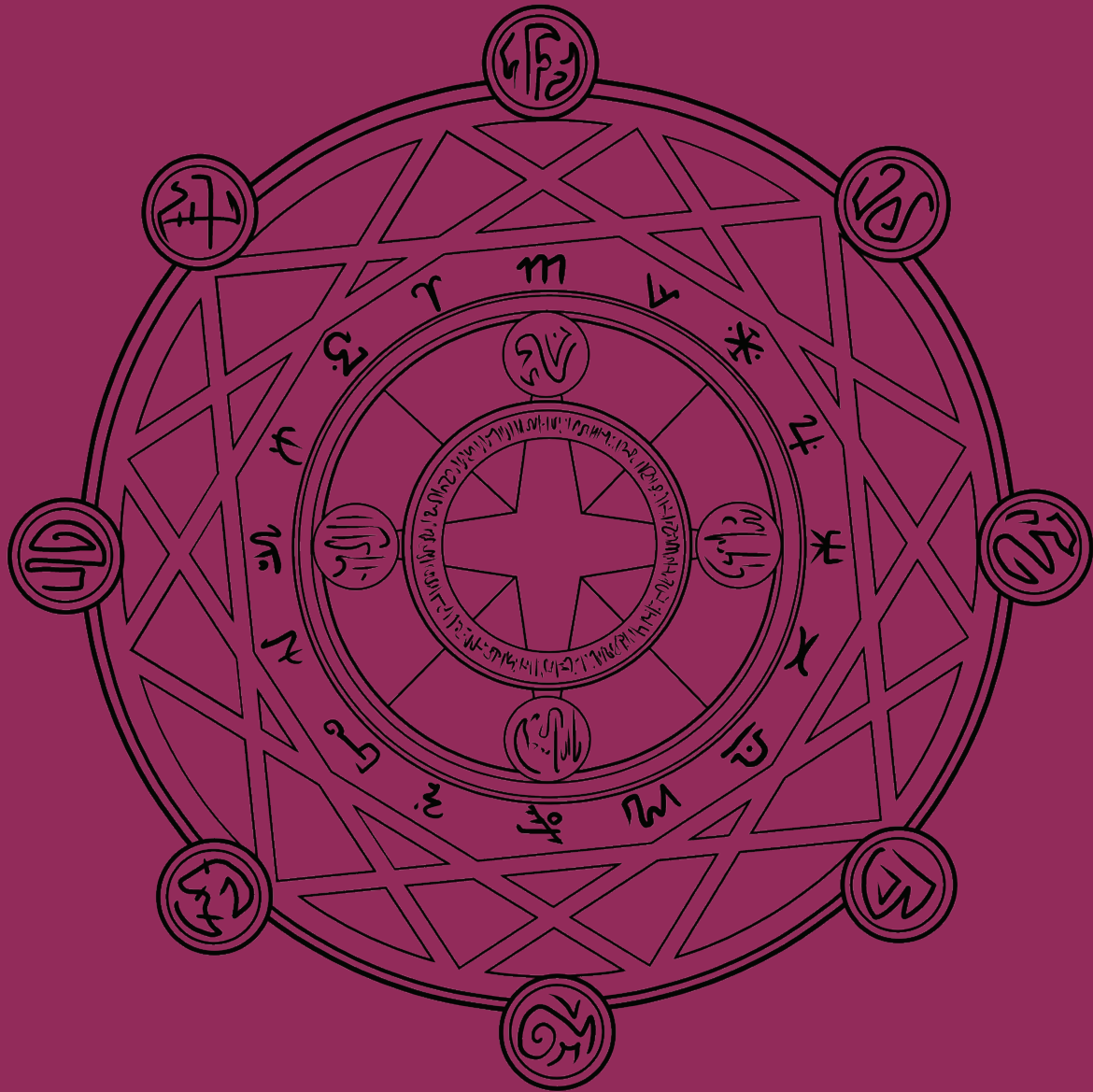


# LEGENDARY CLASSES MORE COVENANT MAGIC



Julian Neale





# LEGENDARY CLASSES: MORE COVENANT MAGIC

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*What lies Beyond? What lies beyond death, what lies beyond the sky, what lies beneath the water, behind the bark of the tree, beyond the mechanism of the universe? The covenant-building mystical profession of the Medium seeks to answer all of these questions and more, leaving the realm of mere mortal existence to explore all of those things beyond and behind, to prove that the legends are true, and in doing so, to become legendary oneself.*

*Come, explorer. Come see more of the bewildering, legendary power of the Medium...*

## MEDIUM INFLUENCES

Fifteen new influences are presented in this book: Abyssal hordes, ancestors, daemonic oblivion, Dark Tapestry, deathly fear, draconic, eternal order, lifegiver, lore, natural, occult, primal chaos, time, trickery, and walking dead. Notations for 'LC:CM' refer to *Legendary Classes: Covenant Magic*, the required document for this supplement.

### Abyssal Hordes Influence

Demons are quick to act on any opportunity to grasp more power, and mediums are often a means for them to do so (although the same can be claimed for other evil outsiders and undead creatures). Individuals that desperately cling to life and have the potential to act as a conduit are often approached by demons, offered both another chance at life and a boon of power to go with it. Whereas their benevolent counterparts hear the enchanting melodies of the blessed, these mediums often hear the keening shrieks of tormented souls, driving them to fight their conflicts with fervent zeal. These mediums most frequently associate with demons, which include the babau, balor, coloxus, dretch, glabrezu, hezrou, incubus, kalavakus, marilith, nabasu, nalfeshnee, omox, quasit, schir, shadow demon, shemhazian, succubus, vrock, and vrolikai. A medium with the abyssal hordes influence can call a chaotic evil outsider whose Challenge Rating is less than or equal to his level with his séance ability even if the creature exceeds his Hit Dice limit.

**Bonus Language:** Abyssal.

**Trance Covenants:** *abyssal blade* (1st), *fiendish sight* (5th), *armed with cruelty* (9th), *imbued armor IV* (13th), *possessed weapon III* (17th).

**Trance Spell-like Abilities:** *bleed* (1st), *entropic shield* (2nd), *darkness* (4th), *stinking cloud* (6th), *divine power* (8th), *teleport* (self plus 50 lb. only) (10th), *harm* (12th), *blasphemy* (14th), *prediction of failure* (16th), *symbol of*

### Mediums in Your Game

Whether to spice up an adventure, series of adventures, campaign, or game world, mediums and members of classes with the new archetypes presented herein should be as common or rare as the Gamemaster (GM) wishes. GMs can also decide the relative frequency of the influences, but the time influence should be the rarest in every game.

Although the trigger events that create a medium might imply rarity, this does not have to be the case. Mediums can be members of families, cults, tribes, towns, organizations, regions or other societies, and should exist as needed. For sure, it is easy to imagine an evil cult [of mediums] kidnapping and forcing trigger events to recruit new members, and just as easy to imagine that good outsiders or fey would engineer trigger events as well. Furthermore, even after a trigger event has happened, a medium needs training to develop his or her abilities. Full training or vision quests might also involve trigger events, and this would allow the creation of new mediums.

*strife* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. He achieves his destructive apotheosis and gains the benefit of a constant *divine power* effect. While in a trance, he gains the chaotic and evil subtypes and any attack he makes counts as chaotic- and evil-aligned for the purpose of overcoming damage reduction.

**Recommended Spirit Boons:** The following spirit boons complement the abyssal hordes influence: danger sense, persistent spell-like ability, possess creature, sap speed, soul poppet, spell resistance, spirit ward, telepathy, and terrifying gaze.

### Ancestors Influence

Mediums that maintain traditions of deep familial respect and devotion often develop a connection with the spirits of their ancestors. It's also said that in some rare instances orphans destined for greatness can call forth the spirits of the venerated heroes of their community. Either way, when they come of age these mediums first make contact with ancestor spirits. Ancestor spirits include outsiders that are related to the medium's family, such as a petitioner of a deceased ancestor or one who was raised to the status of planetar for her awesome

deeds in service of a good deity; the GM and player should devise an appropriate list. The list should include proxies that might be sent by a powerful outsider such as a planetar. A medium with the ancestors influence can call an ancestor spirit 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 a secret language) as a bonus language that relates to the ancestors in question, or the afterlife they have gone to.

**Trance Covenants:** *gift of glory I* (Str, Dex or Con) (1st), *inviolable volition* (5th), *superhuman mind I* (9th), *imbue armour IV* (13th), *possessed weapon III* (17th).

**Trance Spell-like Abilities:** *guidance* (1st), *unseen servant* (2nd), *spiritual weapon* (4th), *heroism* (6th), *spiritual ally* (8th), *dream* (10th), *greater heroism* (12th), *ethereal jaunt* (14th), *divine vessel* (16th), *heroic invocation* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. She is protected by a constant *death ward* spell-like ability. In addition, she can specify one location that is protected by a *forbiddance* effect, at no gp cost. The save DCs are calculated as though the *forbiddance* effect is a 9th-level spell. If she specifies a new location, the old effect ends. She cannot specify a new location more than once per year.

**Recommended Spirit Boons:** The following spirit boons complement the ancestors influence: consult the fallen, danger sense, embrace the soul, forewarned, prolonged spell-like ability, spirit interference, spirit ward, undead repulsion, wisdom of the ancients.

## Daemonic Oblivion Influence

Witnessing the unveiling of fiendish powers can change those who look upon them, and mediums of this influence are prime examples of such a deed are forever marked by it—some carry the scent of brimstone, or a vast scar that mars their features under moonlight. These mediums are both cursed and blessed by a daemonic influence, one of countless pawns in these entities' deadly games of power. Only the most calculating, cunning and ruthless of supplicants successfully balance the boons and banes of this treacherous path. These mediums most frequently associate with daemons, although some also are familiar with other evil outsiders or undead creatures... Daemons include the astradaemon, cacodaemon, ceustodaemon, crucidaemon, derghodaemon, hydrodaemon, leukodaemon, meladaemon, olethrodaemon, pis-

codaemon, purrodaemon, thanadaemon, and vulnudaemon. A medium with the daemonic oblivion influence can call an evil outsider whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

**Bonus Language:** Choose one of Abyssal, Draconic, or Infernal.

**Trance Covenants:** *dark arcana I* (1st, *cause fear*), *fiendish sight* (5th), *dimensional stride* (9th), *consumptive aura* (13th), *devastating curse* (17th).

**Trance Spell-like Abilities:** *putrefy food and drink* (1st), *deathwatch* (2nd), *invisibility* (self only) (4th), *contagion* (6th), *enervation* (8th), *insect plague* (10th), *greater death knell aura* (12th), *creeping doom* (14th), *waves of exhaustion* (16th), *scourge of the Horsemen* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. He is protected by a constant *magic circle against good* spell-like ability and gains immunity to disease and death effects. While in a trance, he gains the evil subtype and any attack he makes counts as evil-aligned for the purpose of overcoming damage reduction.

**Recommended Spirit Boons:** The following spirit boons complement the daemonic oblivion influence: danger sense, dreamspinner, empower spell-like ability, expansive spell-like ability, far reaching spell-like ability, forewarned, spell resistance, staggering invocation, telepathy.

## Dark Tapestry Influence

The minds of mediums that have delved too far into accursed volumes of lore and pierced the veil of reality are often caught in the weave of the great Dark Tapestry, forever steeping them in paranoia and madness. Those who accept the aid of these perilous patrons are dangerous in their pursuit of forbidden knowledge—both to themselves, their allies, and without doubt to their enemies. These mediums associate with aberrant extraplanar creatures, although some are also familiar with daemons. Dark Tapestry creatures are those creatures that abide in other dimensions or are part of cults that worship creatures of the Dark Tapestry, and include the aboleth, dark young, denizen of Leng, dimensional shambler, gnophkeh, Leng spider, lich, mothman, neh-thalgg, neothelid, qliploth (all varieties except augnagar), serpentfolk (not degenerate type), seugathi, shantak, shining child, star-spawn of Cthulhu, wendigo, and worm that walks. A medium with the Dark Tapestry influence can call a Dark Tapestry 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. Unlike other mediums, a Dark Tapestry-influence medium can bind the above creatures (that are not already outsiders or undead) as though they were fey for purposes of making covenants. These mediums can gain permanent covenants from the listed creatures as long as they meet the patron prerequisites aside from the creature type. Such mediums, however, cannot bind actual fey. GMs can expand the list of Dark Tapestry creatures if they wish, but such creatures must have at least Int 6 or higher and have some spell-like or supernatural abilities.

**Bonus Language:** Aklo.

**Trance Covenants:** *frightful violence* (1st), *quell aberrations* (5th), *aura of madness* (9th), *innocuous demeanor* (13th), *far travelling* (17th).

**Trance Spell-like Abilities:** *touch of fatigue* (1st), *entropic shield* (2nd), *hideous laughter* (4th), *displacement* (6th), *black tentacles* (8th), *feeblemind* (10th), *mislead* (12th), *disintegrate* (14th), *symbol of insanity* (16th), *polar midnight* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. She gains the no breath universal monster ability, immunity to cold, confusion and insanity effects, and can survive in the void of outer space.

**Recommended Spirit Boons:** The following spirit boons complement the dark tapestry influence: danger sense, dreamspinner, heighten spell-like ability, psychic assault, spell resistance, spiritual revelation, steal thoughts, telepathy, terrifying gaze, two minds.

## Deathly Fear

Mediums are a strange sort, but all bear one overwhelming trait—they are a breed apart. Some come to learn of their abilities by training, some by inheriting them, but those influenced by deathly fear have experienced the cold breath of nonexistence, and remain forever changed. These feared individuals utilize the dread inspired by their connection to the unknown to terrify their foes and bolster their own considerable talents. Fear spirits are creatures with some ability to cause fear and at least Int 6. Fear spirits include the agathion (avoral variety), animate dream, azata (ghaele variety), banshee, baykok, bogeyman, crypt thing, daemon (astradaemon, crucidaemon, derghodaemon, meladaemon, purrodaemon, and thanadaemon varieties), demodand (shaggy and slimy varieties), demons (dretch, quasit and shadow demon varieties), devil (barbed devil, bone devil, erinyes,

**Wendigos are part of the Dark Tapestry Influence.**



horned devil, ice devil, and pit fiend varieties), ghost (with frightful moan ability), inevitable (all varieties), kami (shinigami variety), eremite kyton, kyton, lich, manananggal, mothman, mummy, nephilim, night-

walker nightshade, pale stranger, poltergeist, qlippoth (nyogoth), ravener, revenant, satyr, sea bonze, shadow mastiff, wendigo, and yeth hound. A medium with the deathly fear influence can call a fear spirit whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

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

**Trance Covenants:** *frightful violence* (1st), *gift of skill II* (Intimidate, Sense Motive, Stealth) (5th), *unnerving aura* (9th), *phantasmal hunt* (13th), *lord of fear* (17th).

**Trance Spell-like Abilities:** *ghost sound* (1st), *cause fear* (2nd), *darkness* (4th), *bestow curse* (6th), *phantasmal killer* (8th), *nightmare* (10th), *symbol of fear* (12th), *repulsion* (14th), *prediction of failure* (16th), *weird* (18th).

**Fundamental Influence:** At 20th level, the medium becomes a fey or outsider (native) depending on which type of creature he has interacted with the most in their career. If the medium mostly interacted with undead, he must choose one of the two types above. He gains immunity to fear effects. When making an Intimate skill check, he is automatically considered to roll a 20. While an enemy within 30 feet of him is suffering from a fear effect he gains fast healing 5; this fast healing does not stack with other sources of fast healing, and only applies when he is in a trance. If the medium has the *eerie* spell-like ability or *far-reaching* spell like ability boons, they have no limit to the number of times per day they can be used with his influence spell-like abilities.

**Recommended Spirit Boons:** The following spirit boons complement the deathly fear influence: *eerie* spell-like ability, *frightful presence*, *heighten spell-like ability*, *permanent spell-like ability*, *sap speed*, *soul poppet*, *soul-touching spell-like ability*, *staggering invocation*, *telepathy*, and *terrifying gaze*.

## Draconic Influence

The spirit of a dragon is a truly powerful entity in its own right, and any medium that develops such a connection is a force to be reckoned with. Scholars of power often approach dragons, seeking the potent abilities that come with such an alliance. Some dragons interfere in the lives of future mediums when they are infants, using them as pawns in centuries-long games of domination. They are demanding allies who inspire a lust for greatness in those they empower. A draconic influence medium must choose one particular type of true dragon (chromatic or metallic only); that becomes their “chosen

dragon type”. Their chosen type dictates what kind of element they must use for purposes of the elemental trance covenants. A medium with the draconic influence can call one of their chosen dragon type 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. Unlike other mediums, a draconic-influence medium can bind dragons as though they were fey for the purposes of making covenants; they can also bind undead true dragons such as ghosts and raveners. These mediums can make permanent covenants with true dragons as long as they meet the patron prerequisites aside from creature type. Such mediums cannot bind undead (except for undead true dragons), fey, or outsiders.

**Bonus Language:** Draconic.

**Trance Covenants:** *nature's weapons* (1st), *elemental blessing* (5th), *superhuman mind I* (9th), *superhuman perfection II* (13th), *elemental dominion* (17th).

**Trance Spell-like Abilities:** *detect magic* (1st), *mage armor* (2nd), *resist energy* (4th), *fly* (6th), *divine power* (8th), *spell resistance* (10th), *form of the dragon I* (12th), *form of the dragon II* (14th), *form of the dragon III* (16th), *overwhelming presence* (18th).

**Fundamental Influence:** At 20th level, the medium becomes a dragon. While using *form of the dragon*, her breath weapon deals 20d8 damage. She also gains the special racial abilities gained by wyrmling and very young dragons of her chosen dragon type; where abilities rely on the dragon's age category, she is treated as ancient (category 10). For example, if she chose white dragons she gains icewalking, cold subtype, and snow vision. A metallic chosen dragon type does not grant the alternative breath weapon.

**Recommended Spirit Boons:** The following spirit boons complement the draconic influence: *danger sense*, *far reaching spell-like ability*, *frightful presence*, *heighten spell-like ability*, *prolonged spell-like ability*, *spell resistance*, *spirit ward*, *two minds*.

## Eternal Order Influence

The tragic and unforgiving nature of life often leaves those with desperate circumstances, from the mistreated squire to the wounded veteran, to seek justice and equality in all things. They are wont to become mediums that aspire to order above all else, finding spiritual allegiances with inevitables come easily (although it's not unheard of for them to ally with archons, devils, rakshasas and other lawful outsiders). They use their abilities to enforce law, build communities and destroy chaos wherever they

travel, developing stern attitudes towards life that reflect their core beliefs. Inevitables include arbiters, kolyarut, lhaksharut, maruts, and zelexhut inevitables. A medium with the eternal order influence can call a lawful 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:** Choose any one language (other than secret languages) as your bonus language.

**Trance Covenants:** *gift of skill I* (Knowledge (planes), Perception, Sense Motive) (1st), *gift of hardiness* (mind-affecting effects) (5th), *superhuman perfection I* (9th), *inevitable recovery* (13th), *demiurge* (17th).

**Trance Spell-like Abilities:** *resistance* (1st), *detect chaos* (2nd), *see invisibility* (4th), *suggestion* (6th), *dimensional anchor* (8th), *greater forbid action* (10th), *disintegrate* (12th), *plane shift* (14th), *shield of law* (16th), *mass hold monster* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. She is protected by a constant *magic circle against chaos* spell-like ability and gains truespeech (see the universal monster ability). While in a trance, she gains the lawful subtype and any attack she makes counts as lawful-aligned for the purpose of overcoming damage reduction.

**Recommended Spirit Boons:** The following spirit boons complement the eternal order influence: danger sense, empower spell-like ability, psychic shackles, spell resistance, steal thoughts, transcendent voice, and two minds.

## Lifegiver Influence

For every medium that aspires to evil or selfish acts, there is another that devotes their lives to bettering the conditions of everyone around them. Nobles in lands of vast disparity that battle poverty, the children of war that survive one conflict too many, and natural healers touched by miraculous power in times of dire need, find the path of the lifegiver influence with ease. Such individuals attract the interest of kindly spirits, whom encourage the future medium on the path of the lifegiver. This influence includes “life spirits”, which are any fey or outsiders that have the ability to cast spells or spell-like abilities from the healing subschool. A medium with the lifegiver influence can call a life spirit whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

**Bonus Language:** Choose either Celestial or Sylvan

**Trance Covenants:** *gift of skill I* (Heal, Linguistics, Survival) (1st), *archon's ward I* (5th), *deathbane* (9th), *protective aura* (13th), *demiurge* (17th).

**Trance Spell-like Abilities:** *stabilize* (1st), *remove fear* (2nd), *lesser restoration\** (4th), *remove disease* (6th), *neutralize poison* (8th), *breath of life\** (10th), *heal\** (12th), *regenerate\** (14th), *sunburst* (16th), *mass heal\** (18th).

\* Can affect any one target no more than once per day for each spell-like ability.

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype or a fey, depending upon which type of creature the medium has had most contact with throughout his career. He can exist comfortably on the Positive Energy Plane, and does not benefit (or suffer) from that plane's overwhelming life energies. While in a trance, he gains an aura of positive energy that imparts fast healing 5 on all allies within 20 feet (including herself) which does not stack with other sources of fast healing, and the effects of any channelled positive energy within that aura heal +1 per die rolled, but only when used to heal.

**Recommended Spirit Boons:** The following spirit boons complement the lifegiver influence: embrace the soul, far reaching spell-like ability, forewarned, retrieve the wayward soul, spirit ward, stigmata, sublime imposition, resurrect the fallen, transcendent voice, undead repulsion.

## Lore Influence

The storytellers and chief counsellors of many societies rely on mediums to keep their history, venerating those with the lore influence. Mediums obsessed with understanding the nature of society and culture can be counted among them, as well as historians and scholars with a penchant for research. Those who attempt to magically divine the mysteries of life are often approached by spirits willing to impart their knowledge after a suitable show of persistent devotion to the task. For the most part, they value knowledge for its own sake, but those of a particular focus might seek only to marshal the power of information to their cause. These mediums most frequently associate with knowledge spirits, who are those fey, outsider or undead creatures with at least 2 ranks in each of at least two Knowledge skills. A medium with the lore influence can call a knowledge spirit 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



a secret language) as your bonus language.

**Trance Covenants:** *gift of skill I* (3 Knowledge skills) (1st), *gift of skill II* (3 Knowledge skills) (5th), *gift of glory III* (Intelligence and Charisma) (9th), *innocuous demeanor* (13th), *strands of fate* (17th).

**Trance Spell-like Abilities:** *sift* (1st), *comprehend languages* (2nd), *locate object* (4th), *tongues* (6th), *locate creature* (8th), *telepathic bond* (10th), *analyze dweomer* (12th), *power word stun* (14th), *discern location* (16th), *power word kill* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. When making a Knowledge skill check, she is automatically considered to roll a 20. When using spells of the divination school, she never achieves a bad result, such as falsehoods or insanity, when such results are a possibility; however, “don’t know” is still a valid result. She can use comprehend languages at will, and the following spells at will, but no more than one per round: litany of defense, litany of escape (self only) or litany of sight.

**Recommended Spirit Boons:** The following spirit boons complement the lore influence: consult the fallen, read minds, spiritual revelation, steal thoughts, two minds, and wisdom of the spirits.

## Natural Influence

Mediums that have survived in the wilderness at the hands of savage natural forces hear the primal heartbeat of life, creating spiritual bonds that will serve them a lifetime. Forever linked to the realms of fey or kami, they are permanently changed for the better, certain that the afterlife in their future is a pleasant one; at least, that is the case for most mediums who follow this path. These mediums are guardians of nature, whether for weal or woe. Some natural influence mediums are vengeance itself, cruel and uncaring, but still guardians of nature. These mediums are not so much concerned with the Seelie and Unseelie courts of the fey, as with nature itself. Nature spirits include all fey and kami. A medium with the natural influence can call a nature spirit whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

**Bonus Language:** Choose one of Common or Sylvan.

**Trance Covenants:** *nature’s weapons* (1st), *natural communication* (5th), *armed with nature* (9th), *superhuman perfection II* (13th), *stormcaller* (17th).

**Trance Spell-like Abilities:** *create water* (1st), *entangle* (2nd), *barkskin* (4th), *neutralize poison* (6th), *spike stones*

(8th), *wall of thorns* (10th), *antilife shell* (12th), *creeping doom* (14th), *stormbolts* (16th), *winds of vengeance* (18th).

**Fundamental Influence:** At 20th level, the medium becomes a fey creature. He gains a +4 natural armour bonus and tremorsense 30 feet. He gains immunity to paralysis, poison, polymorph, sleep, and stunning.

**Recommended Spirit Boons:** The following spirit boons complement the natural influence: danger sense, death-slaying spell-like ability, embrace the soul, expansive spell-like ability, forewarned, stigmata, and transcendent voice.

## Occult Influence

Study of the arcane or divine, a medium of the occult influence would argue, is exactly the same because both seek to master and understand the same fundamental power: magic. These mediums seek nothing more than to gain more of and more control over their mystical abilities. Many follow forbidden paths of magic after suffering from the near-fatal feedback of a calamitous ritual or dangerous new spell, and several have been said to have fallen upon cursed items that quickly led them to this path. A medium with the occult influence can call an occult spirit 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 skill I* (Perception, Sense Motive, Survival) (1st), *gift of skill II* (Knowledge (arcana), Spellcraft, Use Magic Device) (5th), *mind-snaring gaze* (9th), *astral secrets* (13th), *demiurge* (17th).

**Trance Spell-like Abilities:** *detect magic* (1st), *identify* (2nd), *spectral hand* (4th), *dispel magic* (6th), *scrying* (8th), *spell resistance* (10th; self only), *globe of invulnerability* (12th), *project image* (14th), *mind blank* (16th), *mage’s disjunction* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. She can use *greater arcane sight* at will. She can use any spirit boons that affect spell-like abilities two extra times per day (5/day total).

**Recommended Spirit Boons:** The following spirit boons complement the occult influence: dreamspinner, hand of the spirit guide, incorporeal form, permanent spell-like ability, psychic assault, read minds, spell resistance, spirit spies, spirit ward, spiritual revelation, steal thoughts, telepathy, and wisdom of the spirits.



## Primal Chaos Influence

The fire of chaos is in the blood of a medium with the primal chaos influence; they are entropy personified, using their abilities to increase freedoms and chaos, and challenging and destroying law wherever they travel, often developing mercurial attitudes towards life that reflect their core beliefs. Some are irrevocably insane, by nature or nurture, and still others simply operate in a capacity that utterly baffles those around them—when their wild behaviour finally comes to a head, the true reason for their chaotic ways comes to light. These mediums most frequently associate with proteans (all varieties), although some also are familiar with azatas, demons, and other chaotic outsiders. A medium with the primal chaos influence can call a chaotic outsider whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

**Bonus Language:** Protean.

**Trance Covenants:** *frightful violence* (1st), *naunet strike* (5th), *dimensional stride* (9th), *protean grace* (13th), *false friend* (17th).

**Trance Spell-like Abilities:** *detect magic* (1st), *detect law* (2nd), *mirror image* (4th), *displacement* (6th), *confusion* (8th), *baleful polymorph* (10th), *greater dispel magic* (12th), *prismatic spray* (14th), *cloak of chaos* (16th), *shades* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. He gains a fly speed of 40 feet with perfect manoeuvrability. He is protected by a constant *magic circle against law* spell-like ability. While in a trance, he gains the chaotic subtype and any attack he makes counts as chaotic-aligned for the purpose of overcoming damage reduction.

**Recommended Spirit Boons:** The following spirit boons complement the primal chaos influence: second sight, spell resistance, telepathy.

## Time Influence

Some individuals face their mortality with a scrutinizing wit or complete unwillingness to submit. It is when they are tried by the enemy of time—decay, be it from disease, famine or dehydration—that their spiritual ties to the fourth dimension become clear. Egotistical mages, devout clergymen and conceited monarchs obsessed with making their rule endure are often the most keen to defy death, yet Time Itself often laughs at the petty concerns of such individuals. Those mediums with a desire for immortality develop a connection that grants them the

time influence. These practitioners seek to master time, knowing that to control the moment is to express the ultimate signature of power. Time spirits include the time elementals (all varieties) and time flayers. A medium with the time influence can call an outsider with the time 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:** *timely invigoration* (1st), *feel young* (5th), *dimensional stride* (9th), *consumptive aura* (13th), *restore youth* (17th).

**Trance Spell-like Abilities:** *guidance* (1st), *memory lapse* (2nd), *gentle repose* (4th), *haste* (6th), *slow* (8th), *teleport* (self plus 50 lb. only) (10th), *disintegrate* (12th), *symbol of slowing* (14th), *temporal stasis* (16th), *time stop* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype. She becomes immune to unwanted time effects (such as *slow* or *temporal stasis*), and no longer ages physically. She continues to gain bonuses from aging, and gains a constant haste effect.

**Recommended Spirit Boons:** The following spirit boons complement the time influence: bouncing spell-like ability, danger sense, forewarned, persistent spell-like ability, sap speed.

## Trickery Influence

Mediums with the trickery influence are naturally cunning and deceptive practitioners of the arts, allied from birth or circumstance with spirits that would normally be disposed to fool them. By colluding with these mischievous entities, however, the mediums of this path take their deviousness to previously unimaginable complexities. Their spiritual awakening sometimes involves a dire escape or grand hoax that brings the spirit to their notice, although the mischievous entity often has an entertaining period of introducing itself to its new ally. These mediums associate with “trickery spirits” which are fey or outsiders with at least Int 6 or higher and some spell-like or supernatural abilities which relate to illusions. A medium with the trickery influence can call a trickery spirit whose Challenge Rating is less than or equal to his medium level with his séance ability even if the creature exceeds his Hit Dice limit.

**Bonus Language:** Sylvan

**Trance Covenants:** *gift of skill I* (Appraise, Craft (trap-

making), Disguise) (1st), *gift of skill II* (Bluff, Disable Device, Stealth) (5th), *dimensional stride* (9th), *mantle of light* (13th), *false friend* (17th).

**Trance Spell-like Abilities:** *prestidigitation* (1st), *disguise self* (2nd), *find traps* (4th), *nondetection* (6th), *greater invisibility* (8th), *mirage arcana* (10th), *mislead* (12th), *project image* (14th), *greater shadow evocation* (16th), *shades* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an outsider with the native subtype or fey, depending upon which type of creature the medium has had most contact with throughout her career. He gains immunity to unwanted mind-affecting effects. When making a skill check with Appraise, Bluff, Craft (trapmaking), Disable Device, Disguise, or Stealth, he is considered to have rolled a 20.

**Recommended Spirit Boons:** The following spirit boons complement the trickery influence: danger sense, dreamspinner, forewarned, incorporeal form, spirit spies, staggering invocation, steal thoughts, two minds, wisdom of the spirits.

## Walking Dead Influence

Undeath is a strange state of being, but a powerful and compelling one. Some mediums ultimately find these enduring creatures to be exceptional patrons, despite their habit of choosing those they aid. Those that have survived the cold touch of death at the hands of the unliving may be found by these spiritual allies and blessed by them, whether they would choose it or not. They develop connections that aid them in prying into the very secrets of mortality, and all the necrotic power that path offers. These mediums associate with corporeal undead such as devourers, ghouls, liches, nightshades, and vampires. A medium with the walking dead influence can call a corporeal undead 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, Common, or Infernal.

**Trance Covenants:** *gift of glory I* (1st; Strength or Constitution), *death's caress* (5th), *diseased strike* (9th), *dark-sense* (13th), *negative energy nexus* (17th).

**Trance Spell-like Abilities:** *ray of frost* (1st), *cause fear* (2nd), *false life* (4th), *speak with dead* (6th), *fear* (8th), *waves of fatigue* (10th), *circle of death* (12th), *finger of death* (14th), *symbol of death* (16th), *energy drain* (18th).

**Fundamental Influence:** At 20th level, the medium becomes an undead creature. Her form begins to rot

(the appearance of this decay is up to you) and undead see her as one of them. She gains immunity to cold as well as the standard undead immunities. She gains DR 5/—. Unintelligent undead do not notice her unless she attacks them.

**Recommended Spirit Boons:** The following spirit boons complement the walking dead influence: command undead, eerie spell-like ability, frightful presence, malicious limb, possess creature, psychic assault, spell resistance, telepathy, terrifying gaze.

## FAQ

It is worth providing some frequently asked questions and answers to help any readers who are unclear on certain issues.

**Q:** It states in several places that a Medium can make a covenant permanent (and usable outside of a trance), but it doesn't mention anything about how that is accomplished.

**A:** The rules for getting a permanent version are not separated from forming a new covenant because the permanent version is acquired in exactly the same way as a new one with the exception of requiring a feat. The medium still has to perform the purification ritual, still has to find a patron, and still has to make an offering. The permanent version uses the patron's statistics instead of the medium's when she is not in a trance, just like any covenant acquired from a feat.

**Q:** How many permanent covenants can a creature gain?

**A:** As many as their feats and wealth allow. Some GMs may wish to have a limit. Something to bear in mind is that if a player has nothing but covenant feats, they may be lacking in some areas.

**Q:** Are all covenants available to player characters?

**A:** That is up to the GM. It is an evil act to bind an evil spirit, an evil act to gain an evil covenant (such as devastating curse), and another to actually use it, so a good-aligned player character should not seek to acquire it. A GM is fine to rule that player characters cannot gain covenants from opposite alignments, some particular covenants they have not heard of, and/or rule that only certain options are available. Some GMs may not limit what choices are available to player characters. However, it is important to recognize that some options within this book and its predecessor are meant for villains.

**Q:** Should wealth spent on gaining permanent covenants (both offering and purification ritual) be counted against a player character's wealth?

**A:** Yes

**Q:** Should wealth spent on gaining permanent covenants (both offering and purification ritual) be counted against an NPC's wealth?

**A:** Yes.

**Q:** If a spirit has class levels, do they count towards its HD for purposes of binding or the séance ability?

**A:** Yes. This is particularly useful where a character might want a particular mix of skills for the gift of skill covenants, or a medium needs a particular HD or CR creature for binding purposes.

**Q:** How long does the stormcaller covenant last when activated?

**A:** It lasts as long as *control weather*, so 4d12 hours plus the 1d4 round manifestation time.

**Q:** Can you use the imbued armor covenants with bracers of armor, or with clothing?

**A:** Imbued armor can target anything *magic vestment* can.

**Q:** Can you use the possessed weapon covenants with a natural weapon?

**A:** Natural weapons can't be intelligent items, so they can't be possessed weapons.

**Q:** Can you combine the armed with nature covenant with an amulet of mighty fists? What about combining armed with nature, amulet of mighty fists, and nature's weapons together?

**A:** Yes, but remember that armed with nature affects a limited number of weapons, while the amulet affects all natural weapons a particular creature has. A magic weapon, natural or otherwise, cannot have an effective enhancement bonus of more than +10.

**Q:** While there was a handy table listing all the covenants by covenant strength in *Legendary Classes: Covenant Magic*, there was no such table for spirit boons. Can you include one here?

**A:** Yes. The table includes page numbers as well.

## SPIRIT BOON TABLE

From level 1		
Consult the Fallen	(CM 5)	Speak with dead for a limited time/day
Psychic Assault	(CM 8)	Cha bonus/day, can deal damage at range
Sap Speed	(CM 8)	Can hinder an opponent with a touch attack
Spirit Interference	(CM 9)	Can possibly nauseate an opponent up to 30 ft away
Spirit Ward	(CM 9)	Gain an armor bonus of +4, which increases up to +12.
Staggering Invocation	(CM 10)	Can possibly stagger an opponent within 30 ft.
Stigmata	(CM 10)	1/day, can heal an ally but you take damage
Two Minds	(CM 10)	Gain +2 to Will saves vs. enchantment, maybe reroll
Undead Repulsion	(CM 10)	Gain Command Undead as bonus feat.
Undead Servitude	(CM 10)	Gain Turn Undead as bonus feat.
From level 3		
Forewarned	(CM 6)	Gain trap sense, uncanny dodge and improved version
Heighten Spell-Like Ability	(CM 7)	3/day, Heighten Spell
Malicious Limb	(CM 7)	Can attempt to control an opponent's limb
Soul Poppet	(CM 9)	Use touch abilities at range
Steal Thoughts	(CM 10)	Can possibly gain information from a target.
Wisdom of the Spirits	(CM 10)	1/day, can gain increasingly accurate information
From level 7		
Bouncing Spell-Like Ability	(CM 5)	3/day, Bouncing Spell feat
Danger Sense	(CM 5)	Gain a bonus on Perception, Sense Motive and initiative checks



Eerie Spell-Like Ability	(CM 6)	3/day, can attempt to demoralize with a spell
Embrace the Soul	(CM 6)	Can heal ability damage
Far-Reaching Spell-Like Ability	(CM 6)	3/day, increase spell range
Hand of the Spirit Guide	(CM 7)	1/day+, can animate an object
Prolonged Spell-Like Ability	(CM 7)	3/day, Extend Spell feat
Read Minds	(CM 8)	Can read minds for limited rounds per day
Second Sight	(CM 9)	Can pinpoint invisible creatures, gain blindsight
Soul-Touching Spell-Like Ability	(CM 9)	3/day, Ectoplasmic Spell, easier to overcome SR
Spirit Spies	(CM 9)	1/day, can scry via arcane eye or better spell.
Transcendent Voice	(CM 10)	1/day, can speak with others with increasing ability

#### From level 11

Death-Slaying Spell-Like Ability	(CM 5)	3/day, Thanatopic Spell or Threnodic Spell
Dreamspinner	(CM 6)	1/day+, lesser astral projection, dream or nightmare
Empower Spell-Like Ability	(CM 6)	3/day, Empower Spell feat
Frightful Presence	(CM 7)	Gain frightful presence ability
Incorporeal Form	(CM 7)	1/day+, become incorporeal
Persistent Spell-Like Ability	(CM 7)	3/day, Persistent Spell feat
Possess Creature	(CM 7)	1/day, can attempt to possess an opponent
Psychic Shackles	(CM 8)	Make it easier to perform a séance
Retrieve the Wayward Soul	(CM 8)	1/day, can raise an ally

Spiritual Revelation	(CM 9)	1/day, can commune with spirits to gain knowledge
Sublime Imposition	(CM 10)	1/day, can force an opponent to perform or not perform an action
Telepathy	(CM 10)	Gain telepathy 100 ft.
<b>From level 15</b>		
Expansive Spell-Like Ability	(CM 6)	3/day, Widen Spell
Resurrect the Fallen	(CM 8)	1/week, can resurrect an ally
Spell Resistance	(CM 9)	Gain SR = 11 + medium level
Terrifying Gaze	(CM 10)	Gain a paralyzing gaze.

**Q:** It would be handy if there was a table including the combined offering and purification ceremony costs for each type of covenant and by patron Hit Dice. Can you provide one?

**A:** Yes. The table provides costs for patrons of up to 27 HD, which is the maximum available HD to the séance ability. Note that if a character needs to pay someone to call or bind a spirit, that cost is not included.

### COMBINED COVENANT COST TABLE

Patron HD	Least	Minor	Major	Greater	Superior
2	800				
3	1,050				
4	1,300				
5	1,550	4,500			
6	1,800	5,000			
7	2,050	5,500			
8	2,300	6,000			
9	2,550	6,500	18,000		
10	2,800	7,000	19,000		
11	3,050	7,500	20,000		
12	3,300	8,000	21,000		
13	3,550	8,500	22,000	56,000	
14	3,800	9,000	23,000	58,000	
15	4,050	9,500	24,000	60,000	
16	4,300	10,000	25,000	62,000	
17	4,550	10,500	26,000	64,000	158,000
18	4,800	11,000	27,000	66,000	162,000

19	5,050	11,500	28,000	68,000	166,000
20	5,300	12,000	29,000	70,000	170,000
21	5,550	12,500	30,000	72,000	174,000
22	5,800	13,000	31,000	74,000	178,000
23	6,050	13,500	32,000	76,000	182,000
24	6,300	14,000	33,000	78,000	186,000
25	6,550	14,500	34,000	80,000	190,000
26	6,800	15,000	35,000	82,000	194,000
27	7,050	15,500	36,000	84,000	198,000

## NEW FEATS

Five new feats are presented here.

### Extra Trance

*You can use your trance ability more than normal.*

**Prerequisites:** Trance class feature.

**Benefit:** You can use trance for 6 additional rounds per day.

**Special:** You can gain Extra Trance multiple times. Its effects stack. Trance Warriors can take this to extend the amount of battle trance rounds they have per day.

### Extra Spirit Boon

*You have learned the secrets of a new spirit boon.*

**Prerequisites:** Spirit boon class feature.

**Benefit:** You gain one additional spirit boon. You must meet all the prerequisites for this spirit boon; however, you are treated as being 4 levels lower than your actual level for purposes of selecting a spirit boon. For example, a level 7 medium can gain a spirit boon with a minimum level of 1 or 3, but not those with a minimum level of 7 or higher.

**Special:** You can gain Extra Spirit Boon multiple times.

### Flexible Spell-Like Ability

*You gained some flexibility in your spell-like abilities.*

**Prerequisites:** Medium spell-like abilities.

**Benefit:** Pick one spell level that you can use from the medium spell list. Once made, the choice cannot be changed. Once per day after resting, you can change one spell-like ability known for another spell-like ability known, chosen from the medium spell list for that spell level.

**Normal:** A medium cannot change their spell-like abilities known.

**Special:** You can gain Flexible Spell-Like Ability multiple times, choosing the same or different spell level each

time.

### Selective Covenant

*You can exclude creatures from your powers.*

**Prerequisites:** One of more covenants, Cha 13

**Benefit:** Whenever you activate a covenant or spell-like ability that targets an area of effect, you may exclude a number of creatures from the covenant's or spell-like ability's effects equal to your Charisma modifier. Those targets are not affected by your granted ability.

**Special:** This feat functions like the Selective Channeling feat if the covenant or spell-like ability functions as the channel energy class feature. This feat functions as Selective Spell if the covenant or spell-like ability functions as a spell. See Chapter 3 of the *Pathfinder Roleplaying Game Advanced Player's Guide* for the latter feat. You must possess 10 ranks in Spellcraft to use this feat as Selective Spell.

### Shield against the Supernatural

*You are naturally good at resisting supernatural powers.*

**Benefit:** You gain a +2 bonus on saving throws made against supernatural abilities.

### Supernatural Slayer

*You possess great skill in killing supernatural entities.*

**Prerequisites:** Combat Reflexes, Shield against the Supernatural.

**Benefit:** Creatures that use supernatural abilities while in your threatened area provoke attacks of opportunity from you.

**Purple Duck Note:** *Three feats (Selective Covenant, Shield Against the Supernatural, and Supernatural Slayer) first appeared in Pact Magic Unbound, Volume 1, but Selective Covenant has been rephrased to affect covenants and spell-like abilities.*

# ARCHETYPES

Below, several new archetypes are presented in this book. Some modify the medium class itself (blood shaman, hex medium, master of the occult, revelation medium), while others modify other classes: the alchemist (metaphysical alchemist), barbarian (trance warrior), bard (spirit sage), druid (animist druid), fighter (inner eye fighter), ranger (animist ranger), and sorcerer (praticos).

## Animist Druid (Druid Archetype)

Some druids respect nature in an even more primal fashion than what's presented before them. These intrepid and devout wardens delve into the immaterial ether to understand the forces behind the world, allowing them to show their piety for the natural order of the world. Animist druids and animist rangers will be from the same culture, and usually allies (unless alignments differ too greatly).

**Covenants:** For a limited time per day, animist druids can use influence covenants as though in a trance. She can use these covenants for 4 + her Charisma modifier rounds per day at 1st-level, plus an additional 2 rounds per level she gains after 1st. This ability replaces nature sense.

**Influence (Su):** At 1st level, the animist druid gains an influence (see LC:CM page 4). Treat her animist druid level as her medium level. She gains a bonus language, and at 20th level gains that influence's fundamental ability. If an animist druid has levels in another class that also has the influence ability, the influence must be the same for all such classes. Note that an animist druid does not have to pick the natural influence!

**Animist Druid Spellcasting:** Animist druids lose the ability to spontaneously cast spells and also lose one spell per day of each spell level. If this would leave 0 spells per day at a particular spell level, she may still be able to cast a spell of that level if her Wisdom score is high enough to grant bonus spells. However, she gains one use per day of her influence spell-like abilities; this is in addition to any spells she may cast. The influence spell-like abilities use her Wisdom modifier to set any save DCs of these spell-like abilities, instead of Charisma.

**Spirit Guide (Sp):** At 1st level, an animist druid gains a spirit guide (see LC:CM page 11). Treat her animist druid level as her medium level. She can use the guid-

ance spell-like ability- with improved effectiveness against spirits- 3/day (Sp; swift). This ability replaces nature bond.

**Detect Spirits (Sp):** At 2nd level, an animist druid gains the *detect spirits* ability (see LC:CM page 11). Treat her animist druid level as her medium level. This ability replaces wild empathy.

**Seance:** At 3rd level, an animist druid gains the ability to perform a séance (see LC:CM page 12). Treat her animist druid level as her medium level. However, she uses her Wisdom modifier to calculate the Will save DC (instead of Charisma). A spirit that does not depart on good terms with her inflicts Wisdom damage equal to 1d4 + the spirit's Wisdom modifier. If the animist druid also has levels of medium, add her animist druid levels -2 to her medium levels to determine the effectiveness of her séance ability. This ability replaces trackless step.

**Magic Circle Against Spirits (Sp):** At 4th level, an animist druid gains the magic circle against spirits ability (see LC:CM page 13). Treat her animist druid level as her medium level. This ability replaces wild shape.

**Quell Spirits (Sp):** At 6th level, an animist druid gains the quell spirits ability (see LC:CM page 13). Treat her animist druid level as her medium level. She uses her Wisdom modifier to calculate the Will save DC (instead of Charisma). This ability replaces spontaneous spellcasting.

**Expel Spirits (Sp):** At 9th level, an animist druid gains the expel spirits ability (see LC:CM page 13). Treat her animist druid level as her medium level. She uses her Wisdom modifier to calculate the Will save DC (instead of Charisma). This ability replaces venom immunity. Spell List: In addition to the spells gained by druids as they gain levels, an animist druid adds the following spells to her spell list: *detect chaos/evil/good/law*, *protection from chaos/evil/good/law* (1st), *magic circle against chaos/evil/good/law* (3rd), *dismissal* (4th), *dispel chaos/evil/good/law* (5th), *banishment* (6th). These spells are added as soon as she is capable of casting them.



## Animist Ranger (Ranger Archetype)

Rangers that revere nature through meditation and reflection often make contact with it by eschewing some of their typical martial disciplines in order to better worship their benefactors (who reward them accordingly). Animist rangers and animist druids will be from the same culture, and usually allies (unless alignments differ too greatly).

Some rangers come from a culture that venerates, or at least makes deals with, spirits. Such rangers do not train in the use of armor and weapons as much as other warriors, but instead gain power from the spirits they venerate.

**Influence (Su):** At 1st level, the animist ranger gains an influence (see LC:CM page 4). Treat his animist ranger level as his medium level. He gains a bonus language, and at 20th level gains that influence's fundamental ability. If an animist ranger has levels in another class that also has the influence ability, the influence must be the same for all such classes. Note that an animist ranger does not have to pick the natural influence!

**Covenants:** For a limited time per day, animist rangers can use influence covenants as though in a trance. He can use these covenants for 4 + his Charisma modifier rounds per day at 1st level, plus an additional 2 rounds per level he gains after 1st. This ability replaces combat style feats, hunter's bond, improved quarry, master hunter, quarry, track, and wild empathy.

**Spirit Guide (Sp):** At 1st level, an animist ranger gains a spirit guide (see LC:CM page 11). However, the spirit guide does not grant the guidance spell effect.

**Spell List:** In addition to the spells gained by rangers as they gain levels, an animist ranger adds the following spells to his spell list: *detect chaos/evil/good/law*, *protection from chaos/evil/good/law* (1st), *magic circle against chaos/evil/good/law* (3rd), *dispel chaos/evil/good/law* (4th). These spells are added as soon as he is capable of casting them.

## Blood Shaman (Medium Archetype)

There are those mediums that carry signs of their power in their very blood, manifesting abilities as a sorcerer would in addition to many of those normally granted to practitioners of their arts. These individuals are often filled with pride from their lineage or a burning desire to prove themselves of worth to their kin.

**Bloodline:** A blood shaman gains a sorcerer bloodline. He must choose a bloodline that matches his influence. He gains the bloodline powers at 1st, 3rd, 9th, and 15th level, but not any other aspects of the bloodline, and does not cast spells as a sorcerer, except as noted. He does not gain the bloodline arcana, bonus feats, and so on. Treat his blood shaman level as his sorcerer level. The bloodline powers are useable whether he is in a trance or not. When in a trance, he does not gain use of his influence trance covenants, but can still make permanent covenants for those abilities. The following lists which bloodlines are available for particular influences. Some influences are not listed below, and are not available for this archetype.

Influence	Bloodlines Available
Abyssal Hordes	Abyssal
Angelic Choirs	Celestial
Dark Tapestry	Aberrant
Diabolical	Infernal
Fathomless	Aquatic, Marid, Elemental (Water)
Heavenly Hosts	Celestial
Natural	Verdant
Primal Chaos	Protean
Restless Souls	Undead
Seelie Court	Fey, Verdant
Smokeborn	Efreeti, Elemental (Fire)
Stony Silence	Deep Earth, Elemental (Earth), Shaitan
Stormbound	Djinni, Elemental (Air), Stormborn
Unseelie Court	Fey, Verdant
Walking Dead	Undead

**Expanded Spell List:** A blood shaman adds bloodline spells to the medium spell list, as follows. 1st, 2nd and 3rd level bloodline spells become medium spells of those levels, 4th and 5th level bloodline spells become 4th level medium spells, 6th and 7th level bloodline spells become 5th level medium spells, and 8th and 9th level bloodline spells become 6th level medium spells. If a bloodline spell is already on the medium spell list, the medium spell list takes precedence for that particular spell. If a spell has expensive material components, he must provide them when using the spell as a spell-like ability. If an added spell is used as a spell-like ability known, he cannot use it more than 3 times per day, even if he could otherwise use it an unlimited number of times.

For example, the celestial bloodline has *bless*, *resist energy*, *magic circle against evil*, *remove curse*, *flame strike*, *greater dispel magic*, *banishment*, *sunburst*, and *gate* as bloodline spells. *Bless*, *resist energy*, *magic circle against evil*, *remove curse*, *greater dispel magic*, and *banishment* are already on the medium spell list and so are not added. *Flame strike* is added as a 4th level medium spell (because it is a 5th level bloodline spell). *Sunburst* and *gate* are added as 6th level medium spells (because they are 8th and 9th level bloodline spells). If a blood shaman with the celestial bloodline is 14th level or higher, he could use *flame strike* only 3/day if it is an SLA known, although other 4th level SLAs known would not be so restricted.

### Hex Medium (Medium Archetype)

While mediums practice an old art, the practice of witchcraft is just as ancient. There are those that seek to respect both traditions, learning to harness the curses of the latter while manifesting the powers of the former in a blend of mystical power that has humbled many who foolishly stood before it. These mediums learn to wield witch hexes at the expense of spirit boons.

**Hexes:** At 1st level, a hex medium gains a witch hex. She gains another at every even level thereafter (2nd, 4th, 6th, and so on), except at level 20. Treat her medium level as her witch level, and her Charisma modifier to calculate any save DCs (instead of Intelligence). She must meet the prerequisites to gain a hex, major hex or grand hex. This ability replaces the spirit boon class feature.

### Master of the Occult (Medium Archetype)

Not every medium manifests their abilities as a simple conduit; several learn ritualistic patterns that enable them to bind pact spirits—as described in *Pact Magic Unbound, Volume 1*—granting them powerful abilities determined by their strange otherworldly allies.

**Bind Spirit:** A master of the occult can seal pacts with pact spirits. His binder level equals his master of the occult level, and he binds pact spirits as an occultist of the same level, but can only bind one such spirit at a time. This ability replaces the spirit boon class feature.

**Note:** To use this archetype you need to have *Pact Magic Unbound, Volume 1*.

**Constellation Alignment:** At 1st level, a master of the occult aligns with two constellations. He cannot seal pacts with any spirit whose constellation opposes other

aligned constellations. (Exception: Masters of the occult with the dark tapestry influence do not count the dark beyond constellation as opposed to their other constellation.) Also, he is treated as a binder of 1/2 his level when making binding checks with, and using the granted abilities of, unaligned spirits. He must choose a constellation that matches his influence. The following list recommends constellations for particular influences.

Influence	Recommended Constellations
Abyssal Hordes	Fiend, Thief
Ancestor	Hero, Noble, Thief
Angelic Choirs	Angel, Tree
Daemonic Oblivion	Fiend, Skull
Dark Tapestry	Dark Beyond, Mage, Scholar, Seer
Diabolical	Fiend, Noble
Draconic	Dragon, plus any other
Eternal Order	Hero, Noble
Fathomless	Dragon, Mage
Heavenly Hosts	Angel, Noble
Lifegiver	Angel, Tree
Lore	Scholar, Seer
Natural	Beast, Tree
Occult	Mage, Seer
Primal Order	Beast, Thief
Restless Souls	Mage, Skull
Seelie Court	Mage, Thief, Tree
Smokeborn	Dragon, Mage
Stony Silence	Dragon, Mage
Stormbound	Dragon, Mage
Time	Mage, Seer
Transformative	Hero, Mage, Tree
Unseelie Court	Beast, Mage, Thief
Walking Dead	Skull, Thief

### Inner Eye Fighter (Fighter Archetype)

Fighters of cultures that frequently associate with otherworldly spirits turn to more mystical paths than those offered by blade alone. Such fighters gain spiritual abilities, including the ability to detect spirits via a metaphorical third eye. Inner eye fighters develop their mystical abilities from training with hex mediums.

**Bonus Feats:** When an inner eye fighter gains bonus combat feats, he may also choose to gain the Shield

against the Supernatural or Supernatural Slayer feats instead. The last two feats are included in this book (see page 12). From 2nd level onward, he may choose to gain Covenant Supplicant feats (Least, Minor or Major only; see LC:CM page 24).

**Spirit Guide (Sp):** At 2nd level, an inner eye fighter gains a spirit guide (see LC:CM page 11). Treat his inner eye fighter level as his medium level. He can use the *guidance* spell-like ability- with improved effectiveness against spirits- 3/day (Sp; move). This ability replaces bravery.

**Detect Spirits (Sp):** At 3rd level, an inner eye fighter gains the *detect spirits* ability (see LC:CM page 11). Treat his inner eye fighter level as his medium level. This ability replaces armor training 1.

**Spirit Boons:** At 3rd level, an inner eye fighter gains a spirit boon (see LC:CM page 5). Treat his inner eye fighter level as his medium level. He must meet any prerequisites. An inner eye fighter cannot gain spirit boons that affect spell-like abilities, Psychic Shackles, or Soul Poppet. This ability replaces the bonus combat feat gained at 4th-level. Potentially more abilities will be replaced if the player chooses to gain more spirit boons (see below).

An inner eye fighter may choose to gain up to three additional spirit boons, but does so at great cost. At 7th level, they may gain an additional spirit boon that replaces the bonus fighter feat at 8th level and weapon training 2 or armor training 2. At 11th level, they may gain an additional spirit boon that replaces the bonus fighter feat at 12th level and weapon training 3 or armor training 3. At 15th level, they may gain an additional spirit boon that replaces the bonus fighter feat at 16th level and weapon training 4 or armor training 4. Inner eye fighters are not required to gain spirit boons in addition to the one acquired at 3rd level, but once the choice

is made it cannot be changed. When an inner eye fighter swaps armor or weapon training for a spirit boon, any sacrificed cumulative class abilities gained at higher levels are reduced to one level above any the fighter knows. For example, if an inner eye fighter swaps armor training 1 and 3, and weapon training 2, then he gains armor training 1 when he would gain armor training 2, and armor training 2 when he would gain armor training 4; he gains weapon training 1 as normal, then weapon training 2 and 3 when he would gain weapon training 3 and 4, respectively.

**Skills:** At 1st-level, an inner eye fighter adds one type of Knowledge skill to his list of class skills, as long as it is Knowledge (nature, planes or religion).





## Metaphysical Alchemist (Alchemist Archetype)

Metaphysical alchemists that come from cultures that venerate (or actively make deals with) spirits lean towards a more mystical path, losing the ability to create bombs but gaining abilities to detect and calm spirits, as well as the aid of a spirit guide. These philosophers use the physical transformations of alchemy to create corresponding spiritual transformations, bridging the chasm between worlds to contact the spirits that aid them.

**Spirit Boons:** At 1st level, a metaphysical alchemist gains a spirit boon (see LC:CM page 5). He gains another at 3rd, 7th, 11th, 15th, and 19th level. Treat his metaphysical alchemist level as his medium level, and use his Intelligence modifier to calculate any save DCs (instead of Charisma). He must meet the prerequisites to gain a spirit boon. A metaphysical alchemist cannot gain spirit boons that affect spell-like abilities, Psychic Shackles, or Soul Poppet. This ability replaces the bomb class feature.

**Spirit Guide (Sp):** At 1st level, a metaphysical alchemist gains a spirit guide (see LC:CM page 11). However, the spirit guide does not grant the *guidance* spell effect.

**Detect Spirits (Sp):** At 2nd level, a metaphysical alchemist gains the *detect spirits* ability (see LCCM page 11). Treat his metaphysical alchemist level as his medium level. This ability replaces poison resistance +2 and the competence bonus to create alchemical items using Craft (alchemy).

**Magic Circle Against Spirits (Sp):** At 4th level, a metaphysical alchemist gains the *magic circle against spirits* ability (see LC:CM page 13). Treat his metaphysical alchemist level as his medium level. This ability replaces poison resistance +4 and +6.

**Quell Spirits (Sp):** At 6th level, a metaphysical alchemist gains the *quell spirits* ability (see LC:CM page 13). Treat his metaphysical alchemist level as his medium level. However, a metaphysical alchemist uses her Intelligence modifier to calculate the Will save DC (instead of Charisma). This ability replaces swift poisoning and poison immunity.

**Skills:** At 1st level, a metaphysical alchemist adds Knowledge (religion, planes) to his list of class skills and removes Disable Device and Sleight of Hand from his

list of class skills.

## Praticos (Sorcerer Archetype)

Some sorcerers come from a culture that venerates, or at least makes deals with, spirits. Such sorcerers, known as praticos or wise people, gain an influence as well as a bloodline, which affects their understanding of the world in a deeper manner.

**Bonus Feats:** When a praticos gains bonus bloodline feats (at 7th, 13th, and 19th level), she may instead choose to gain the Covenant Suppliant feats (Least, Minor or Major only; see LC:CM page 24) instead. **Influence (Su):** At 1st level, the praticos gains an influence (see LC:CM page 4); the influence must match the bloodline. Treat her praticos level as her medium level. She gains a bonus language. She does not gain trance covenants because she cannot enter a trance. If a praticos has levels in another class that also has the influence ability, the influence must be the same for all such classes. The following lists which influences are available for particular bloodlines. Some influences are not listed below, and are not available for this archetype.

Bloodline	Influences Available
Aberrant	Dark Tapestry
Abyssal	Abyssal Hordes
Aquatic	Fathomless
Celestial	Angelic Choirs, Heavenly Host
Deep Earth	Stony Silence
Djinni	Stormbound
Efreeti	Smokeborn
Elemental (Air)	Stormbound
Elemental (Earth)	Stony Silence
Elemental (Fire)	Smokeborn
Elemental (Water)	Fathomless
Infernal	Diabolical
Fey	Natural, Seelie Court, Unseelie Court
Marid	Fathomless
Protean	Protean
Shaitan	Stony Silence
Stormborn	Stormbound
Undead	Restless Souls, Walking Dead
Verdant	Natural, Seelie Court, Unseelie Court

**Spirit Guide (Su):** At 1st level, a praticos gains a spirit guide (see LCCM page 11). However, the spirit guide does not grant the *guidance* spell effect.

**Sprit Sorcerer Spells Known:** Praticos's lose one spell known per spell level, but add the influence spell-like abilities to her spells known as bonus spells at the level they would be gained access to as medium spell-like abilities. If an influence spell-like ability is the same as a bloodline bonus spell for a particular spell level, then she chooses any spell from the sorcerer spell list as a bonus spell known when the bloodline spell would be gained. Skills: At 1st level, a praticos adds one type of Knowledge skill to her list of class skills, as long as it is Knowledge (nature, planes or religion). The type of knowledge gained should relate to their influence.

### Revelation Medium (Medium Archetype)

Some of the truest prophets blend the arts of the medium and oracle to best channel their preternatural senses for understanding reality; these mediums learn to wield oracle revelations, at the expense of spirit boons.

**Revelations:** At 1st level, a revelation medium gains an oracle revelation. She gains another at 3rd, 7th, 11th, 15th, and 19th level. Treat her medium level as her oracle level. She must meet the prerequisites to gain the revelation. This ability replaces the spirit boon class feature.

A revelation medium is restricted as to which revelations she may choose; she must choose revelations from a mystery that matches her influence. The following list includes which mysteries are available for particular influences. Some influences are not listed below, and are not available for this archetype.

Influence	Mysteries Available
Abyssal Hordes	Battle, Bones
Ancestor	Ancestor
Angelic Choirs	Battle, Life
Daemonic Oblivion	Battle, Bones
Dark Tapestry	Dark Tapestry, Lore
Diabolical	Battle, Bones
Fathomless	Waves
Heavenly Hosts	Battle, Life
Lifegiver	Life
Lore	Lore

Natural	Nature, Wood
Occult	Occult
Restless Souls	Bones
Seelie Court	Nature, Wood
Smokeborn	Flame
Stony Silence	Metal, Stone
Stormbound	Wind
Time	Time
Unseelie Court	Nature, Wood
Walking Dead	Bones

### Spirit Sage (Bard Archetype)

Bards that embody the true life of their lands sometimes choose not to focus on glorifying the many deeds of its current inhabitants, instead learning the attributes of their lands by venerating its former inhabitants instead. These spirits show their gratitude by empowering their charges, although this gift comes at the cost of the bard's bardic performance abilities.

**Bardic Performance:** A spirit sage has no ability to use bardic performance.

**Influence (Su):** At 1st level, the spirit sage gains an influence (see LCCM page 4). Treat his spirit sage level as his medium level. He gains a bonus language, and at 20th level gains that influence's fundamental ability. If a spirit sage has levels in another class that also has the influence ability, the influence must be the same for all such classes.

**Spirit Guide (Su):** At 1st level, a spirit sage gains a spirit guide (see LCCM page 11). Treat his spirit sage level as his medium level. However, the spirit guide does not grant the *guidance* spell effect when he enters a trance.

**Trance (Su):** While a spirit sage may not be able to aid his allies with song or epic poetry, their spiritual allies more than make up for it by aiding the spirit sage in combat, enabling them to enter a heightened state of awareness and prowess. At 1st level, a spirit sage gains the ability to enter a trance (see LC:CM page 11). Treat his spirit sage level as his medium level. However, he does not gain trance covenants or trance spell-like abilities while in a trance. Unlike a medium, a spirit sage can control his voice and can cast spells with verbal spell components while in a trance. While a spirit sage does not gain any trance covenants while in a trance, he may

make permanent covenants for those from his influence as though he were a medium (that is, he does not need to gain Covenant Supplicant feats to gain them, but must still pay the costs); add his spirit sage levels to his medium level, if any, to determine his medium level for access to these covenants.

**Seance:** At 3rd level, a spirit sage gains the ability to perform a seance (see LC:CM page 12). Treat his spirit sage level as his medium level. If the spirit sage also has levels of medium and is at least 3rd level, add his spirit sage levels -2 to his medium levels to determine the effectiveness of his séance ability. This ability replaces versatile performance and well-versed.

**Greater Trance (Su):** At 10th level, the spirit sage's ability score bonuses from his trance increase to +6 each. As long as he maintains a trance, he gains fast healing 1.

**Supernal Trance (Su):** At 20th level, the spirit sage can tap into the cosmic ideal behind the patrons of his powers, allowing him to gain even more insight from his trances. The ability score bonuses from his trance increase to +8 each. His fast healing in a trance increases to 3.

**Spell List:** In addition to the spells gained by bards as they gain levels, a spirit sage adds the following spells to his spell list: *detect chaos/evil/good/law*, *protection from chaos/evil/good/law* (1st), *magic circle against chaos/evil/good/law* (3rd), *dismissal*, *dispel chaos/evil/good/law* (4th), *banishment* (5th). These spells are added as soon as he is capable of casting them.

### Trance Warrior (Barbarian Archetype)

Barbarians with a mystical conviction often find the path of the trance warrior to best suit their understanding of the world. These warriors eschew the more violent tendencies of their kin, instead entering periods of combat meditation empowered by the spirits they venerate. Note that trance warriors are rarely found in isolation; they come from societies with classes that have archetypes from this book.

**Battle Trance (Su):** Rather than succumbing to the inherent rage that normally enhances barbarians, trance warriors tap into a deep, communal and primal force that provides them with mystical combat prowess. At 1st level, a trance warrior gains the ability to enter a battle trance. This includes the ability to use trance spell-like

abilities once per trance. Treat her trance warrior level as her medium level. Unlike trance, battle trance gives a +2 insight bonus to Strength and Charisma, and +4 insight bonus to Constitution instead of the usual bonuses. However, she does not gain trance covenants while in a trance. While a trance warrior does not gain any trance covenants while in battle trance, she may make permanent covenants for those from her influence as though she were a medium (that is, she does not need to gain Covenant Supplicant feats to gain them, but must still pay the costs); add her trance warrior levels to her medium level, if any, to determine her medium level for access to these covenants. This ability replaces damage reduction, rage, indomitable will, tireless rage, and the rage powers gained at levels 4, 10, and 16.

**Influence (Su):** At 1st level, the trance warrior gains an influence (see LCCM page 4), but cannot choose the draconic or transformative influences. Treat her trance warrior level as her medium level. She gains a bonus language, and at 20th level gains that influence's fundamental ability. If a trance warrior has levels in another class that also has the influence ability, the influence must be the same for all such classes.

**Spirit Guide (Sp):** At 1st level, a trance warrior gains a spirit guide (see LCCM page 11). Treat her trance warrior level as her medium level. She can use the *guidance* spell-like ability- with improved effectiveness against spirits- every time she enters a trance.

**Rage Powers (Ex):** Trance warriors can use rage powers while in battle trance, as though raging. At 2nd level, she must choose one of the totem rage power chains, such as beast totem or chaos totem. She must complete that rage power chain at the earliest opportunity. A trance warrior cannot gain the Improved Damage Reduction or Superstition rage powers.

**Greater Battle Trance (Su):** At 11th level, the trance warrior's ability score bonuses from her battle trance increase to +4 for both Strength and Charisma, and +6 to Constitution. As long as she maintains battle trance, she gains fast healing 1. This ability replaces greater rage.

**Supernal Battle Trance (Su):** At 20th level, the trance warrior can tap into the cosmic ideal behind the patrons of her powers, allowing her to gain even more insight from her battle trances. The ability score bonuses from her battle trance increase to +6 for both Strength and



Charisma, and +8 to Constitution. Her fast healing in battle trance increases to 3. This ability replaces mighty rage.

**Skills:** At 1st level, a trance warrior adds Knowledge (planes or religion) skill to her list of class skills, if the chosen influence relates to outsiders (planes) or undead (religion).

## NEW COVENANTS

Presented below are 27 new covenants. The list is sorted by the grade of covenant (least, minor, major, greater, superior). Note that for any covenant with an aura or gaze effect, unless otherwise stated that effect aura can be activated or deactivated as a free action.

### Least Covenants

- *Abyssal Blade:* Create a magic scimitar of abyssal energy.
- *Nature's Weapons:* Create a pair of claws to fight the enemies of nature.
- *Timely Invigoration:* You can heal with a touch.

### Minor Covenants

- *Fiendish Sight:* Gain darkvision 60 ft., and *see invisibility* at higher levels.
- *Feel Young:* You can make people feel younger, and ignore aging penalties for a day.
- *Natural Communication:* You can communicate with animals and plants.
- *Naunet Strike:* Your natural weapons more easily overcome damage resistance.
- *Quell Aberrations:* You can calm nearby aberrations.

### Major Covenants

- *Armed with Cruelty:* Grant magic enhancements to 1 weapon/4 patron HD.
- *Armed with Nature:* Grant magic enhancements to 1 weapon/4 patron HD.
- *Aura of Madness:* You radiate an aura that can confuse your opponents.
- *Deathbane:* You can use *ghostbane dirge* and *disrupting weapon* 2/day.
- *Diseased Strike:* Your melee strikes can inflict a terrible disease on your foes.
- *Superhuman Mind I:* Gain a +4 enhancement bonus to all mental ability scores.

### Greater Covenants

- *Azata's Gaze:* Your gaze can kill weak evil creatures and cause others to become shaken.
- *Consumptive Aura:* You radiate an aura that causes great hunger to those nearby.
- *Darksense:* You gain true seeing in dim light or darkness, and can sense the living.
- *Desecrating Aura:* You radiate a strong aura of *desecration*.
- *Inevitable Recovery:* You gain some regeneration (chaotic), like an inevitable.
- *Innocuous Demeanor:* Creatures find it hard to attack you.
- *Protean Grace:* Gain constant *tongues* and *freedom of movement*, and use *chaos hammer* 2/day.
- *Superhuman Mind II:* Gain a +6 enhancement bonus to all mental ability scores.

### Superior Covenants

- *Devastating Curse:* You can create a *cursed earth* effect 1/day and use major curse at will.
- *Far Travelling:* You can travel to other planets 2/day, and *greater teleport* at will.
- *Lord of Fear:* You radiate a strong aura of fear.
- *Negative Energy Nexus:* You radiate a strong aura of desecration and deal damage to living creatures within your aura.
- *Restore Youth:* You can revert someone to their previous age category.

### 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.

### Abyssal Blade [Least]

*Your abyssal patron teaches you the secrets of creating a weapon out of a bit of your soul.*

**Benefit:** As a free action once per day, you can manifest a blade of abyssal steel. Treat it as a +1 *scimitar*. 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 scimitar*; you choose when you create the blade whether the bane affects good outsiders, lawful 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 demon or qliphoth with at least 2 HD.

### Armed with Cruelty [Major]

*Your demonic patron grants you the service of minor demon spirits to empower your weapons and those of your allies.*

**Benefit:** This covenant acts exactly like the *armed with justice* covenant (CM 29), except that demon spirits inhabit the weapons, which shed unholy light like a torch. The following weapon properties are available instead: *anarchic, conductive, cunning, dancing, distance, flaming, flaming burst, ghost touch, keen, mighty cleaving, menacing, returning, seeking, speed, throwing, unholy, vicious, wounding*.

**Patrons:** Any demon with at least 9 HD.

### Armed with Nature [Major]

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

**Benefit:** This covenant acts exactly like the *armed with justice* covenant (CM 29), except that fey spirits inhabit the weapons, which shed fey light like a torch. The following weapon properties are available instead: *bane* (aberrations, one alignment-based outsider type or undead creatures only), *corrosive, corrosive burst, cunning, flame, flaming burst, frost, furious, ghost touch, huntsman, icy burst, keen, menacing, merciful, shock, shocking burst, speed, thundering, wounding*. You may choose to affect manufactured weapons and natural attacks. If you have the nature's weapons covenant, the two claws count as one weapon for purposes of this covenant.

**Patrons:** Any fey with at least 9 HD.

### Aura of Madness [Major]

*Your patron grants you the power to confuse your foes.*

**Benefit:** Any sane being within 30 feet of you must make a Will saving throw (DC 10 + 1/2 patron HD + patron Charisma modifier) each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell. You can suppress or activate this aura as a free action. This is a mind-affecting effect.

**Patrons:** Any chaotic evil outsider or fey with at least 9 HD.

### Azata's Gaze [Greater]

*Your patron gazes into your soul, instilling you with the power to slay evil foes.*

**Benefit:** Evil creatures of 5 HD or less within 30 feet of you that meet your gaze must succeed at a Will saving throw (DC 10 + 1/2 patron HD + patron Charisma modifier) or die; a target that successfully saves is instead shaken for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a Will save or be shaken for 2d10 rounds; a successful save negates. If your patron has at least 17 Hit Dice, range increases to 60 feet.

**Patrons:** Any azata with at least 13 HD.

### Consumptive Aura [Greater]

*Your patron grants you the power of causing hunger.*

**Benefit:** You radiate an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a Fortitude saving throw (DC 10 + 1/2 patron HD + patron Charisma modifier) or take 1d6 nonlethal damage and become fatigued from extreme hunger. If your patron has at least 17 Hit Dice, your melee weapon attacks deal an additional 1d6 points of nonlethal damage as you cause sudden pangs of horrific hunger to your foes. Creatures that do not need to eat are immune to both these effects.

**Patrons:** Any daemon with at least 13 HD that serves the Horseman of Famine or an evil fey with at least 13 HD, OR an outsider with the time subtype and at least 13 HD. Only creatures with the time influence can have the latter as the patron for this covenant; everyone else must have a daemon or fey patron.

### Darksense [Greater]

*Your patron shares with you the power to see reality as it truly is.*

**Benefit:** You gain true seeing in dim light and darkness. Regardless of light conditions, you can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *non-detection* prevent the latter effect but not your *true seeing*.

**Patrons:** Any corporeal undead with at least 13 HD and the ability to use *true seeing*.

### Deathbane [Major]

*Your patron grants you with the ability to more easily strike down the undead.*

**Benefit:** You can use *ghostbane dirge* at will, and *disrupting weapon* 2/day.

**Patrons:** Any good outsider with at least 9 HD.

### Desecrating Aura [Greater]

*Your patron grants you the power to bolster undead creatures.*

**Benefit:** You have a 30-foot radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius (including you, if you are undead) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channelled negative energy is increased by +6. This aura is negated by *dispel evil*, but you can reactivate it on your turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect. This aura cannot be deactivated by the medium; it is always “on”.

**Patrons:** Any nightshade with at least 13 HD.

### Devastating Curse [Superior]

*Your patron instructs you in the secret of devastating curses.*

**Benefit:** You can use *major curse* as a spell-like ability at will. You can also use *cursed earth* as the spell once per day as a spell-like ability, as a standard action as normal for spell-like abilities. You can keep one instance of *cursed earth* active without needing to provide material components, and can dismiss that instance at any time. For any additional uses, you must provide the material components. For example, you might establish the plague effect in one location. The next day, you might create the living death aspect of the curse in the same location; this will cost 10,000 gp. Some months later, you might wish to use the curse elsewhere, and cancel the plague effect, then use *cursed earth* elsewhere at no cost.

**Patrons:** Any daemon with at least 17 HD and Int 6 or greater.

### Diseased Strike [Major]

*Your patron shares with you the power to cause deadly disease with your strikes.*

**Benefit:** When you successfully hit an opponent with a melee attack, in addition to the normal effects, it must succeed on a Fortitude saving throw (DC 10 + 1/2 patron HD + patron Charisma modifier) or succumb to mummy rot (see Bestiary). A foe only needs to make one saving throw per round against contracting the disease if you successfully hit the same opponent more than once in a round.

**Patrons:** Any evil outsider with the ability to cause

disease with at least 9 HD or a corporeal undead with at least 8 HD.

### Far Travelling [Superior]

*Your patron instructs you in the secret of travelling vast distances.*

**Benefit:** You can use interplanetary teleport as the spell twice per day as a spell-like ability. While in a trance, you can use greater teleport at will.

**Patrons:** Any outsider native to the Dark Tapestry with at least 17 HD and Int 6 or greater.

### Feel Young [Minor]

*Your patron grants you the ability to make people feel younger.*

**Benefit:** With a touch, you can make the middle-aged feel younger (including yourself). They gain the benefit of *lesser age resistance*. This ability can be used three times per day. At 9 patron HD, the covenant instead acts as *age resistance*. At 13 patron HD, the covenant instead acts as *greater age resistance*. The 9 and 13 HD patron benefits can only be provided by outsiders with the time subtype.

**Patrons:** Any non-evil outsider with at least 5 HD, or any outsider with the time subtype and at least 5 HD.

### Fiendish Sight [Minor]

*Your patron grants you a portion of its senses.*

**Benefit:** You gain darkvision 60 ft. If you already have darkvision, increase the range by 30 ft. If your patron has at least 9 Hit Dice, you gain see invisibility as a constant ability.

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

### Inevitable Recovery [Greater]

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

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

**Patrons:** Any inevitable with at least 13 HD.

### Innocuous Demeanor [Greater]

*Your patron invests you with the secret of being ignored by powerful monsters.*

**Benefit:** You seem to be so harmless and innocuous that creatures cannot directly attack you, even with a harmful targeted spell or supernatural ability, unless they succeed



on a Will save (DC 10 + 1/2 patron's HD + patron Charisma modifier). This ability operates much like a *sanctuary* effect, and you are the subject (you cannot transfer the effect to someone else). Constructs and oozes are immune to this affect.

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

### Lord of Fear [Superior]

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

**Benefit:** As *unnerving aura*, except as noted here. Your aura has a radius of 30 feet. Those that successfully save against the aura in one particular instance are not immune to the ability for 24 hours, and must potentially save against the effect later on. If you confirm a critical hit or a sneak attack with a melee weapon on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A successful DC Will save (DC 10 + 1/2 patron's HD + patron Charisma modifier) negates this increase. If you have this ability and unnerving aura, the latter is subsumed into this ability but the aura has a radius of 40 feet.

**Patrons:** Any fear spirit with at least 17 HD.

### Natural Communication [Minor]

*Your patron grants you the power to talk to animals and plants.*

**Benefit:** Three times per day, you can *speak with animals*. At 9 patron HD, you can *speak with plants* 1/day. At 13 patron HD, you can *speak with animals* as a constant effect.

**Patrons:** Any fey with at least 5 HD.

### Nature's Weapons [Least]

*Your patron grants you the ability to grow claws from a bit of your own soul.*

**Benefit:** As a free action once per day, your hands turn into +1 claws, that deal 1d4+1 points of damage if you are Medium (1d3+1 if you are Small). You are proficient in their use. The claws vanish at the next nightfall. If your patron has at least 5 Hit Dice, treat the claws as +1 bane claws; you choose when you activate this ability whether the bane affects aberrations, evil outsiders, fey, or undead. 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. If you already have



**Erkuna mediums who have fey patrons often possess Natural Communication.**

claws, then you gain Improved Natural Attack (claws), plus the enhancements, when you activate this ability. If you have more than two arms, this covenant only affects two hands.

**Patrons:** Any fey with at least 2 HD.

### Naunet Strike [Minor]

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

**Benefit:** Your natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. If your patron has at least 9 Hit Dice, then as a free action once per round, you may infuse all your natural attacks with adamantite, silver, or cold iron, thereby allowing you to overcome damage reduction of those types as well. You cannot gain this covenant if you are of lawful alignment.

**Patrons:** Any protean with at least 5 HD.

### Negative Energy Nexus [Superior]

*Your patron makes you a nexus of negative energy.*

**Benefit:** As *desecrating aura*, except as noted here. Your aura becomes a small nexus of negative energy, as if it is a small negative-dominant plane. Your aura is not suppressed by consecrate, although it suppresses consecrate. Within the aura, living creatures take 1d6 negative energy damage each round. At 0 hit points or lower, they crumble into ash. This energy does not heal or harm undead creatures.

**Patrons:** Any nightshade with at least 17 HD.

### Protean Grace [Greater]

*Your patron shares with you the secrets of its race.*

**Benefit:** You gain *freedom of movement* and *tongues* as a constant ability. You can use *chaos hammer* as a spell-like ability 2/day. If your patron has at least 17 Hit Dice, you can use *chaos hammer* at will.

**Patrons:** Any protean with at least 13 HD.

### Quell Aberrations [Minor]

*Your patron grants you the power to calm aberrations.*

**Benefit:** You can attempt to calm nearby aberrations as a standard action. This covenant acts exactly like the *quell spirits* class ability (CM 13), except as follows. It only affects aberrations. Unlike *quell spirits*, it does not require speaking calmly and clearly, and therefore can be used in a trance (as well as outside of a trance).

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

### Restore Youth [Superior]

*Your patron grants you the ability to make people younger.*

**Benefit:** With a touch, you can make the target younger (including yourself). The target is reduced to the midpoint of the previous age category; for example, a middle-aged human would become 25. Any age-related penalties or bonuses to ability scores are reversed. You cannot use this covenant on a creature who is an adult or younger, or a true dragon. This covenant can only be used on willing targets. This ability can be used once per week. Wise mediums with this covenant, and those who benefit from it, do not advertise that they have it, as it could cause disruption to the region they live in!

**Patrons:** Any outsider with the time subtype and at least 17 HD.

### Superior Mind I [Major]

*Your patron uses its supernatural power to augment your mental attributes.*

**Benefit:** You gain a +4 enhancement bonus to Intelligence, Wisdom, and Charisma. If this covenant is made permanent, choose two skills in which your patron has at least 1 rank. You can use your patron's 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.

### Superior Mind II [Greater]

*Your patron uses its supernatural power to perfect your mental attributes.*

**Benefit:** You gain a +6 enhancement bonus to Intelligence, Wisdom, and Charisma. If this covenant is made permanent, choose three skills in which your patron has at least 1 rank. You can use your patron's ranks in those skills or your own, whichever is higher, for all purposes.

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

### Timely Invigoration [Least]

*Your patron teaches you the secret of healing by accelerating the body's ability to heal.*

**Benefit:** You can heal others you touch (including yourself) by accelerating their body's healing process. This acts like a *cure light wounds* spell, using your patron's HD as the caster level. This healing is demanding, and a creature healed with it is fatigued. If the creature was already fatigued, they become exhausted instead. Only willing creatures can be healed with this ability, and it cannot be used on constructs or undead. Once a creature has benefitted from this covenant, it cannot benefit from it again for 24 hours. At 5 patron HD, the covenant heals as *cure moderate wounds*. At 9 patron HD, the covenant heals as *cure serious wounds*. At 13 patron HD, the covenant heals as *cure critical wounds*.

**Patrons:** Any good outsider with at least 2 HD and the ability to cast a cure wounds spell, or any outsider with the time subtype and at least 2 HD.

## STAT BLOCKS

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

Each stat block is presented with the NPC in a trance, if the NPC can use trance. Notes indicate what changes are made if they are not in a trance. Please note that not all class features, skills, spells, or spell-like abilities are usable in a trance; such features are included below with a “\*” after their name. Such abilities give save DCs that do not include a trance bonus (if one exists). If an NPC has made a permanent covenant, the covenant is listed as follows: covenant name (x HD), where x is the HD of the spirit used to make the covenant.

### GOBLIN MEDIUM (CR 2; XP 600)

Goblin medium 3

NE Small humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft., *detect spirits*; Perception +7

#### DEFENSE

**AC** 16, touch 14, flat-footed 13

(+2 armor, +3 Dex, +1 size)

**hp** 23 (3d8+6)

**Fort** +3, **Ref** +4, **Will** +5 (+7 vs. enchantment, reroll 1/day)

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk longspear +6 (1d6+1 plus 1d4 fire); reach or light mace +5 (1d4+1 plus 1d4 fire)

**Ranged** mwk light crossbow +6 (1d6/19-20 plus 1d4 fire)

**Special Attacks** Item activation\*, séance\*, staggering invocation, trance (9 rounds/day; guidance)

**Spell-Like Abilities** (CL 3rd; concentration +5)



1/trance—*burning hands* (W-DC 14), *spark* (F-DC 13)  
3/day—*cause fear* (W-DC 14), *expeditious retreat*, *grease* (R-DC 14)

At-will—*bleed* (W-DC 13), *detect poison*, *ghost sound* (Wd-DC 13), *haunted fey aspect*, *spark* (F-DC 13), *touch of fatigue* (DC 13)

**Covenants** *elemental weapon* (fire) (1 HD)

*Influence* smokeborn

#### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 17;

**Fort** +1; no trance covenants or trance SLAs, favored class damage bonus doesn't apply, SLA save DCs and concentration drop by 2; **Con** 10, **Cha** 13.

#### STATISTICS

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

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Improved Initiative, Weapon Finesse

**Skills** Knowledge (planes) +5, Perception +7, Ride +7, Stealth +17; **Racial Modifiers** +4 Ride, +4 Stealth

**Language** Goblin

**SQ** spirit boons (staggering invocation, two minds), spirit guide

**Combat Gear** 20 bolts, *oil of darkness*, *potions of cure moderate wounds*, *mage armor* (2), and *protection from good*; **Gear** leather armor, mwk longspear, light mace, mwk light crossbow, pouch with 128 gp worth of mixed coins



## DWARF MEDIUM (CR 3; XP 800)

Dwarf medium 4

N Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft., *detect spirits*; Perception +7 (+9 unusual stonework)

### DEFENSE

**AC** 16, touch 11, flat-footed 15; +1 vs. traps (+5 armor, +1 Dex)

**hp** 33 (4d8+12)

**Fort** +4, **Ref** +2, **Will** +4; +2 vs. poison, spells, spell-like abilities

**Defensive Abilities** +4 dodge bonus to AC vs. giants, trap sense +1

### OFFENSE

**Speed** 20 ft.

**Melee** mwk battleaxe +7 (1d8+3/x3)

**Ranged** light crossbow +5 (1d8/19-20)

**Special Attacks** +1 attack vs. goblinoids and orcs, item activation\*, magic circle against spirits\*, séance\*, staggering invocation, trance (18 rounds/day; guidance +2 vs. spirits)

**Spell-Like Abilities** (CL 4th; concentration +8)

1/trance—*barkskin*, *create water*, *entangle* (R-DC 16)

3/day—*bless*, *faerie fire*, *magic weapon*

At-will—*detect magic*, *disrupt undead*, *light*, *mage hand*, *message*, *stabilize*

**Covenants** *natural communication* (*speak with animals* 3/day), *nature's weapons*

**Influence** natural

### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 25;

**Fort** +2; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 12, **Cha** 16.

### STATISTICS

**Str** 14, **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 18

**Base Atk** +3; **CMB** +6; **CMD** 17 (21 vs. bull rush, trip)

**Feats** Extra Trance, Nimble Moves

**Skills** Handle Animal +8, Knowledge (geography) +5, Knowledge (nature) +8, Perception +7 (+9 to notice unusual stonework), Survival +4

**Language** Common, Dwarven

**SQ** spirit boons (staggering invocation, stigmata), spirit guide, weapon familiarity

**Combat Gear** 20 crossbow bolts, *potions of cure moderate wounds* (2); **Gear** mwk cold iron battleaxe, mwk light crossbow, +1 *chain shirt*, *cloak of resistance* +1, pouch with 177 gp worth of mixed coins

## BLOOD SHAMAN (CR 4; XP 1,200)

Half-elf medium (blood shaman) 5

N Medium humanoid (human, elf)

**Init** +5; **Senses** *detect spirits*, low-light vision; Perception +12

### DEFENSE

**AC** 16, touch 11, flat-footed 15

(+5 armor, +1 Dex)

**hp** 41 (5d8+15)

**Fort** +5, **Ref** +3, **Will** +4 (+8 vs. enchantment, maybe reroll)

**Defensive Abilities** treat wind effects as being one step less severe; **Immune** magic sleep; **Resistances** electricity 5, sonic 5

### OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +9 (1d6+4 plus 1d4 cold)

**Special Attacks** item activation\*, magic circle against spirits\*, séance\*, staggering invocation, thunderstaff (standard; add shock property for 2 rounds, 6/day), trance (15 rounds/day; guidance +2 vs. spirits)

**Spell-Like Abilities** (CL 5th; concentration +10)

1/trance—*gust of wind* (F-DC 18). *obscuring mist*, *ray of frost*

3/day—*blindness/deafness* (F-DC 17), *shocking grasp*

At-will—*detect magic*, *disrupt undead*, *endure elements*, *feather fall*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Covenants** *elemental weapon (cold)* (2 HD)

**Influence** stormbound

**Bloodline** stormborn<sup>APG</sup>

### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 31;

**Fort** +3; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 13, **Cha** 16.

### STATISTICS

**Str** 16, **Dex** 12, **Con** 17, **Int** 10, **Wis** 8, **Cha** 20

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Least Covenant Supplicant, Skill Focus (Perception), Weapon Focus (quarterstaff)

**Skills** Knowledge (nature, planes) +8, Perception +12, Spellcraft +8; **Racial Modifiers** +2 Perception

**Language** Common, Elven

**SQ** bloodline powers (stormchild, thunderstaff), expanded spell list, spirit boons (staggering invocation, two minds), spirit guide

**Gear** mwk quarterstaff, +1 *chain shirt*, *cloak of resistance* +1, pouch with 99 gp worth of mixed coins

## MASTER OF THE OCCULT (CR 5; XP 1,600)

Human medium (master of the occult) 6

NE Medium humanoid (human)

**Init** +5; **Senses** *detect spirits*; Perception +3

### DEFENSE

**AC** 16, touch 11, flat-footed 15

(+5 armor, +1 Dex)

**hp** 48 (6d8+18)

**Fort** +6, **Ref** +4, **Will** +6; +3 vs. death effects, disease, mind-affecting effects, negative energy effects, poison and stunning

### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +10 (1d6+7), shadow bite +9 (1d4+2 plus 1d4 Con damage [F-DC 18 negates])

**Special Attacks** item activation\*, magic circle against spirits\*, quell spirits\* (W-DC 15, 5/day), séance\*, trance (16 rounds/day; guidance +2 vs. spirits)

**Spell-Like Abilities** (CL 6th; concentration +10)

1/trance—*cause fear* (W-DC 15), *false life*, *ray of frost*, *speak with dead*

3/day—*divine favor*, *shield of faith*

At-will—*alarm*, *bleed* (W-DC 14), *disrupt undead*, *ghost sound* (Wd-DC 14), *haunted fey aspect*, *ill omen*, *mage hand*, *magic weapon*, *touch of fatigue* (F-DC 14)

**Covenants** *death's caress*, *gift of glory I* (Strength)

**Influence** walking dead

**Pact Sprit Granted Abilities\*** (CL 6; pact with N'alyia)

Major (1/5 rounds)—*vampiric jaunt*

Minor—enthrall (W-DC 16), monstrous bat form (6 minutes/day), one with the night, shadow bite

### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 36; **Fort** +4; no trance covenants or trance SLAs, concentration drops by 2; **Str** 18, **Con** 13, **Cha** 14.

### STATISTICS

**Str** 20, **Dex** 12, **Con** 17, **Int** 8, **Wis** 10, **Cha** 18

**Base Atk** +4; **CMB** +9; **CMD** 20

**Feats** Capstone Binder\*, Combat Casting, Constellation Focus\* (skull), Improved Initiative

**Skills** Fly +6 (+9 while N'alyia is bound), Knowledge (arcana) +5, Knowledge (religion) +8, Perception +3, Stealth +3 (+6 while N'alyia is bound)

**Language** Abyssal, Common

**SQ** bind spirit +8 [+10 skull constellation], constellations (skull, thief), spirit guide

**Combat Gear** *potions of cure moderate wounds* (3); **Gear** mwk quarterstaff, +1 chain shirt, cloak of protection +1, elixir of hiding (2), elixir of vision (2), pouch with 199 gp worth of mixed coins and gems

\* See *Pact Magic Unbound, Volume 1* for more details of these feats and granted abilities.

## SEA HAG MEDIUM (CR 7; XP 3,200)

Sea hag medium 5

CE Medium monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft., *detect spirits*; Perception +19

**Aura** horrific appearance (60 ft., W-DC 16)

### DEFENSE

**AC** 20, touch 16, flat-footed 14

(+1 deflection, +5 Dex, +4 natural)

**hp** 93 (4d10+5d8+45)

**Fort** +12, **Ref** +12, **Will** +11

**DR** 1/—; **Resist** cold 10; **SR** 15

### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** 2 claws +13 (1d6+5 plus 1d6 cold)

**Special Attacks** evil eye (W-DC 16), item activation\*, magic circle against spirits\*, séance\*, trance (20 rounds/day; guidance +2 vs. spirits)

**Spell-Like Abilities** (CL 5th; concentration +9)

1/trance—*aqueous orb* (R-DC 17), *create water*, *obscuring mist*, *slipstream*

3/day—*suggestion* (W-DC 14)

At-will—*bleed* (W-DC 14), *chill touch* (F-DC 15), *dancing lights*, *detect magic*, *disguise self*, *disrupt undead*, *mage hand*, *message*, *undetectable alignment*

**Covenants** *elemental blessing (cold)*, *elemental weapon (cold)*

**Influence** fathomless

### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 75; **Fort** +10; no trance covenants or trance SLAs, SLA, evil eye and horrific appearance save DCs and concentration drop by 2; **Con** 16, **Cha** 15.

### STATISTICS

**Str** 21, **Dex** 20, **Con** 20, **Int** 14, **Wis** 18, **Cha** 19

**Base Atk** +7; **CMB** +12; **CMD** 27

**Feats** Extra Spirit Boon, Extra Trance, Skill Focus (Bluff, Perception), Weapon Focus (claws)

**Skills** Bluff +9, Intimidate +16, Knowledge (nature, planes) +11, Knowledge (local) +10, Perception +19, Stealth +12, Survival +11, Swim +19

**Language** Aquan, Common, Giant

**SQ** amphibious, spirit boons (consult the fallen, soul poppet), spirit guide

**Combat Gear** *potions of cure moderate wounds* (2), *cure serious wounds*; **Gear** *amulet of natural armour* +1, *cloak of protection* +1, *elixir of vision* (2), *ring of protection* +1,

pouch with 149 gp worth of mixed coins and gems, jewellery worth 800 gp

### UNICORN HEX MEDIUM (CR 8; XP 4,800)

Unicorn medium (hex medium) 7

CG Large magical beast

**Init** +10; **Senses** darkvision 60 ft., *detect spirits*, low-light vision, scent; Perception +17

**Aura** *magic circle against evil* (10 ft.)

#### DEFENSE

**AC** 24, touch 21, flat-footed 18 ; +2 deflection vs. evil (+6 armor, +6 Dex, +3 natural, -1 size)

**hp** 101 (4d10+7d8+44)

**Fort** +10, **Ref** +12, **Will** +12; +2 vs. evil

**DR** 2/evil; **Immune** charm, compulsion, poison

#### OFFENSE

**Speed** 90 ft.

**Melee** gore +15 (1d8+6 plus 1d6 acid), 2 hooves +12 (1d3+3 plus 1d6 acid)

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

**Special Attacks** item activation\*, magic circle against spirits\*, quell spirits\* (W-DC 20, 10/day), *séance*\*, powerful charge (gore, 2d8+12 plus 1d6 acid), trance (23 rounds/day; guidance +3 vs. spirits)

**Racial Spell-Like Abilities** (CL 9th; concentration +18)

At will—*detect evil* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within its forest territory), *neutralize poison*

**Medium Sp-Like Abilities** (CL 7th; concentration +16)

1/trance—*lesser restoration*, *remove disease*, *remove fear*, *stabilize*

3/day—*invisibility*, *shield other*, *tongues*

At-will—*alarm*, *calm animals* (W-DC 20), *detect magic*, *detect poison*, *disrupt undead*, *expeditious retreat*, *magic hand*, *message*, *stabilize*

**Covenants** *archon's ward I*, *gift of skill I* (Heal, Linguistics, Survival); *elemental weapon (earth)* (5 HD)

**Influence** lifegiver

**Hexes** feral speech, healing (2d8+7), ward

#### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 79;

**Fort** +8; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 14, **Cha** 24.

#### STATISTICS

**Str** 22, **Dex** 22, **Con** 18, **Int** 13, **Wis** 23, **Cha** 28

**Base Atk** +9; **CMB** +16; **CMD** 32 (36 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Least Covenant Supplicant, Multiattack, Power Attack, Weapon Focus (horn)

**Skills** Acrobatics +13 (+37 jump), Heal +10, Knowledge (nature, planes) +12, Linguistics +8, Perception +17, Stealth +10, Survival +13 (+16 in forests)

**Language** Celestial, Common, Sylvan

**SQ** magical strike, spirit guide, wild empathy +19

**Gear** *aegis of recovery*, *handy saddlebag* (as *handy haversack*), *horseshoes of speed*, pouch with 999 gp worth of mixed coins and gems

### HOBGOBLIN MEDIUM (CR 9; XP 6,400)

Hobgoblin medium 10

LE Medium humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft., *detect spirits*; Perception +17

#### DEFENSE

**AC** 20, touch 14, flat-footed 17

(+6 armor, +1 deflection, +3 Dex)

**hp** 98 (10d8+50); **fast healing** 1

**Fort** +9, **Ref** +8, **Will** +10 (+12 vs. enchantment, reroll 1/day)

**DR** 1/—; **Resist** fire 15

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +10/+5 (1d8+2/19-20 plus 1d8 fire)

**Ranged** mwk light crossbow +11/+6 (1d8/19-20 plus 1d8 fire)

**Special Attacks** expel spirits\* (W-DC 17, 1/day), greater trance (25 rounds/day; guidance +4 vs. spirits), item activation\*, magic circle against spirits\*, quell spirits\* (W-DC 18, 5/day), *séance*\*

**Spell-Like Abilities** (CL 10th; concentration +16)

1/trance—*burning hands* (R-DC 19), *geyser* (R-DC 21), *fireball* (R-DC 21), *pyrotechnics* (W/F-DC 18), *spark*, *wall of fire*

3/day—*bull's strength*, *greater magic weapon*, *heroism*

At-will—*bleed* (W-DC 16), *detect poison*, *divine favor*, *expeditious retreat*, *grease* (R-DC 17), *invisibility*, *know direction*, *shield of faith*, *spark*, *stabilize*, *touch of fatigue* (DC 16), *unseen servant*

**Covenants** *cloak of smoke* (F-DC 21), *elemental blessing (fire)*, *elemental weapon (fire)*, *imbued armor I* (13 HD; +2/+2)

**Influence** smokeborn

#### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 68;

**Fort** +7; no trance covenants or trance SLAs, favored class damage bonus doesn't apply, SLA save DCs and concentration drop by 3; **Con** 12, **Cha** 16.

#### STATISTICS



**Str** 14, **Dex** 16, **Con** 18, **Int** 8, **Wis** 12, **Cha** 22  
**Base Atk** +7; **CMB** +9; **CMD** 22  
**Feats** Greater Spell Focus (evocation), Least Covenant Suppliant, Improved Initiative, Spell Focus (evocation), Toughness  
**Skills** Diplomacy +14, Knowledge (planes) +12, Perception +17, Sense Motive +4, Stealth +14  
**Language** Common, Goblin, Ignan  
**SQ** spirit boons (prolonged spell-like ability, two minds, wisdom of the spirits), spirit guide  
**Combat Gear** 20 bolts, *potions of bear's endurance*, *eagle's splendor* and *haste*; **Gear** mwk longsword, mwk light crossbow, mithril shirt (+2 with imbued armor), *eyes of the eagle*, *ring of protection* +1, gold torc (worth 1,000 gp), pouch with 333 gp worth of mixed coins and gems

### TRANCE WARRIOR (CR 9; XP 6,400)

Human barbarian (trance warrior) 10  
 CN Medium humanoid (human)  
**Init** +0; **Senses** Perception +15  


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**DEFENSE**  
**AC** 17, touch 10, flat-footed 17; +3 vs. traps (+7 armor)  
**hp** 110 (10d12+40); **fast healing** 1  
**Fort** +13, **Ref** +5, **Will** +9  
**DR** 2/—; **Defensive Abilities** improved uncanny dodge, trap sense +3, uncanny dodge

### OFFENSE

**Speed** 30 ft. (base speed 40 ft.)  
**Melee** +1 greatsword +18/+13 (2d6+10/19-20)  
**Special Attacks** battle trance (24 rounds/day; guidance +4 vs. spirits), rage powers (intimidating glare, lesser spirit totem, spirit totem)  
**Spell-Like Abilities** (CL 10th; concentration +13)  
 1/trance—*baleful polymorph* (DC 18), *confusion* (DC 17), *detect law*, *detect magic*, *displacement*, *guidance* (+4 vs. spirits), *mirror image*  
**Covenants** *frightful violence* (4 HD), *gift of glory I* (7 HD; +2 Str, +2 Cha)

**Influence** primal chaos

### BASIC STATISTICS

When not in a trance, the Trance Warrior's statistics are:

**hp** 80; **Fort** +11; no rage powers or spell-like abilities;  
**Str** 20, **Con** 14, **Cha** 14; **Skills** Intimidate +20.

### STATISTICS

**Str** 22, **Dex** 10, **Con** 18, **Int** 8, **Wis** 14, **Cha** 16  
**Base Atk** +10; **CMB** +16; **CMD** 26  
**Feats** Intimidating Prowess, Iron Will, Least Covenant Suppliant (2), Power Attack, Weapon Focus (greatsword)

**Skills** Acrobatics +5, Intimidate +22, Perception +15, Stealth +10, Survival +10  
**Language** Common, Protean  
**SQ** fast movement, spirit guide  
**Gear** +1 *greatsword*, +1 *breastplate*, *brooch of shielding*, *cloak of resistance* +2, pouch with 199 gp worth of mixed coins and gems

### ELF MEDIUM (CR 12; XP 19,200)

Elf medium 13  
 NG Medium humanoid (elf)  
**Init** +10; **Senses** *detect spirits*, low-light vision; Perception +17  
**Aura** protective aura (10 ft.)  


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**DEFENSE**  
**AC** 23, touch 13, flat-footed 20; +4 deflection vs. evil (+6 armor, +3 Dex, +4 shield)  
**hp** 153 (13d8+91); **fast healing** 1  
**Fort** +13, **Ref** +10, **Will** +11; +2 vs. enchantment, +1 vs. evil  
**Immune** magical sleep, 50% chance to ignore sneak attack and critical hit damage

### OFFENSE

**Speed** 30 ft.  
**Melee** +3 bane longsword +15/+10 (1d8+5/19-20), or dagger +12/+7 (1d4+2/19-20)  
**Ranged** mwk composite longbow +12/+7 (1d8+2/x3)  
**Special Attacks** expel spirits\* (W-DC 19, 2/day), greater trance (33 rounds/day, guidance +5 vs. spirits), item activation\*, magic circle against spirits\*, quell spirits\* (W-DC 21, 8/day), *séance*\*, stunning voice (swift; W-DC 24)

**Spell-Like Abilities** (CL 13th; concentration +21)

1/trance—*brilliant inspiration*, *castigate* (W-DC 20), *command* (W-DC 19), *fly*, *greater command* (W-DC 23), *guidance*, *holy whisper* (F-DC 21)

3/day—*battlemind link*, *dominate person* (W-DC 19), *holy smite* (W-DC 22)

At-will—*bless*, *blink*, *bull's strength*, *dancing lights*, *detect magic*, *disrupt undead*, *divine favor*, *enthrall* (W-DC 17), *expeditious retreat*, *disguise self*, *heroism*, *mage hand*, *message*, *phantom steed*, *read magic*

**Covenants** *heavenly blade*, *imbued armour II* (moderate fortification/+3), *protective aura*, *stunning voice*; *gift of glory II* (13 HD; +4 Con, +4 Cha)

**Influence** angelic choir

### BASIC STATISTICS

When not in a trance, the medium's statistics are: **hp** 114; **Fort** +10; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 3; **Con** 16, **Cha**

## STATISTICS

**Str** 12, **Dex** 16, **Con** 22, **Int** 10, **Wis** 10, **Cha** 27

**Base Atk** +9; **CMB** +11; **CMD** 23

**Feats** Combat Reflexes, Improved Initiative, Minor Covenant Supplicant, Selective Covenant, Shield Proficiency, Toughness, Weapon Focus (longsword)

**Skills** Fly +15 (+25 if using fly), Knowledge (planes) +12, Knowledge (nature, religion) +8, Perception +17, Sense Motive +11, Ride +8, Spellcraft +8; **Racial Modifiers** +2 Perception

**Language** Celestial, Common, Elven

**SQ** elven magic, spirit boons (danger sense, embrace the soul, staggering invocation, stigmata), spirit guide, weapon familiarity

**Combat Gear** 20 arrows, *potions of cure moderate wounds* (3); **Gear** +2 mithril shirt (+2 moderate fortification with imbued armour), +2 mithril shield, longsword, dagger, mwk composite longbow, belt of giant strength +2, handy haversack, silversheen (2), pouch with 61 gp worth of mixed coins and gems

## INNER EYE FIGHTER (CR 12; XP 19,200)

Human fighter (inner eye fighter) 13

N Medium humanoid (human)

**Init** +5; **Senses** *detect spirits*; Perception +14

## DEFENSE

**AC** 25, touch 11, flat-footed 24; +4 vs. traps (+13 armor, +1 Dex, +1 natural)

**hp** 141 (13d10+65)

**Fort** +16, **Ref** +7, **Will** +9 (+11 vs. enchantment, reroll 1/day); +2 vs. supernatural abilities

**Defensive Abilities** trap sense +4, uncanny dodge

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *greatsword* +25/+20/+15 (2d6+15/17-20)

**Special Attacks** weapon training (heavy blades +2, light blades +1)

**Spell-Like Abilities** (CL 13th; concentration +12)

3/day—*guidance* (+5 vs. spirits; move action)

**Covenants** *gift of glory II* (13 HD; +4 Str, +4 Con), *imbued armour I* (13 HD; +2/+2)

## STATISTICS

**Str** 24, **Dex** 12, **Con** 18, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +13; **CMB** +20; **CMD** 31

**Feats** Improved Critical (greatsword), Improved Initiative, Improved Weapon Focus (greatsword), Iron Will, Least Covenant Supplicant, Minor Covenant Supplicant, Penetrating Strike, Power Attack, Shield Against the Supernatural, Toughness, Weapon Focus (greatsword),



## Dark Tapestry mediums escape the bonds of the natural world.

Weapon Specialization (greatsword)

**Skills** Knowledge (arcana) +14, Knowledge (planes) +14, Perception +14, Sense Motive +11, Survival +10

**Language** Common; telepathy 100 ft.

**SQ** armor training 2, spirit boons (forewarned, telepathy, two minds), spirit guide

**Gear** +1 *greatsword*, +2 *full plate* (+4 with imbued armour), *amulet of natural armor* +1, *headband of vast intelligence* +2 [Knowledge (arcana)], *silversheen*, pouch with 249 gp worth of mixed coins and gems

## HALF-ORC MEDIUM (CR 15; XP 51,200)

Half-orc antipaladin 3/medium 13

CE Medium humanoid (human, orc)

**Init** +8; **Senses** darkvision 90 ft., *detect spirits*, *see invisibility*; Perception +22

**Aura** cowardice (10 ft.)

## DEFENSE

**AC** 27, touch 11, flat-footed 26

(+14 armor, +1 Dex, +2 natural)

**hp** 207 (13d8+3d10+128); **fast healing** 1

**Fort** +28, **Ref** +19, **Will** +25

**Defensive Abilities** orc ferocity, plague bringer; **Immune** disease, 75% chance to ignore sneak attack and critical damage; **Resist** fire 10

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#### OFFENSE

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**Speed** 20 ft. (base 30 ft.)

**Melee** +5 *adamantine falchion* +22/+17/+12 (2d4+11/15-20)

**Special Attacks** expel spirits\* (W-DC 19, 2/day), greater trance (33 rounds/day, guidance +5 vs. spirits), item activation\*, magic circle against spirits\*, quell spirits\* (W-DC 21, 8/day), séance\*, smite good (1/day, +8 attacks/AC, +3 damage), touch of corruption (6/day, 2d6 plus sickened (F-DC 19))

**Spell-Like Abilities** (CL 13th; concentration +21)

1/trance—*bleed* (W-DC 18), *darkness*, *divine power*, *entropic shield*, *harm* (W-DC 24), *stinking cloud* (F-DC 21), *teleport* (self plus 50 lb. only)

3/day—*freedom of movement*, *nondetection*, *resist energy*  
At-will—*bleed* (W-DC 18), *blink*, *daze* (W-DC 18), *detect good* (CL 3), *detect magic*, *dimensional anchor*, *endure elements*, *expeditious retreat*, *ghost sound* (Wd-DC 18), *heroism*, *misdirection*, *protection from good*, *resistance*, *shield of faith*, *touch of idiocy*, *touch of fatigue* (F-DC 18)

**Covenants** *abyssal blade*, *armed with cruelty*, *fiendish sight*, *imbued armour IV*, *gift of glory II* (13 HD; +4 Str, +4 Con), *gift of glory II* (13 HD; +4 Wis, +4 Cha)

**Influence** abyssal hordes

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#### BASIC STATISTICS

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When not in a trance, the medium's statistics are: **hp** 159; **Fort** +17, **Ref** +11, **Will** +17; no trance covenants or trance SLAs, SLA and touch of corruption save DCs, frequency of touch of corruption uses per day, smite good attack and AC bonus, unholy resilience, and concentration drop by 3; **Con** 20, **Cha** 21.

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#### STATISTICS

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**Str** 18, **Dex** 12, **Con** 26, **Int** 10, **Wis** 12, **Cha** 27

**Base Atk** +12; **CMB** +16; **CMD** 27

**Feats** Bleeding Critical, Critical Focus, Improved Critical (falchion), Improved Initiative, Minor Covenant Supplicant (2), Power Attack, Weapon Focus (falchion)

**Skills** Knowledge (planes, religion) +13, Perception +22, Ride+2, Sense Motive +17, Spellcraft +14

**Language** Abyssal, Common, Orc

**SQ** aura of evil (3rd), spirit boons (danger sense, persistent spell-like ability, sap speed (W-DC 23), soul poppet), spirit guide, unholy resilience

**Combat Gear** *potions of cure moderate wounds* (5); **Gear** +2 *adamantine falchion* (+5 with armed with cruelty), +1 *full plate* (+5 heavy fortification with imbued armor), *amulet of natural armor* +2, *hat of disguise*, *ioun stone*

(*clear spindle*), *minor ring of fire resistance*, pouch with 174 gp worth of mixed coins and gems

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#### LEGENDARY ELF MEDIUM (CR 19; XP 204,800)

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Elf medium (revelation medium) 20

NE Medium outsider (native)

**Init** +14; **Senses** darkvision 60 ft., *detect spirits*, low-light vision, see in darkness; **Perception** +29

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#### DEFENSE

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**AC** 35, touch 35, flat-footed 22; 50% chance to deflect missed ranged attacks

(+12 armor, +12 Cha, +1 dodge)

**hp** 273 (20d8+180; **fast healing** 3)

**Fort** +19, **Ref** +23, **Will** +20

**Defensive Abilities** no breath, survive in outer space; Immune cold, confusion and insanity effects; **SR** 30

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#### OFFENSE

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**Speed** 30 ft.

**Melee** +1 *adamantine dagger* +16/+11/+6 (1d4+1/19-20)

**Special Attacks** expel spirits\* (W-DC 22, 4/day), item activation\*, magic circle against spirits\*, quell spirits\* (W-DC 28, 11/day), séance\*, supernal trance (50 rounds/day; guidance +7 vs. spirits)

**Spell-Like Abilities** (CL 20th; concentration +32)

1/trance—*black tentacles*, *displacement*, *entropic shield*, *disintegrate* (F-DC 28), *feeblemind* (W-DC 27), *hideous laughter* (W-DC 24), *mislead*, *polar midnight* (F-DC 31), *symbol of insanity* (W-DC 30), *touch of fatigue* (F-DC 22)

3/day—*maze*, overwhelming presence (DC 28), project image (DC 28)

At-will—*detect magic*, *detect secret doors*, *dimensional anchor*, *dispel good*, *expeditious retreat*, *fly*, *greater dispel magic*, *know direction*, *identify*, *message*, *owl's wisdom*, *planar adaptation*, *plane shift*, *prestidigitation*, *read magic*, *restful sleep*, *see invisibility*, *shield of faith*, *speak with dead*, *touch of fatigue* (F-DC 22), *unholy blight* (W-DC 26)

**Covenants** *aura of madness* (W-DC 34), *far travelling*, *frightful violence*, *innocuous demeanor* (W-DC 34), *quell aberrations* (W-DC 32), *dimensional stride* (13 HD), *gift of glory III* (13 HD; +6 Con, +6 Cha)

**Influence** dark tapestry

**Revelations** lore keeper, mental acuity, pierce the veil, sidestep secret

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#### BASIC STATISTICS

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When not in a trance, the medium's statistics are: **hp** 193; **Fort** +15; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 4; **Con** 18, **Cha** 26.

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#### STATISTICS

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**Str** 10, **Dex** 21, **Con** 26, **Int** 15, **Wis** 12, **Cha** 34

**Base Atk** +15; **CMB** +15; **CMD** 27

**Feats** Ability Focus (2; aura of madness, innocuous demeanor), Dodge, Extra Spirit Boon (2), Improved Initiative, Iron Will, Major Covenant Supplicant (2), Toughness

**Skills** Diplomacy +25, Fly +18 (+32 if using fly), Knowledge (history, nature, planes, religion) +25, Knowledge (other) +13, Perception +29, Sense Motive +19, Spellcraft +15, Use Magic Device +25

**Language** Common, Aklo; telepathy 100 ft.

**SQ** elven magic, spirit boons (danger sense, spell resistance, spirit ward, telepathy, revelations [4]), spirit guide

**Combat Gear** *wands of cure moderate wounds* (33 charges), *deeper darkness* (40 charges) and *sending* (40 charges);

**Gear** +1 *adamantine dagger*, *bag of holding (type III)*, *belt of incredible dexterity* +6, *cap of the free thinker*, *cloak of resistance* +5, pouch with 497 gp worth of mixed coins and gems

## ERRATA FOR LEGENDARY CLASSES: COVENANT MAGIC

Below is errata for Legendary Classes: Covenant Magic.

- Spell-like abilities, page 4. Add: “Upon reaching 4th level, and at every even-numbered medium level after that (6th, 8th, and so on), a medium can choose to learn a new spell in place of one she already knows. In effect, the medium loses the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged. A medium may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.”
- Diabolic Influence, page 14. Add: “(as darkvision but it is not impaired by magical darkness)” after the see in darkness trance spell-like ability.
- Heavenly Hosts Influence, page 16. Add: “(can affect any target no more than once per day)” after the cleanse and mass heal trance spell-like abilities.
- Transformative Influence, page 18. Add: “Note: When a medium with this influence reaches 9th-level, the gift of glory I trance covenant is replaced with frightful violence as their least trance covenant. When a medium with this influence reaches 13th-level, the superhuman perfection I trance covenant is replaced with superhuman mind I as their major trance covenant.”

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