseases, mind-affecting effects, negative energy effects, poisons, and stunning. If your patron has at least 9 Hit Dice, the bonus increases to +4. At 13 patron HD, it increases to +5.

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

Death Undone [Major]

Your patron removes a living soul from death's reach for a time.

Benefit: You must unambiguously identify any creature to benefit from this bargain. If the creature is dead, your patron returns it to life, as the spell *true resurrection*. If a wish would be required to retrieve the soul first, that requirement is bypassed by this covenant. If the creature is not dead when the pact is formed, she is resurrected in the described manner 10 minutes after she next dies. The chosen creature does not age and cannot die from old age for a length of time equal to her race's age of maturity (15 years for humans). The covenant is broken when that creature dies again, allowing you to form a new covenant with the same or another patron.

Patrons: Any outsider or undead with at least 9 HD and Int 6 or greater.

Demiurge [Superior]

Your patron whispers a few of the words spoken to create the mortal world, forging a minor world for you.

Benefit: When you form this covenant, your patron creates for you a permanent demiplane with up to five features, as the spell *create greater demiplane*. The demiplane's volume may be up to twenty 20-foot cubes per Hit Die of your patron. Since this is a supernatural ability, it cannot be dispelled, but a wish or miracle can unravel the demiplane if you fail a Will save against the spell. If the demiplane is unraveled, your patron can create a new one if you spend an hour in communion with it the following day and make a new offering equal to half the cost of this covenant. The demiplane must have a portal to a location on the ethereal plane, astral plane, or material plane that you have visited before as one of its features. When you use the demiplane's ability to eject creatures of your choice, you can choose up to eight creatures at once instead of the usual limit of one at a time.

As a standard action up to three times per day, you can cause your demiplane to swallow up eight or fewer targets within 90 feet of you. Each target is deposited into a random place in the demiplane that will not

damage it (for example, a non-flying target will not appear in midair or on a platform that will collapse from its weight; a creature damaged by fire will not appear inside a furnace). If no such place exists in the demiplane, it is sent to the least dangerous place. A Will save negates the effect. A victim that will be sent to a dangerous place because there is no safe place gets a +4 bonus on its saving throw.

Patrons: Planetary angel (17 HD, CR 16), solar angel (22 HD, CR 23), elysian titan (21 HD, CR 21), thanatotic titan (23 HD, CR 22), or hekatonkheires titan (24 HD, CR 24).

Diabolic Assistant [Least]

Your patron grants you command over a hellish creature.

Benefit: When you take this covenant, choose a fiendish animal or resolute animal from the *summon monster I* list. As a swift action once per hour, you can summon this monster as if with the spell. Unlike with typical summoning effects, this effect calls a specific individual. Although the original is not permanently harmed (as normal for summoning effects), if the monster is summoned again before the next sunrise, the summoned version of the monster has all the same spells and abilities expended and damage, condition, and effects suffered as it had when the summoning effect last ended. If the summoning ended because the monster was banished or killed, this covenant cannot be used again for 24 hours. Every sunrise, the monster is refreshed and is good as new (although it may be unable to be summoned immediately if it died or was banished and 24 hours has not yet elapsed). When summoned, the monster must appear adjacent to you and is staggered until the start of your next turn. If both you and your patron have 4 or more Hit Dice, you can also choose from the *summon monster II* list. For every 3 Hit Dice both you and your patron have above 4, you can choose from the next highest spell level (*summon monster III* if both you and your patron have 7 HD, *summon monster IV* if both you and your patron have 10 HD, and so on). When you choose a monster of a level one level lower than your maximum, you get two of that monster; when you choose a monster of a level two or more levels lower than your maximum, you get four of that monster. When choosing a monster from a higher-level list, you may also choose hell hound or a devil instead of a fiendish or resolute animal, if either are options at that higher level. Add the following creatures to the lists of what can be summoned with *summon monster* for the purposes of this covenant: *Summon monster III*: imp

(devil). *Summon monster IV*: accuser devil.

Patrons: Any devil with at least 2 HD and Int 6 or greater. For example, accuser devil (4 HD, CR 3), barbed devil (12 HD, CR 11), bearded devil (6 HD, CR 5), belier devil (17 HD, CR 16), bone devil (10 HD, CR 9), contract devil (13 HD, CR 10), erinyes (9 HD, CR 9), handmaiden devil (15 HD, CR 14), horned devil (15 HD, CR 16), ice devil (14 HD, CR 13), immolation devil (18 HD, CR 19), imp (3 HD, CR 2), pit fiend (20 HD, CR 20).

Adaptation: By adjusting the array of monsters that can be chosen and the patrons allowed, it is easy to create a covenant for gaining assistance from any plane of existence or outsider group.

Dimensional Stride [Major]

Your patron teaches you to slip through the folds of space.

Benefit: Three times per day, you can use *dimension door* as a spell-like ability. If your patron has at least 13 Hit Dice, you can use this ability at will.

Patrons: Any fey or outsider with the ability to use a teleportation spell or spell-like ability, at least 8 HD, and Int 6 or greater.

Element Incarnate [Greater]

Your patron infuses your body with its elemental essence.

Benefit: You take on aspects of the element matching your patron's subtype, with effects similar to the spell *elemental body II*, except that you retain the same approximate body shape. As a result, your gear does not meld into your body, your size does not change, and you can cast spells normally. Despite the subtlety of the change, you still gain the full ability score and natural armor modifiers for the effect. Since this is a polymorph effect, its effects are lost for as long as you are under the effects of another polymorph effect. You can resume your original body shape or return to elemental form as a swift action. If your patron has at least 17 HD, you are immune to bleed damage, critical hits, and sneak attacks while in elemental form.

Patron: Any outsider with the aquatic (treat as water for this purpose), air, cold (treat as air for this purpose), earth, fire, or water subtypes, at least 12 HD, and Int 6 or higher. For example, cetaceal agathion (17 HD, CR 15; water), brijidine azata (19 HD, CR 17; earth or fire), cold rider (13 HD, CR 8; air), omox demon (13 HD, CR 12; water), ghawwas div (14 HD, CR 10; water), elder elemental (any type; 13 HD, CR 9), marid genie (12 HD, CR 10; water), jinushigami kami (24 HD, CR 20; earth), nereid (12 HD, CR 10; water), fire yai

oni (17 HD, CR 15; fire), ice yai oni (16 HD, CR 14; air), water yai oni (22 HD, CR 18; water), rusalka (20 HD, CR 12; water), wendigo (18 HD, CR 17; air), winterwight (20 HD, CR 17; air).

Elemental Agility [Major]

Your patron teaches you secrets about moving like an elemental spirit.

Benefit: You gain a movement bonus and special ability according to the elemental affinity of your patron.

Element	Movement	Special
Air	Fly 60 feet (good)	You are immune to the effects of wind.
Earth	Burrow 30 feet	Once per round as a free action, you may pick a square of difficult terrain and treat it as normal ground for your movement until the start of your next turn.
Fire	+30 feet base speed	Smoke and mist that normally grant total concealment only provide concealment against your attacks; you can ignore normal concealment from smoke and mist.
Water	Swim 60 feet	You can ignore the impediments of water (and only water) as if protected by <i>freedom of movement</i> .

Patron: Any outsider with the elemental subtype, at least 9 HD, and Int 6 or higher.

Elemental Blessing [Minor]

Your patron leaves a mark of blessing upon you that imparts a bit of the toughness of an elemental creature and grants you an edge in dealing with elemental forces.

Benefit: When you make this covenant, choose one of your patron’s subtypes from among those listed below and choose one energy type from among those associated with that subtype on the list below.

- *Air subtype:* cold or electricity.
- *Aquatic subtype:* acid or cold.
- *Cold subtype:* cold.

- *Earth subtype:* acid.
- *Fire subtype:* fire.
- *Water subtype:* acid or cold.

You and all allies within 30 feet gain resist 10 against the chosen energy. In addition, you gain a +2 insight bonus on skill checks against creatures with the chosen subtype and DR 1/—. If your patron has at least 9 Hit Dice, the resistance improves to 15. At 13 patron HD, the resistance improves to 20. At 17 patron HD, the resistance improves to 30.

Patrons: Any outsider, undead, or fey with the air, aquatic, cold, earth, fire, and/or water subtype, at least 5 HD, and Int 6 or greater.

Elemental Dominion [Superior]

A greater elemental spirit recognizes your worthiness to control its element, allowing you to shape it to your will.

Benefit: When you gain this covenant, choose a subtype of your patron from the following list and choose an energy type from among energy types associated with that subtype below.

- *Air subtype:* cold or electricity.
- *Aquatic subtype:* acid or cold.
- *Cold subtype:* cold.
- *Earth subtype:* acid.
- *Fire subtype:* fire.
- *Water subtype:* acid or cold.

As an immediate action, you can do one of the following.

- Change the target or area of a spell, spell-like ability, or supernatural attack using a chosen energy type or element. Treat it as if it were just created or used there, but without extending the duration. You gain no other control over the effect. The controller of the effect (if any) can resist with a Will save if he is within the effect’s range.
- Choose the next action of a creature with the chosen subtype from among the choices available for the spell *command*. The creature can resist with a Will save. This is a mind-affecting compulsion effect.
- Gain the effects of *freedom of movement* for the purpose of interacting with examples of the chosen energy and chosen element and creatures with the chosen subtype.
- Move an object made of or infused with a chosen

element or energy as if with the spell *telekinesis*.

Patrons: Any outsider, undead, or fey with the air, aquatic, cold, earth, fire, or water subtype, at least 17 HD, and Int 6 or greater.

Elemental Weapon [Least]

Your patron teaches you to attack with its element.

Benefit: Choose an energy type from the list below for a subtype of your patron.

- *Air subtype:* cold or electricity.
- *Aquatic subtype:* acid or cold.
- *Cold subtype:* cold.
- *Earth subtype:* acid.
- *Fire subtype:* fire.
- *Water subtype:* acid or cold.

Your melee and ranged weapon attacks deal 1d4 point of damage of that energy type. At 5 patron HD, the damage increases to 1d6. At 9 patron HD, the damage increases to 1d8. This damage does not stack with that dealt by the flaming, frost, shocking, or similar weapon abilities.

Patrons: Any outsider, undead, or fey with the air, aquatic, cold, earth, fire, or water subtype, at least 2 HD, and Int 6 or greater.

False Friend [Superior]

Your patron carves off a fragment of your soul to create a living illusion to aid you.

Benefit: You gain a living illusion as a companion. The illusion can take the form of any spirit that shares a subtype with your patron as well as any humanoid and can change forms as a standard action. This illusion acts as a spell of a level equal to half your patron's Hit Dice as if your patron were the caster, but when it is dispelled, it reappears adjacent to you after 1d4 rounds. Although the *false friend* can be perceived with all senses, it allows a Will save to be disbelieved when creatures interact with it (DC = 10 + 1/2 patron's HD + patron's Charisma modifier). Only your death can permanently destroy the *false friend*. The *false friend* uses your modifiers on all rolls and checks and acts on your turn. As a standard action, it can produce the effects of any illusion from the following list indicated for your patron's number of Hit Dice or fewer as a spell-like ability. It threatens creatures in adjacent spaces that have not disbelieved it and can thus grant a flanking bonus. It cannot otherwise affect creatures or objects. Whenever the *false friend* creates

an illusion, any other illusions it had created vanish. Creatures that have disbelieved the *false friend* gain a +4 bonus on Will saves to disbelieve the illusions it creates.

Patron HD	Spell-Like Ability
18 or less	<i>Major image, mirage arcana, greater shadow conjuration</i>
19-20	<i>Greater shadow evocation, veil</i>
21 or more	<i>Screen</i>

Patrons: Any fey, outsider, or undead with at least 17 HD, the ability to create an illusion or mind-affecting effect, and Int 6 or greater.

Frightful Violence [Least]

Your patron imbues your attacks with the ability to cut through a foe's composure.

Benefit: Whenever you strike a foe with an attack and your victim is suffering from a fear effect, flanked, or denied his Dexterity bonus to Armor Class against your attack (whether he has a Dexterity bonus or not), he suffers a -1 morale penalty on attack rolls against you and saving throws against your abilities. This penalty stacks with itself and lasts for 1 hour or until he next deals damage to you. If the victim has fewer Hit Dice than your patron, he must also make a Will save or become shaken.

Patrons: Any fey or undead with the sneak attack ability. For example, bogeyman (17 HD, CR 10), fuath gremlin (1 HD, CR 1), jinkin gremlin (1 HD, CR 1), nuglub gremlin (3 HD, CR 2), pugwampi gremlin (1 HD, CR 1/2), vexgit gremlin (1 HD, CR 1), mite (1 HD, CR 1/4), or bog nixie (2 HD, CR 3).

Gift of Glory I [Least]

Your patron adds a bit of its own ability to yours.

Benefit: Choose an ability in which your patron has a score of at least 13. You gain a +2 enhancement bonus on that ability score. At 7 patron HD, you gain a +2 enhancement bonus on a second ability in which your patron has a score of at least 13. If you gain a bonus to Intelligence with this covenant, choose a skill in which your patron has at least 1 rank. You can use your patron's number of ranks in that skill or your own, whichever is higher, for all purposes.

Patrons: Any fey or outsider with at least 2 HD and Int 6 or greater.

Gift of Glory II [Minor]

Your patron adds some of its own ability to yours.

Benefit: Choose an ability in which your patron has a score of at least 13. You gain a +4 enhancement bonus on that ability score. If your patron has at least 7 Hit Dice, you gain a +2 enhancement bonus on a second ability in which your patron has a score of at least 13. At 17 patron HD, you gain a +4 enhancement bonus on both abilities. If you gain a bonus to Intelligence with this covenant, choose a number of skills in which your patron has at least 1 rank equal to half that bonus. You can use your patron's number of ranks in those skills or your own, whichever is higher, for all purposes.

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

Gift of Glory III [Major]

Your patron adds a great deal of its own ability to yours.

Benefit: Choose two abilities in which your patron has a score of at least 13. If your patron has 12 or fewer HD, you gain a +6 enhancement bonus on one ability and a +4 enhancement bonus on the other. If your patron has 13 or more HD, you gain a +6 enhancement bonus on both scores. If you gain a bonus to Intelligence with this covenant, choose a number of skills equal to half that bonus in which your patron has at least 1 rank. You can use your patron's number of ranks in those skills or your own, whichever is higher, for all purposes.

Patrons: Any fey or outsider with at least 9 HD and Int 6 or greater.

Gift of Hardiness [Minor]

Your patron infuses you with a bit of its natural resistances.

Benefit: Choose a condition from among the following that your patron is immune to or has a racial bonus on saving throws against: blindness, charm, curses, death effects, disease, enchantment, exhaustion and fatigue, energy drain, mind-affecting effects, paralysis, petrification, poison, polymorph effects, sleep, stunning. You gain a +4 insight bonus on saving throws against the chosen condition. If your patron has at least 9 Hit Dice, the bonus improves to +8.

Patrons: Any fey, outsider, or undead with at least 5 HD and Int 6 or greater.

Gift of Skill I [Least]

Your patron imparts some of its knowledge and otherworldly experiences to improve your skill.

Benefit: Choose three skills in which your patron has

1 or more ranks. You gain a +2 competence bonus on checks with those skills. If your patron has 5 or more Hit Dice, it grants you a +4 bonus instead. At 13 patron HD, it grants a +6 bonus.

Patrons: Any fey or outsider with at least 2 HD and Int 6 or greater.

Gift of Skill II [Minor]

Your patron imparts a great deal of its knowledge and otherworldly experiences to improve your skill.

Benefit: Choose three skills in which your patron has 5 or more ranks. You gain a +6 competence bonus on checks with that skill. If your patron has 9 or more Hit Dice, it grants you a +8 bonus instead.

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

Gift of Treasure [Minor]

Your patron instills you with a talent for making money and provides a rich gift.

Benefit: You gain a +2 luck bonus on Appraise checks, Craft checks, and skill checks made to directly and immediately acquire wealth. For example, this bonus applies to Perform and Profession checks to make money, Diplomacy checks to perform any business transaction in which you receive money, and Sleight of Hand checks made to steal money or valuables. In addition, you gain a pot of 10,000 gp in gems and coins. For every Hit Die your patron has beyond 5, the pot contains an additional 1,000 gp. Although the wealth itself is not magical, an equal (or greater) value of your assets (usually assets purchased with the wealth) vanish or are otherwise lost when the covenant is broken.

Patrons: Any fey, outsider, or undead with at least 5 HD and Int 6 or greater.

Heavenly Blade [Least]

Your heavenly 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 heavenly steel. Treat it as a +1 *longsword*. 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 *bane longsword*; you choose when you create the blade whether the bane affects evil outsiders, chaotic outsiders, undead, or fey. 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 angel or archon with at least 2 HD; for example, astral deva angel (15 HD, CR 14), cassisian angel (2 HD, CR 2), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), harbinger archon (3 HD, CR 2), hound archon (6 HD, CR 4), lantern archon (2 HD, CR 2), legion archon (8 HD, CR 7), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), or trumpet archon (14 HD, CR 14).

Imbued Armor I [Least]

Your patron imbues your armor with a bit of its own essence, making it more effective.

Benefit: When you gain this covenant, choose a suit of armor you own. If your patron has 4 or fewer Hit Dice, the armor gains a +1 enhancement bonus. At 5 to 8 patron HD, the patron instead grants the armor a +1 enhancement bonus causes it to grant you a +1 resistance bonus on saving throws as long as you wear it. At 9 to 12 patron HD, the patron grants the armor a +2 enhancement bonus and a +1 resistance bonus. At 13 or more HD, the patron grants the armor a +2 enhancement bonus and a +2 resistance bonus. These enhancement bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +5, or they can be used to add any of the following armor properties: *fortification*, *ghost touch*, *invulnerability*, *spell resistance*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Armor Special Abilities). These properties and enhancement bonus are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the covenant is made and cannot be changed unless a new covenant is formed. As normal, you cannot cause the armor to have an enhancement bonus higher than +5; any bonus beyond that must be converted into special properties.

Patrons: Any outsider with at least 2 HD and Int 6 or higher.

Imbued Armor II [Minor]

Your patron imbues your armor with some of its own essence, making it more effective.

Benefit: As *imbued armor I*, except as noted here. If

your patron has 6 or fewer HD, the armor gains a +2 enhancement bonus and a +2 resistance bonus. At 9 patron HD, it grants a +3 enhancement bonus and a +2 resistance bonus. At 13 patron HD, it grants a +3 enhancement bonus and a +3 resistance bonus.

Patrons: Any outsider with at least 5 HD and Int 6 or higher.

Imbued Armor III [Major]

Your patron imbues your armor with much of its own essence, making it more effective.

Benefit: As *imbued armor I*, except as noted here. If your patron has 10 or fewer HD, the armor gains a +5 enhancement bonus and a +3 resistance bonus. At 11 patron HD, it grants a +5 enhancement bonus and a +4 resistance bonus. At 15 patron HD, it grants a +5 enhancement bonus and a +5 resistance bonus.

Patrons: Any outsider with at least 9 HD and Int 6 or higher.

Imbued Armor IV [Greater]

Your patron imbues your armor with a great deal of its own essence, making it far more effective.

Benefit: As *imbued armor I*, except as noted here. If your patron has 14 or fewer HD, the armor gains a +9 enhancement bonus and a +5 resistance bonus. At 17 patron HD, it grants a +10 enhancement bonus and a +5 resistance bonus.

Patrons: Any outsider with at least 13 HD and Int 6 or higher.

Immortal Resilience [Minor]

Your patron charges your body with the substance of spiritual realms, making it more resilient in the face of physical injury and accelerated aging.

Benefit: You become immune to magical aging effects (though you are still affected by normal aging) and gain DR 2/cold iron if your patron has 8 or fewer Hit Dice. If your patron has 9 to 12 HD, instead you gain DR 3/cold iron. At 13 patron HD, instead you gain DR 4/cold iron.

If your patron has damage reduction penetrated by silver, your damage reduction is penetrated by that material instead of cold iron.

Patrons: Any fey or outsider with at least 5 HD and Int 6 or higher.

Inviolable Volition [Minor]

Your patron invests a portion of its power into protecting your free will and ability to act even in dire circumstances.

Benefit: If you would be dazed or stunned, the effect is mitigated. You are instead staggered for the same duration, or until you receive whatever remedy would normally undo the effect that was mitigated. If your patron has at least 9 Hit Dice, the covenant also mitigates charm and domination effects.

Patrons: Any non-lawful outsider with at least 5 HD and Int 6 or higher.

Mantle of Light [Greater]

Your patron teaches you magical secrets to bend light around yourself.

Benefit: You are permanently invisible, as *greater invisibility*. As a swift action, you can become visible or resume invisibility.

Patrons: Nereid (12 HD, CR 10), or any fey or outsider with at least 13 HD, Int 6 or greater.

Mind-Snaring Gaze [Major]

Your patron gazes into your mind, instilling you with the power to see into the minds of others.

Benefit: You gain a gaze attack. Whenever a creature within 30 feet meets your gaze, you automatically detect the presence or absence of thoughts, as if with the spell *detect thoughts*. When you do so, you can concentrate as an immediate action. If you do, you learn its Intelligence score. If that score is 26 or higher and at least 10 points higher than your own, you are stunned for 1 round and the effect ends. Otherwise, the victim must succeed on a Will save (DC 10 + 1/2 patron HD + patron Charisma modifier) or be stunned for 1 round, during which it maintains eye contact with you. If you maintain eye contact with the target until your turn, you can continue the stunning and read the target's surface thoughts by concentrating as a standard action. The foe can end the stun condition and resist having its mind read with a second Will save. You cannot continue concentrating for longer than 1 round. You can also communicate telepathically with the creature that has most recently failed a Will save against this gaze within the past day as long as you are both on the same plane of existence. As a standard action once per day, you can attempt to dominate a person with whom you have this telepathic connection with, as *dominate person*. This is a spell-like ability with spell level equal to half your patron's HD. The save DC is 10 + 1/2 patron's HD + patron's

Charisma modifier.

Patrons: Any fey, outsider, or undead with at least 9 HD, Int 6 or greater, and telepathy or the ability to control dominate person or dominate monster.

Phantasmal Hunt [Greater]

Your patron teaches you to call on illusions that terrorize your foes.

Benefit: Once per day as a swift action, you can create an illusory procession of hunters that may appear as lost spirits, unearthly hounds, bloodthirsty fey riders, undead pirates sailing spectral vessels, or other unsettling shapes. It fills one 20-foot cube per three patron Hit Dice, which must be continuous. Each enemy with fewer Hit Dice than your patron that can see or hear the *phantasmal hunt* from within 60 feet must succeed on a Will save or be shaken for 5d6 rounds. Foes with 4 or fewer Hit Dice are panicked instead of shaken. As a standard action, you can cause the *phantasmal hunt* to move up to 60 feet. A foe that begins her turn within the area occupied by the hunt must succeed on a Will save to disbelieve it. If she disbelieves the illusion, she is immune to the effects of the hunt for 1 day (if she was suffering from its fear effect, the effect ends for her). If she does not disbelieve, she cannot make another Will save to disbelieve it on subsequent rounds until she has new evidence that the illusion is not real and the hunters make an attack that resembles the victim's deepest fears. She automatically suffers 6d6 damage that counts as bludgeoning, piercing, and slashing and must succeed on a Fortitude save or be nauseated for 1 round. The *phantasmal hunt* is an illusion (phantasm) [fear, mind-affecting] effect.

Patrons: Any fey, outsider, or undead with at least 13 HD, Int 6 or greater, and the ability to create an illusion or fear effect.

Plunge into the Pit [Superior]

Your patron promises to heed your call to open the Pit of Hell to consume your enemies.

Benefit: Once per day, as a standard action, you can utter a foul syllable that causes an infernal earthquake to rip through the area. This ability is similar to the spell *earthquake*. The rifts that open this way contain portals that send anyone who falls in directly to the city of Dis on the plane of Hell (they suffer a fall of 40 feet first as normal, and suffer appropriate damage when they land in Hell). A mass of countless damned souls reaches up out of the rifts, attempting to grapple and pull in all enemies within 80 feet of the surface affected by the



An unprepared adventurer is targeted with the Plunge into the Pit covenant

earthquake. The mass grapples as a Colossal individual creature with the grab special ability whose space and reach fill the area within 80 feet of the surface, save that it cannot gain the grappled condition and suffers no penalty for grappling multiple foes at once. Its CMB and CMD for grapple checks use your patron's Hit Dice in place of its base attack bonus, with a +12 bonus for its Strength score (35) and a +8 bonus for being Colossal (its Dexterity is 10, granting no bonus to the CMD). Each round, a creature that begins its turn grappled by the souls suffers 4d6 force damage and is pulled 40 feet closer to the nearest fissure. The mass of souls cannot be damaged or affected by most attacks, although it can be banished by spells and effects such as *dispel evil* or *banishment* as if it were a lawful evil creature with Hit Dice equal to your patron's, AC 2 + patron's Charisma bonus (minimum +1), and a Will save bonus equal to your patron's base Will save bonus, and a Wisdom bonus of +0 (its Wisdom score is 10).

Patrons: Any devil with at least 17 HD and Int 6 or higher.

Possessed Weapon I [Major]

Your patron inhabits a weapon, granting it intelligence and new powers.

Benefit: When you gain this covenant, choose a nonmagical weapon you own. Your patron possesses the weapon, causing it to act much like an intelligent item. While possessed, the weapon gains a +1 enhancement bonus. While possessing the item, your patron retains its mental ability scores, alignment, languages, and Intelligence-, Wisdom-, and Charisma-based skills. If your patron has 13 to 16 Hit Dice, the weapon gains a +2 enhancement bonus instead. At 17 HD, the patron grants the weapon a +3 enhancement bonus. These enhancement bonuses can be added to the weapon, to a maximum of +5, or they can be used to add any of the following weapon properties: *allying, brilliant energy, conductive, dancing, defending, disruption, distance, flaming, flaming burst, ghost touch, keen, mighty cleaving, menacing, returning, seeking, speed, throwing*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Weapon Special Abilities in the *Pathfinder Roleplaying Game Core Rulebook*). At least a +1 enhancement bonus must be added before any other properties can be added. The weapon also gains up to 10,000 gp worth of improved senses, intelligent item powers, and/or special purpose items dedicated powers, plus 2,000 gp for every Hit Die above 9. The item's ego is equal to Intelligence modifier + Wisdom modifier +

Charisma modifier + Hit Dice + any modifiers from added intelligent item powers. The bonus and properties granted by the spirit is determined when the covenant is made and cannot be changed unless a new covenant is formed.

Because the patron cannot continue its other plans for as long as it is bound in the weapon, these covenants always have a short term and must have a special purpose as defined in the intelligent magic item rules—although immortal spirits may define “short” more generously than short-lived mortals, and may make covenants contingent on the special purpose being fulfilled in some important way. When the covenant ends, the possessed weapon is left with the same weapon properties the spirit granted it, but it is no longer intelligent and loses all intelligent item powers.

Patrons: Any outsider or incorporeal undead with at least 9 HD and Int 6 or higher.

Possessed Weapon II [Greater]

Your patron possesses a weapon and grants it greater powers.

Benefit: This covenant acts as *possessed weapon I*, except as follows. The weapon gains up to 80,000 gp worth of improved senses, intelligent items powers, and/or special purpose item dedicated powers plus 3,000 gp for every Hit Die your patron possesses above 13. At 16 or fewer patron HD, the weapon gains a +5 enhancement bonus. At 17 or more patron HD, it gains a +6 enhancement bonus.

Patrons: Any outsider or incorporeal undead with at least 13 HD and Int 6 or higher.

Creating Your Own Covenants

When developing your own covenant, the total gp cost of the covenant formed with minimum patron HD plus the gp cost of the appropriate Covenant Supplicant feat should generally be about one-quarter what the covenant's market price would be if it were a slotted magic item.

Possessed Weapon III [Superior]

Your patron possesses a weapon and grants it superior powers.

Benefit: This covenant acts as *possessed weapon I*, except as follows. The weapon gains up to 200,000 gp worth of improved senses, intelligent items powers, and/or special purpose item dedicated powers plus 10,000 gp for every Hit Die your patron possesses above 17. At 19 or fewer patron HD, the weapon gains a +7 enhancement bonus. At 20 patron HD, it gains a +8 enhancement bonus.

Patrons: Any outsider or incorporeal undead with at least 17 HD and Int 6 or higher.

Power of the Possessor [Greater]

Your patron teaches you the magical secrets to possessing other creatures bodily.

Benefit: Twice per day, you can merge yourself with an adjacent creature on the same plane or a coexistent plane (the Ethereal and Shadow planes are coexistent with the Material Plane). This ability is similar to a *magic jar* spell, except that it does not require a receptacle. The target can resist this ability with a successful Will save. A creature that successfully saves is immune for 24 hours.

Patrons: Bhuta (14 HD, CR 11), dybbuk (18 HD, CR 15), or ghost of at least 13 HD.

Protective Aura [Greater]

Your celestial patron shares its protective aura with you.

Benefit: Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 10 feet of you. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 10 feet. If your patron has 17 or more Hit Dice, the radius increases to 20 feet.

Patrons: Any outsider with the protective aura special ability and at least 12 HD; for example, cetaceal agathion (17 HD, CR 15), draconal agathion (24 HD, CR 20), leonal agathion (14 HD, CR 12), astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), planetar angel (17 HD, CR 16), or solar angel (22 HD, CR 23).

Seelie Friendship [Least]

Your patron grants you the friendship of the Seelie Court and limited assistance from among their number.

Benefit: When you take this covenant, choose an ally from the *summon nature's ally I* list. As a swift action

once per hour, you can summon this ally as if with the spell. Unlike with typical summoning effects, this effect calls a specific individual. Although the original is not permanently harmed (as normal for summoning effects), if the ally is summoned again before the next sunrise, the summoned version of the ally has all the same spells and abilities expended and damage, condition, and effects suffered as it had when the summoning effect last ended. If the summoning ended because the ally was banished or killed, this covenant cannot be used again for 24 hours. Every sunrise, the ally is refreshed and is good as new (although it may be unable to be summoned immediately if it died or was banished and 24 hours has not yet elapsed). When summoned, the ally must appear in the nearest open space to you and is staggered until the start of your next turn. If both you and your patron have 4 or more Hit Dice, you can also choose from the *summon nature's ally II* list. For every 3 Hit Dice both you and your patron have above 4, you can choose from the next highest spell level (*summon nature's ally III* if both you and your patron have 7 HD, *summon nature's ally IV* if both you and your patron have 10 HD, and so on). When you choose an ally of a level one level lower than your maximum, you get two of that ally; when you choose an ally of a level two or more levels lower than your maximum, you get four of that ally. Add the following creatures to the lists of what can be summoned with *summon nature's ally* for the purposes of this covenant: *Summon nature's ally I*: sprite. *Summon nature's ally II*: atomie, faun, nixie. *Summon nature's ally IV*: unicorn. *Summon nature's ally V*: pixie. *Summon nature's ally VII*: nymph. Any ally you summon with this covenant has the blessing of the Seelie Court, granting it a permanent +4 enhancement bonus to Strength and Constitution.

Patrons: Any fey associated with the Seelie court with at least 1 HD and Int 6 or greater.

Spell Secrets I [Least]

Your patron shares with you the secrets of basic magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 1st-level spell that appears on your class spell list or any 0-level spell. Treat the chosen spell as if it were on your class spell list and among your spells known as a 1st-level spell and gain a bonus 1st-level spell slot that can only be used to cast the chosen spell. If your patron has at least 5 Hit Dice, you gain another 1st-level spell known and bonus spell slot in the same manner. At 13

patron HD, you gain a 2nd-level spell known and bonus spell slot in this fashion; the spell may be up to 2nd level if it already appears on your class spell list, or up to 1st level otherwise. You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class). However, if you attempt to use this covenant to cast a spell of a level you could not otherwise cast, you must make a caster level check (DC 1 + patron's HD) to succeed. If you fail, the spell slot is expended without its normal effect and you must make a DC 5 Wisdom check to avoid a mishap as if you were activating a scroll (see Scroll Mishaps in the *Pathfinder Roleplaying Game Core Rulebook*). A natural 1 on this Wisdom check is always a failure, regardless of modifiers.

Patrons: Any fey, outsider, or undead with the ability to cast at least one spell or spell-like ability, at least 2 HD, and Int 6 or higher.

Spell Secrets II [Minor]

Your patron shares with you the secrets of middling magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 2nd-level spell that appears on your class spell list or any 1st-level spell. Treat the chosen spell as if it were on your class spell list and among your spells known as a 2nd-level spell and gain a bonus 2nd-level spell slot that can only be used to cast the chosen spell. If your patron has at least 13 Hit Dice, you gain a 3rd-level spell known and bonus spell slot in this fashion; the spell may be up to 3rd level if it already appears on your class spell list, or up to 2nd level otherwise. You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patrons: Any fey, outsider, or undead with the ability to cast at least one spell or spell-like ability of at least 2nd level, at least 5 HD, and Int 6 or higher.

Spell Secrets III [Major]

Your patron shares with you the secrets of advanced magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 4th-level spell that appears on your class spell list or any 3rd-level spell. Treat the chosen spell as if

it were on your class spell list and among your spells known as a 4th-level spell and gain a bonus 4th-level spell slot that can only be used to cast the chosen spell. If your patron has at least 17 Hit Dice, you gain a 5th-level spell known and bonus spell slot in this fashion; the spell may be up to 5th level if it already appears on your class spell list, or up to 4th level otherwise. You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patrons: Any fey, outsider, or undead with the ability to cast at least one spell or spell-like ability of at least 4th level, at least 9 HD, and Int 6 or higher.

Spell Secrets IV [Greater]

Your patron shares with you the secrets of superior magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 4th-level spell that appears on your class spell list or any 3rd-level spell. Then, choose a 6th-level spell that appears on your class spell list or any 5th-level spell. Treat the chosen spells as if they were on your class spell list and among your spells known as a 4th-level spell and a 6th-level spell, respectively. You also gain a bonus 4th-level spell slot and 6th-level spell slot that can only be used to cast the chosen spell. If your patron has at least 17 Hit Dice, you gain a 7th-level spell known and bonus spell slot in this fashion; the spell may be up to 7th level if it already appears on your class spell list, or up to 6th level otherwise. You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patrons: Any fey, outsider, or undead with the ability to cast at least one spell or spell-like ability of at least 6th level, at least 13 HD, and Int 6 or higher.

Spell Secrets V [Superior]

Your patron shares with you the secrets of extraordinary magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose an 8th-level spell that appears on your class spell list or any 7th-level spell. Then, choose two more spells;

each may be up to 9th level if it appears on your spell list, or up to 8th level otherwise. Treat the chosen spells as if they were on your class spell list and among your spells known as an 8th-level spell and two 9th-level spells, respectively. You also gain a bonus 8th-level spell slot and two bonus 9th-level spell slots that can only be used to cast the appropriate chosen spell. You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patrons: Any fey, outsider, or undead with the ability to cast at least one spell or spell-like ability of at least 9th level, at least 17 HD, and Int 6 or higher.

Stolen Heart [Least]

Your patron gives you the power to steal the heart of another.

Benefit: At a standard action three times per day, you can inspire a humanoid with feelings of love for you as for a friend or a lover, at your preference. The target is affected as if by *charm person*. If the target has half as many Hit Dice as your patron or fewer, the charm lasts until you target a new creature with this ability. This is a spell-like ability with spell level equal to half your patron's HD.

Patrons: Any chaotic fey or outsider with at least 2 HD, Int 6 or greater, and a mind-affecting ability.

Stone Fist [Least]

Your patron infuses your hands with the essence of stone.

Benefit: Similar to the spell *stone fist*, this covenant transforms your hands into living stone. Your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8. This covenant also grants you a +2 bonus on combat maneuver checks to bull rush or trip with your unarmed strikes. You can end or resume this effect as a standard action. *Stone to flesh* deactivates this covenant. Should you be the target of *transmute rock to mud*, the covenant is immediately deactivated and you take 4d6 points of damage.

Patrons: Any fey, outsider, or undead with the earth subtype, at least 2 HD, and Int 6 or greater.

Stormcaller [Superior]

Your patron promises to work in concert with you to bring down thunderous wrath with the right signal.

Benefit: As a swift action once per day, you can unleash an inhuman shout to conjure a storm as control weather, but it manifests in 1d4 rounds. Starting on the round the storm manifests, and as long as you remain under the open sky in the area of the storm, you can unleash another shout as a swift action to call a thunderbolt to strike a spot you have line of sight to within 1,000 feet. The bolt fills a 5-foot-radius cylinder from the sky to the ground and deals 1d10 electricity damage per 2 patron Hit Dice to all creatures and unattended objects it strikes. Creatures in the cylinder can make a Reflex save for half damage. Creatures wearing metal armor suffer a -4 penalty on this saving throw. All creatures within 60 feet of the center of the bolt must make a Fortitude save to avoid being deafened for 1 minute by the accompanying thunder. If the bolt destroys a barrier, it continues past the barrier. The bolt only strikes a creature sheltered from the storm if it first destroys every obstacle blocking line of effect between the creature and the sky. Whether or not you are beneath the magical storm, as a swift action, you can fill a 10-foot cube adjacent to your space with crackling lightning that deals 1d6 electricity damage per 2 patron Hit Dice and does not cause deafness (Reflex save for half damage similar to the thunderbolt). You can call electricity (in either form) only once every 1d4 rounds.

Patrons: Any outsider with the air subtype or fey with at least 17 HD and Int 6 or greater.

Strands of Fortune [Superior]

You learn to bend the destinies of those close to you.

Benefit: Whenever an ally within 60 feet rolls a saving throw, you can cause him to reroll it as an immediate action. This action must be used before the results of the roll are declared, and he must abide by the new roll, even if it is worse.

Patrons: Norn (20 HD, CR 18).

Stunning Voice [Major]

Your patron imparts magical secrets to grant you a voice like musical thunder.

Benefit: At will as a swift action, you can begin to sing an unearthly melody, which is so haunting and beautiful that it stuns all who hear it from within 10 feet for 1 round unless they succeed on a Will save. Maintaining the song on subsequent rounds is a free action. Those who succeed on the save are immune to this effect for one day. You cannot use this covenant ability at the same



A half-giant with the stone fist covenant is a terrifying foe.

time as you maintain a bardic performance with a vocal element or cast a spell with verbal components. If your patron has 17 or more Hit Dice, the range of this ability increases to 20 feet.

Patrons: Nymph (8 HD, CR 7), satyr (8 HD, CR 4), or any angel with at least 9 HD.

Superhuman Perfection I [Major]

Your patron uses its supernatural power to augment your physical attributes.

Benefit: You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution.

Patrons: Any fey or outsider with at least 9 HD and Int 6 or greater.

Superhuman Perfection II [Greater]

Your patron uses its supernatural power to perfect your physical attributes.

Benefit: You gain a +6 enhancement bonus to Strength, Dexterity, and Constitution.

Patrons: Any fey or outsider with at least 13 HD and Int 6 or greater.

Telekinetic Might [Superior]

Your patron teaches you to unlock heretofore unseen psychic power over your environment.

Benefit: At will, you can begin or end a *reverse gravity* effect in a 30-foot radius cylinder 30 feet high centered on you as a standard action. The effect moves with you and allows you to fly at a speed of 20 feet with perfect maneuverability. Additionally, while the effect lasts, you can use *telekinesis* as the spell once per round as a swift action, except the save DC is 10 + 1/2 medium level + Charisma modifier and the range is 30 feet. You can concentrate on this *telekinesis* effect as a swift action each turn, but you can maintain only one such effect at a time.

Patrons: Dybbuk (18 HD, CR 15) or ghost with at least 17 HD and Int 6 or greater.

Unnatural Talent [Major]

Your patron watches over you, clearing your mind any time distractions threaten your focus on certain skilled tasks.

Benefit: Choose three skills your patron has 9 or more ranks in. You can take 10 on those skill checks even when you are distracted. At 9 patron HD, you gain a +4 competence bonus on checks with those skills. At 13 patron HD, you gain a +6 bonus instead. At 17 patron HD, you gain a +8 bonus instead.

Patrons: Any fey or outsider with at least 9 HD and Int 6 or greater.

Unnerving Aura [Major]

Your patron invests you with a potent version of its baleful presence, warding off living creatures.

Benefit: Living creatures that approach within 10 feet of your space must succeed on a Will save or become shaken for as long as they remain in the area. Those that succeed on this saving throw are immune to the aura's effects for 24 hours. Those that fail, leave the area, and then return must attempt a new saving throw. If your patron has at least 13 Hit Dice, animals, fey, and plants must instead succeed on a Will save to enter this aura. Those that succeed are immune to the aura for 1 day; those that fail end their movement adjacent to the aura and can try again to enter the area once each round. At 17 patron HD, the range of the aura increases to 20 feet. You can suppress this aura for 1 round as a swift action.

Patrons: Any undead with at least 9 HD and Int 6 or greater.

Wishes Granted [Greater]

Your patron uses your wishes as a template to reshape reality.

Benefit: When this covenant is formed, you gain three wishes. You can use a *wish* as a spell-like ability as a standard action. However, if you make a *wish* that is susceptible to being perverted, your patron has influence over how the *wish* is interpreted, and is liable to twist it to its own ends. When the wishes are used up, you can make no more. Unlike for most covenants, the temporary effects of one *wish* do not end when you make another *wish*. However, the effects of all wishes are undone if the covenant is broken.

Patrons: Any fey or evil outsider with at least 13 HD and Int 6 or greater. This covenant is one of those most often paid for with a alternative offering (see next page).

ALTERNATIVE COVENANT OFFERINGS

Only half the work of gaining a covenant lies in finding a patron. Once a patron is located and willing to form such an arrangement, an offering must be negotiated for the covenant. Although magic items or other appropriate treasure are the most common form of offering, occasionally a patron is more interested in something else. Below are some common sorts of prices exacted by various spirits in exchange for the ability to draw on their essence in the form of a covenant. An alternate price removes the need to make an offering of treasure, but does not remove the requirement of performing a purification ritual to take the Covenant Supplicant feat in the first place. The GM is encouraged to think carefully before allowing a PC to gain a covenant without paying in wealth, and to make the offering one that contributes to the campaign's story or presents the appropriate amount of hardship for the character.

Challenge: Defeat a foe, set back a rival, or retrieve an important item for the patron. The target is generally one that requires at least a few days' adventuring to reach for the party, overcoming at least six encounters with an average CR at or above the average party level or the patron's CR, whichever is higher.

Energy Drain: Evil and undead patrons often demand a portion of raw soulstuff at regular intervals. This takes the form of one or more permanent negative levels. The negative levels may be inflicted on the mortal's soul, or the mortal may offer a helpless living creature with at least as many Hit Dice as negative levels required. Fortunately, these negative levels can be restored by the usual means without violating the pact. Unfortunately, any creature that dies while suffering from these levels has its soul confined to the domain of the spirit patron, who may do with the soul as it wishes. In addition, anyone who suffers these negative levels slowly acquires a twisted and wasted cast to her appearance, hinting at the dark dealings she has taken part in. Common rates are indicated below for each level of covenant.

- Least: 1 negative level every three months.
- Minor: 2 negative levels every two months.

- Major: 3 negative levels every new moon.
- Greater: 5 negative levels every fortnight on the half-moon.
- Superior: 7 negative levels every week.

Possession: In exchange for the covenant, an undead or outsider patron often demands the ability to possess the mortal's body for certain, usually short, periods of time so that they may interact with the world in a living body or further their schemes unsuspected.

Soul: Fiend patrons are notorious for offering a covenant in exchange for the mortal's soul upon death. Occasionally, the soul of a sacrifice offered at the time the covenant is delivered is also accepted. A creature whose soul has been sold is marked forever after (unless the covenant is somehow broken), causing the mortal to suffer a -4 luck penalty on Diplomacy checks against good creatures and causing all good creatures to have a starting attitude toward the mortal worsened by one step. Even if the mortal finds a way to hold multiple covenants at once, he cannot promise his soul to multiple fiends. The minimum HD of the mortal soul offered depends on the grade of covenant, as noted below.

- Least: 3 HD.
- Minor: 7 HD.
- Major: 11 HD.
- Greater: 15 HD.
- Superior: 19 HD.

Years: Fey and undead patrons, especially those capable of dying of old age or that require feeding on the living, sometimes demand a one-time payment of a portion of the medium's years of life, which is then added to the patron's remaining years of life or offsets the patron's need to feed for a time. This cost causes the supplicant to age until she reaches her next age category, and suffers the appropriate effects. The aging can be undone with a *limited wish*, *miracle*, or *wish*, but doing so breaks the covenant.

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