



Hybrid Class: Vessel



Aaron Hollingsworth





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Author	Aaron Hollingsworth
Development	N. Jolly, Perry Fehr
Editing	Perry Fehr, Mark Gedak
Porphyra Logo	Rick Hershey
Art	Brett Neufeld
Layout	Mark Gedak
Publisher	Purple Duck Games

Hybrid Class: Vessel is compatible with
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Classically, it has always been the function of oracles and mediums to obtain information from supernatural sources and merely relay that information to others. With the advent of the oracle and medium base classes, these mysterious seers gained supernatural function along with their insight, allowing them the opportunity for adventure. They ceased to be plot devices, and became active characters in their own right. The following hybrid class maintains this role while amalgamating the mechanical and thematic functions of these two parent classes, allowing the versatility of the medium and the divine might of the oracle to shine in a single base class.

Will to Spirit, and lo, the wayward did tremble. [4] And My/Its body did part ways, and my flesh fell away from Its will...

-From The Divine Record, Volume LVXXII, Canticle LXI, After the Calling (AC) 57

There are worlds of experience beyond the world of the aggressive man, beyond history, and beyond alchemy. The moods and qualities of nature and the revelations of those that have gone before are equally difficult to define; we can grasp them only in the depths of possession by a perceptive- or deceptive- Spirit.

-from Quotations of the Vessel of Khoresh, AC 990

The multiverse teems with cursed spirits, be they cosmic abominations, long-forgotten deities, or the wispy phantoms of dead gods. These misfit entities are too detached from the living to gain religious followings, too unfocused to serve as witch patrons, and too incomplete to have any substantial effect on reality. They must seek out vessels if they wish to get anything done. Vessels go through life feeling strangely empty and unfulfilled, despite their natural affability. When they learn that they are living receptacles that can host these

The Vessel

[1] *And my/The Lost Twin's voice came out of my/Our mouth, and did speak the intent of the Herald of Yolana,*
 [2] *as I/It was a spirit lost in the Calling, lost in the Journey from the world-that-was to Porphyra:*
 [3] *And I/It did speak, and wield the power of Transformation, and the Transformation was the transformation of*

Table: Vessel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Knacks, cursed spirits, spirit bonus +1, revelation	—	—	—	—
2nd	+1	+0	+0	+3	Spirit surge 1d4	—	—	—	—
3rd	+2	+1	+1	+3	Revelation	—	—	—	—
4th	+3	+1	+1	+4	Empty cup	1	—	—	—
5th	+3	+1	+1	+4	Location channel	1	—	—	—
6th	+4	+2	+2	+5	Empty cup	1	—	—	—
7th	+5	+2	+2	+5	Revelation, spirit bonus +2	1	1	—	—
8th	+6/+1	+2	+2	+6	Connection channel	1	1	—	—
9th	+6/+1	+3	+3	+6	Empty cup	2	1	—	—
10th	+7/+2	+3	+3	+7	Spirit surge 1d6, spirit bonus +3	2	1	1	—
11th	+8/+3	+3	+3	+7	Revelation	2	1	1	—
12th	+9/+4	+4	+4	+8	Empty cup	2	2	1	—
13th	+9/+4	+4	+4	+8	Ask the spirits	3	2	1	1
14th	+10/+5	+4	+4	+9	Astral journey	3	2	1	1
15th	+11/+6/+1	+5	+5	+9	Revelation, spirit bonus +4	3	2	2	1
16th	+12/+7/+2	+5	+5	+10	Empty cup	3	3	2	1
17th	+12/+7/+2	+5	+5	+10	Spacious soul	4	3	2	1
18th	+13/+8/+3	+6	+6	+11	Empty cup	4	3	2	2
19th	+14/+9/+4	+6	+6	+11	Revelation	4	3	3	2
20th	+15/+10/+5	+6	+6	+12	Mystery beacon, spirit surge 1d8, spirit bonus +5	4	4	3	2

cursed spirits, strange partnerships and even friendships are made. Using their psychic potential to serve as host bodies for these cursed spirits, vessels achieve powers and abilities both psychic and divine.

Role: To let the spirits guide one’s self. To bear their curses and trust in their influence. To use the proper spirit for each endeavor, and find mutual satisfaction in mastering every task.

Parent Classes: Medium and Oracle.

Alignment: Any.
Hit Die: d8.

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The vessel’s class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the vessel.

Weapon and Armor Proficiency: Vessels are proficient with all simple weapons, light armor, and medium armor, but not with shields.

Spells: A vessel can cast a small number of spells drawn from the medium and cleric spell lists (see p. 13) creating the vessel class spell list. All of these spells become psychic spells. To learn or cast a spell, a vessel must have a Charisma score equal to at least 10 + the spell’s level. He can cast any spell he knows without preparing it ahead of time. The saving throw DC against a vessel’s spell is equal to 10 + the spell level + the vessel’s Charisma modifier.

When a vessel learns or casts spells drawn from the cleric spell list, his alignment can restrict him from casting certain spells opposed to his moral or ethical beliefs; he cannot learn or cast cleric spells that are not compat-

Vessel Spells Known

Level	Spells Known				
	0th	1st	2nd	3rd	4th
1st	2	—	—	—	—
2nd	3	—	—	—	—
3rd	4	—	—	—	—
4th	4	2	—	—	—
5th	5	3	—	—	—
6th	5	4	—	—	—
7th	6	4	2	—	—
8th	6	4	3	—	—
9th	6	5	4	—	—
10th	6	5	4	2	—
11th	6	5	4	3	—
12th	6	6	5	4	—
13th	6	6	5	4	2
14th	6	6	5	4	3
15th	6	6	6	5	4
16th	6	6	6	5	4
17th	6	6	6	5	4
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	5

ible with his alignment.

A vessel’s highest level of cleric spells is 4th. Cleric spells of 5th level and above are not on the vessel class spell list, and a vessel cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 5th level or higher.

A vessel can cast only a certain number of spells of each level per day. His base daily spell allotment is given on *Table: Vessel*. In addition, he receives bonus spells per day if he has a high Charisma score.

The vessel’s selection of spells is limited. At 1st level, a vessel knows two 0-level spells of his choice. At each new level, the vessel learns one or more new spells, as indicated on *Table: Vessel Spells Known*. Unlike his spells per day, the number of spells a vessel knows is not affected by his Charisma score; the numbers on the table are fixed. At 5th level and every 3 levels thereafter, a vessel can learn a single new spell in place of one he already knows. The new spell’s level must be the same as that of the spell being exchanged, and he must choose whether to swap the spell at the same time he gains new spells

known for the level.

The vessel casts all spells as psychic spells, even spells temporarily gained from revelations.

Knacks: Vessels learn a number of knacks, or 0-level spells, as noted on *Table: Vessel Spells Known*. These spells are cast like any other spell, but they don't consume slots and can be used again. 0-level orisons drawn from the cleric spell list count as psychic knacks for this class.

Cursed Spirits (Su): Each day when the vessel meditates for 1 hour for his spells, he also calls forth one of six cursed spirits to inhabit his body to grant him spirit bonuses and divine powers called revelations (see *Cursed Spirits*, p. 7). Each spirit comes with a set of revelations that the vessel can choose and prepare from each day, as well as a curse that the vessel must bear. At 1st level, the vessel can prepare one revelation from the cursed spirit's list each day, plus one additional revelation per day at 3rd, 7th, 11th, 15th, and 19th level. Unless otherwise noted, activating the power of a revelation is a standard action. The vessel can dismiss a cursed spirit as a full round action, or the spirit will automatically depart after the vessel gets 8 hours of rest. Feats, abilities, and other benefits granted by a revelation are lost when the spirit departs.

Unless otherwise noted, the DC to save against these revelations is equal to $10 + 1/2$ the vessel's level + the vessel's Charisma modifier.

Spirit Bonus (Su): When a vessel channels a spirit, he gains a bonus on certain checks and to certain statistics, depending on the spirit. A 1st-level vessel's spirit bonus is +1; it increases by 1 at 5th level and every 5 levels thereafter.

Spirit Surge (Su): At 2nd level, the vessel can avoid failure by aid of his cursed spirit. After failing a d20 roll, a vessel can allow his cursed spirit to add 1d4 to the check's result without taking an action.

This can cause the check to succeed instead of fail. The vessel must be conscious and aware to use this ability, and he can use this ability a number of times per day equal to $2 +$ his Charisma bonus. At 10th level, the vessel's spirit surge die increases to 1d6, and at 20th level it increases to 1d8.

Empty Cup (Ex): At 4th level, the vessel perfects a mental discipline to reconfigure his skill set. As part of an 8 hour meditative ritual, the vessel can remove all his skill

ranks from his skills and reallocate them (as if building an entirely new character). The vessel can perform this ritual an additional time at 6th, 9th, 12, 16th, and 18th level.

Location Channel (Sp): At 5th level, a vessel can perform a special seance at the site of a person's death—or a location that was precious to that person in life—to call forth that person's spirit into the vessel's body so his allies can ask it questions. The effects are similar to the spell *call spirit*, except that the duration is 1 round per vessel level and the spirit possesses the vessel's body instead of appearing in a wispy form. The other participants of the seance must ask the questions. Once the vessel attempts to call a spirit, he cannot attempt to call the same spirit again for 24 hours. Once per round, the vessel can attempt to end the seance early by succeeding at a Will save (DC = $20 + 1/2$ the vessel's class level).

Connection Channel (Sp): At 7th level, a vessel can use his location channel ability at any location, so long as he possesses some connection to the deceased. If another participant in the seance is more familiar with the deceased than the vessel, the vessel can substitute that participant's familiarity in place of his own to determine the DC of the *call spirit* effect.

Ask the Spirits (Sp): At 13th level, a vessel can send his consciousness to the Astral Plane any number of times per day to ask the spirits for advice, as if using *contact other plane* to contact the Astral Plane. The vessel automatically succeeds at the Intelligence check to avoid the possible decrease to his Intelligence and Charisma.

Astral Journey (Sp) At 14th level, a vessel can enter a deep coma in order to project himself onto the Astral Plane as *astral projection*, except he can project only himself, he can't enter other planes, and his projected gear has no magical properties.

Spacious Soul (Su): At 18th level, a vessel's soul is spacious enough to provide a foothold for his fallen allies, if he so chooses. If one of the allies who participated in the vessel's seance that day dies within line of effect and line of sight of the vessel, the vessel can spend an immediate action to accept that ally's spirit within him. Since the ally inhabits the portion of the vessel's soul normally reserved for a spirit, this suppresses the vessel's curse spirit, spirit bonus, and spirit surge abilities as long as the vessel maintains this ability. The ally's spirit and the vessel share

the vessel's body and can decide each round on the vessel's turn which of them will take the vessel's actions for that round. If they don't agree on who should act, they attempt opposed Charisma checks to determine who is dominant for the next hour, and the dominant character decides who acts on each round. The ally's spirit has all the spells and limited use abilities (such as uses of channel energy, ki, and panache) that it possessed at the time of death, but it is incapable of regaining any abilities, points, spells, or uses of abilities it expends. When the ally's spirit acts, it uses the ally's base attack bonus, caster level, and special abilities (such as weapon proficiency), but uses the vessel's physical ability scores. If the ally returns to life, this ability immediately ends. Otherwise, the vessel can maintain this ability indefinitely. The vessel can end this effect as a standard action, though if the ally is unwilling to depart, the vessel must succeed at a Will saving throw (DC = 10 + 1/2 the ally's hit dice + the ally's Charisma modifier) or the attempt fails and the ally becomes dominant for 24 hours.

Spirit's Boon (Su): At 20th level, the vessel accepts a boon from one of the six cursed spirits. This boon remains functional, no matter which spirit is currently in his body.

Babbling Priest's Boon

Your rapport with the heavens grants you perfect harmony with the universe. You receive a bonus on all saving throws equal to your Charisma modifier. You automatically stabilize if you are below 0 hit points, are immune to fear effects, and automatically confirm all critical hits. Should you die, you are reborn 3 days later in the form of a star child, who matures over the course of 7 days (treat as the *reincarnate* spell).

Blinded Warlord's Boon

You become an avatar of battle. You can take a full-attack action and move up to your speed as a full-round action (you can move before or after the attacks). Whenever you score a critical hit, you can ignore any DR the target might possess. You gain a +4 insight bonus to your AC for the purpose of confirming critical hits against you. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.

Hobbled Lictor's Boon

You become a master of iron and steel. You gain the

benefits of Weapon Focus, Greater Weapon Focus, and Improved Critical with any one metal weapon that you are proficient with. Your armor is like a second skin to you—while wearing metal armor you are proficient with, the armor's maximum Dexterity bonus increases by +5 and you take no armor check penalty. In addition, any metal you create with your magic (such as wall of iron) has its hardness increased by +10.

Disturbed Captain's Boon

You become one with the spirits of your ancestors. You gain a bonus on Will saving throws equal to your Charisma modifier, blindsense out to a range of 60 feet, and a +4 bonus on your caster level for all divination spells. You can cast astral projection as a spell-like ability once per day without requiring material components.

Unhearing Criminal's Boon

You become an avatar of the city. When you speak the name of a creature and a city out loud, you know whether that creature is in that city. You can also learn about any settlement you are in at will; this functions as commune with nature, operating only in towns and settlements rather than natural terrain.

Wasting Sage's Boon

You gain the ability to take 20 on all Knowledge skill checks. Your understanding of the fundamental underpinnings of reality has also become so advanced that once per day, you can cast wish. This ability does not require a material component, but the wish cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components.

Cursed Spirits

The following cursed spirits represent only some of the possible sources of power that a vessel can draw upon.

The Babbling Priest

Fanatical and fervent, this ecclesiastical spirit preaches her divine truth with sacred words, asserting that faith alone can achieve heavenly glory.

Curse - Tongues: In times of stress or unease, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran.

Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language.

At 5th level, pick an additional language to speak in combat and add it to your list of known languages.

At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat.

At 15th level, you can speak and understand any language, but your speech is still restricted during combat.

Spirit Bonus: When you channel the Babbling Priest, your spirit bonus applies on Wisdom checks, Wisdom-based skill checks, and Will saves.

Revelations

A vessel with the Babbling Priest cursed spirit can prepare from the following list of revelations.

Awesome Display (Su): Your phantasmagoric displays accurately model the mysteries of the night sky, dumbfounding all who behold them. Each creature affected by your illusion (pattern) spells is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus your Charisma modifier (if positive).

Coat of Many Stars (Su): You conjure a coat of starry radiance that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this coat for 1 hour per day per vessel level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the atten-

tion of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Guiding Star (Su): Whenever you can see the open sky at night, you can determine your precise location. When the night sky is visible to you, you may also add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night while outdoors, you can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's casting time or level.

Interstellar Void (Su): You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage per level. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that enemies who fail their saving throw are fatigued. At 15th level, creatures who fail their save are exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

Lure of the Heavens (Su): Your connection to the skies above is so strong that your feet barely touch the ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. At 10th level, you gain the ability to *fly*, as per the spell, for a number of minutes per day equal to your vessel level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Mantle of Moonlight (Su): Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, which it must remain in for a number of rounds equal to your vessel level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Moonlight Bridge (Su): You summon a bridge of shimmering moonlight. The 10-foot-wide span touches the ground at a point adjacent to your position. From this point it can extend in any direction for 10 feet per vessel level. The path persists until you have crossed over

the bridge or for 24 hours, whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. Should the bridge be attacked, treat it as a wall of force.

Spray of Shooting Stars (Su): As a standard action, you can unleash a ball of energy that explodes in a 5-foot radius burst dealing 1d4 points of fire damage per level. A successful Reflex save halves this damage. This attack has a range of 60 feet. You can fire one explosive ball per day, plus one additional ball per day at 5th level and for every 5 levels thereafter. You can fire more than one ball at a time, but creatures caught inside more than one simultaneous explosions only take damage once.

Star Chart (Ex): Your copious notes contain a working model of the night sky expressed in artistic scribbles and arcane mathematical formulae. Once per day, you may spend 10 minutes contemplating your star chart to gain the benefit of the spell *commune*. You must be at least 7th level to prepare this revelation.

The Blinded Warlord

This brave and boastful spirit is as courageous as he is short-sighted, for he acknowledges nothing beyond the constant haze of ghostly battle surrounding him.

Curse - Clouded Vision: When this cursed spirit enters your body, your eyes become obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision.

At 5th level, this distance increases to 60 feet.

At 10th level, you gain blindsense out to a range of 30 feet.

At 15th level, you gain blindsight out to a range of 15 feet.

Spirit Bonus: When you channel the Blinded Warlord, your spirit bonus applies on attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.

Revelations

A vessel with the Blinded Warlord spirit can prepare from the following list of revelations.

Battlecry (Ex): As a standard action, you can unleash an inspiring battlecry. All allies within 100 feet who hear your cry gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2. You can use this ability once per day, plus

one additional time per day at 5th level and for every five levels thereafter.

Battlefield Clarity (Ex): Once per day, as an immediate action, whenever you fail a saving throw that causes you to become blinded, deafened, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Combat Healer (Su): Whenever you cast a *cure* spell (a spell with “cure” in its name), you can cast it as a swift action. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level to prepare this revelation.

Iron Skin (Su): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/adamantine. This functions as *stoneskin*, using your vessel level as the caster level. At 15th level, you can use this ability twice per day. You must be at least 11th level to prepare this revelation.

Maneuver Mastery (Ex): Select one type of combat maneuver. When performing the selected maneuver, you treat your vessel level as your base attack bonus when determining your CMB. At 7th level, you gain the Improved feat (such as Improved Trip) that grants you a bonus when performing that maneuver. At 11th level, you gain the Greater feat (such as Greater Trip) that grants you a bonus when performing that maneuver. You do not need to meet the prerequisites to receive these feats.

Resiliency (Ex): You are not disabled and you do not gain the staggered condition if you are reduced to exactly 0 hit points. At 7th level, you gain Diehard as a bonus feat. At 11th level, you do not lose a hit point when you take a standard action while disabled. You do not need to meet the prerequisite to receive the Diehard feat.

Skill at Arms (Ex): You gain proficiency in all martial weapons and heavy armor.

Surprising Charge (Ex): Once per day, you can move up to your speed as an immediate action. You can use this ability one additional time per day at 7th level and 15th level.

War Sight (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Weapon Mastery (Ex): Select one weapon with which you are proficient. You gain a +1 bonus to attack with that weapon. This bonus increases by 1 at 8th and 12th level.

The Disturbed Captain

This charismatic, yet distraught spirit is a leader of the people, for he honors the fallen and inspires the brave.

Curse - Haunted: Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *mage hand* and *ghost sound* to your list of spells known.

At 5th level, add *levitate* and *minor image* to your list of spells known.

At 10th level, add *telekinesis* to your list of spells known, as a 4th level spell.

At 15th level, you can cast *reverse gravity* once per day as a spell-like ability.

Spirit Bonus: When you channel the Disturbed Captain, your spirit bonus applies on Charisma checks and Charisma-based skill checks, as well as on spirit surge rolls. This allows the bonus to apply twice to the total result if you use a spirit surge on a Charisma check or on a Charisma-based skill check.

Revelations

A vessel with the Disturbed Captain spirit can prepare from the following list of revelations.

Ancestral Weapon (Su): You can summon a simple or martial weapon from your family's history that is appropriate for your current size. You are considered proficient with this weapon. At 3rd level, the weapon is considered masterwork. At 7th level, 15th level, and 19th level, the weapon gains a cumulative +1 enhancement bonus. At 11th level, the weapon gains the ghost touch weapon property. You can use this ability for a number of minutes per day equal to your vessel level. This duration does not need to be consecutive, but it must be used in 1-minute increments. The weapon disappears after 1 round if it leaves your grasp.

Blood of Heroes (Su): As a move action, you can call upon your ancestors to grant you extra bravery in battle. You gain a +1 morale bonus on attack rolls, damage

rolls, and Will saves against fear for a number of rounds equal to your Charisma bonus. At 7th level, this bonus increases to +2, and at 14th level this bonus increases to +3. You can use this ability once per day, plus one additional time per day at 5th level, and every five levels thereafter.

Phantom Touch (Su): As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for a number of rounds equal to 1/2 your vessel level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sacred Council (Su): As a move action, you can call upon your ancestors to provide council. This advice grants you a +2 bonus on any one d20 roll. This effect lasts for 1 round. You can use this ability a number of times per day equal to your Charisma bonus.

Spirit of the Warrior (Su): You can summon the spirit of a great warrior ancestor and allow it to possess you, becoming a mighty warrior yourself. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, and a +4 natural armor bonus to AC. Your base attack bonus while possessed equals your vessel level (which may give you additional attacks), and you gain the Improved Critical feat with a weapon of your choice. You can use this ability for 1 round for every 2 vessel levels you possess. This duration does not need to be consecutive, but it must be spent in 1-round increments. You must be at least 11th level to prepare this revelation.

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

Spirit Walk (Su): You can become incorporeal and invisible. While in this form, you can move in any direction and pass through solid objects. You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your vessel level, but you can end this effect prematurely as a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level to prepare this revelation.

Storm of Souls (Su): You can summon the spirits of your ancestors to attack in a ghostly barrage—their fury

creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 1d8 hit points of damage for every two vessel levels you possess. Undead creatures in the area take 1d8 points of damage for every vessel level you possess. A successful Fortitude save reduces the damage to half. You must be at least 7th level to prepare this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Voice of the Grave (Su): You can speak with the dead, as per the spell, for a number of rounds per day equal to your vessel level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature you question takes a cumulative –2 penalty on its Will save to resist this effect.

Wisdom of the Ancestors (Su): Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

The Hobbled Lictor

Always limping from a nobly-earned wound, this stalwart spirit is as dependable and unyielding as tempered steel.

Curse - Lame: When this cursed spirit enters your body, one of your legs becomes wounded, hobbling you. Your base land speed is reduced by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance.

At 5th level, you are immune to the fatigued condition (but not exhaustion).

At 10th level, your speed is never reduced by armor.

At 15th level, you are immune to the exhausted condition.

Spirit Bonus: When you channel the Hobbled Lictor, your spirit bonus applies to AC and on Constitution checks, Fortitude saves, and Reflex saves.

Revelations

A vessel with the Hobbled Lictor spirit can prepare from the following list of revelations.

Armor Mastery (Ex): You become more maneuverable while wearing armor. You can move at your normal speed in medium armor that is made of metal. This does not grant proficiency in armor. At 5th level, whenever you are wearing metal armor, you reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 1. At 10th level, and again at 15th level, these bonuses increase by 1.

Dance of the Blades (Ex): Your base speed increases by 10 feet. At 7th level, you gain a +1 bonus on attack rolls with a metal weapon in any round in which you move at least 10 feet. This bonus increases by +1 at 11th level, and every four levels thereafter. At 11th level, as a move action, you can maneuver your weapon to create a shield of whirling steel around yourself until the start of your next turn; non-incorporeal melee and ranged attacks against you have a 20% miss chance while the shield is active. You must be wielding a metal weapon to use this ability.

Iron Constitution (Su): You gain a +1 bonus on Fortitude saves. At 7th level, and again at 14th level, this bonus increases by +1.

Iron Skin (Sp): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/adamantine. This ability functions as *stoneskin*, using your vessel level as the caster level, except it only affects you. At 15th level, you can use this ability twice per day. You must be at least 11th level to prepare this revelation.

Iron Weapon (Su): You can create a melee simple or martial weapon that lasts for 1 minute for every vessel level you possess. This weapon is appropriate for your size and entirely made of metal (even if it would normally include non-metal parts, such as a spear's shaft) but functions as if it were a normal weapon of its type. You are considered proficient with this weapon. The weapon disappears after 1 round if it leaves your grasp. At 3rd level, the blade is made of cold iron. At 7th level, 15th level, and 19th level, the blade gains a +1 enhancement bonus. At 11th level, the blade is made of adamantine. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Riddle of Steel (Su): Your psychic bond with metal gives you insight into its form and function. Once per day, you may spend 10 minutes meditating on the structure of a piece of unworked metal or ore to gain a +5 insight bonus on your next Craft check to make some-

thing using that metal.

Rusting Grasp (Sp): Once per day as a standard action, you can perform a melee touch attack that rusts iron, as the *rusting grasp* spell. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to prepare this revelation.

Skill at Arms (Ex): You gain proficiency in all martial weapons and heavy armor.

Steel Scarf (Su): As a swift action, you can harden a scarf, sleeve, cloak, or other piece of your clothing into something as hard as steel that stretches out to be up to 30 feet long. You can then strike outward with it as if it were a weapon making a melee attack. For the purpose of this ability, you are proficient with this weapon. You can use the weapon to perform combat maneuvers. Make a melee attack roll against a creature within 30 feet; you may use Weapon Finesse with this attack. If you hit, the weapon deals 1d8 points of slashing damage + 1 point for every two vessel levels you possess. After this attack, the clothing returns to its normal length and hardness. You do not threaten an area with this weapon and cannot use it to make attacks of opportunity. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Vision in Iron (Sp): You can use any piece of polished metal at least the size of a dagger as a scrying device, as if using the spell *scrying*. At 15th level, this functions like *greater scrying*. You can scry for a number of rounds per day equal to your vessel level; these rounds do not need to be consecutive. You must be at least 7th level to prepare this revelation.

The Unhearing Criminal

Clever and sly, this deceitful spirit gets what she wants with skill and guile. Any attempt to dissuade her from her thieving ways falls upon deaf ears.

Curse - Deaf: You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time.

At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing, and the initiative penalty for being deaf is reduced to -2.

At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf.

At 15th level, you gain tremorsense out to a range of 30 feet.

Spirit Bonus: When you channel the Unhearing Criminal, your spirit bonus applies on Dexterity checks, skill checks, and Reflex saves.

Revelations

A vessel with the Unhearing Criminal spirit can prepare from the following list of revelations.

The City Provides (Ex) Once per day as a full-round action when in an urban environment, you can scrounge up any non-magical item of your choosing with a value of up to 10 gp per vessel level. You cannot obtain coins or trade goods, and the item is too tattered to resell (though fully functional). If you scrounge a new item, any item previously obtained in this way becomes useless.

Eyes of the Streets (Su) Once per day as a full-round action, you can summon a spirit rat, pigeon, or similar tiny creature to serve as your eyes on, above, and beneath the streets—this spirit serves as an *arcane eye*. At 10th level, you can summon multiple such spirits; this ability functions as *prying eyes*. At 15th level, this ability functions as *greater prying eyes*.

Face in the Crowd (Ex) You gain a +4 bonus on Stealth checks, and can attempt a Stealth check in a crowd even while being observed.

Keep to the Corners (Su) Once per day when you fail a Reflex saving throw, you can reroll the saving throw with a +4 insight bonus. You must take the second result, even if it is worse. At 7th level and 15th level, you can use this ability one additional time per day.

Knife in the Dark (Ex) As a standard action, you can make a sneak attack as if you were a rogue of your vessel level. You can use this ability once per day, plus one additional time per day at 5th level and for every 5 levels thereafter.

Nooks and Crannies (Ex) You can move through any sort of obstacle or difficult terrain in an urban environment (including crowds) at your normal speed and without taking damage or suffering any other impairment. Areas that are enchanted or magically manipulated to impede motion still affect you.

Secrets of City (Su) Once per day when you cast a divination spell affecting creatures or areas in urban environments, you can double the spell's range. At 7th level and 15th level, you can use this ability one additional time per day.

Shroud of the City (Sp) You can melt into the streets and alleys. You can cast *veil* once per day, but can affect only yourself and one willing ally per vessel level within 30 feet. You can make the targets appear only as typical

members of a settlement with which you are familiar, and can't match the appearance of specific creatures. At 7th level and 15th level, you can use this ability one additional time per day.

The Streets Are Your Friend (Ex) As long as you are in an urban environment, you can call upon the city to help an ally within 30 feet succeed at a task. The ally gets a +2 competence bonus on skill checks with a particular skill as long as you concentrate. This bonus increases to +3 at 9th level, and to +4 at 15th level.

The Withered Sage

This frail and studious spirit is obsessed with learning secrets and collecting lore. He asserts that applied knowledge is mightier than borish forms of physical exertion, and that the mage's quill is keener than the warrior's axe.

Curse - Wasting: When this cursed spirit enters you, your body begins to rot and wither. You take a -4 penalty on Charisma-based skill checks, except for Intimide. You gain a +4 competence bonus on saves made against disease.

At 5th level, you are immune to the sickened condition (but not nauseated).

At 10th level, you gain immunity to disease.

At 15th level, you are immune to the nauseated condition.

Spirit Bonus: When you channel the Withered Sage, your spirit bonus applies on concentration checks, Intelligence checks, and Intelligence-based skill checks.

Revelations

A vessel with the Withered Sage spirit can prepare from the following list of revelations.

Arcane Archivist (Su): You are granted the ability to cast arcane spells as if they were on your spell list. Once per day, you can cast a spell from the wizard spell list that is 4th level or lower as if it were on your list of spells known. You must be at least 11th level to prepare this revelation.

Automatic Writing (Su): Once per day, you can spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component

required.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per vessel level. After successfully attacking with this ability, you may use a full round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you used detect thoughts. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

Focused Trance (Ex): You can enter a deep meditation, blocking out visual and auditory stimuli and allowing you to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time you can only take move actions. During this period, you gain a bonus equal to your level on all saves against sonic effects and gaze attacks. When you come out of your trance, you may make a single Intelligence-based skill check with a +20 circumstance bonus. You may enter your focused trance a number of times per day equal to your Charisma modifier.

Lore Keeper (Ex): Instead of encyclopedic knowledge, you access most of your information through tales, songs, and poems. You may use your Charisma modifier instead of your Intelligence modifier on all Knowledge checks.

Mental Acuity (Ex): You gain a +1 temporary bonus to Intelligence when preparing this revelation and another at every third vessel level gained thereafter. You must be at least 7th level to prepare this revelation.

Sidestep Secret (Su): Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma instead of your Dexterity.

Spontaneous Symbology (Sp): You can cast any "symbol" spell using a spell slot of the appropriate level, even if the spell is not on your list of spell's known. A symbol spell is any spell with the word "symbol" in its name. You must be at least 11th level to prepare this revelation.

Think On It (Ex): Once per day, you can reattempt any previously failed Knowledge check. On this attempt,

add a +10 competence bonus on the check.

Whirlwind Lesson (Ex): You can quickly browse through a magical tome or manual, gaining its benefits with only a single 8-hour study session (rather than the usual 48 hours over a period of 6 days). At 7th level, you may allow another character to join in your study; both of you gain the full benefit of having read the book. At 15th level, you may share your whirlwind lesson with a number of characters equal to your vessel level. The benefits to you are permanent, whereas your students gain the tome or manual's benefits for a number of days equal to your Charisma modifier but then forget what they have learned.

Vessel Spell List

The following spells make up the vessel's spell list.

0-Level Vessel Spells (knacks)

- **Bleed:** Cause a stabilized creature to resume dying.
- **Create Water:** Creates 2 gallons/level of pure water.
- **Detect Magic:** Detects spells and magic items within 60 ft.
- **Detect Poison:** Detects poison in one creature or object.
- **Detect Psychic Significance:** Find psychically charged items.
- **Grave Words:** Force a corpse to babble.
- **Guidance:** +1 on one attack roll, saving throw, or skill check.
- **Light:** Object shines like a torch.
- **Mending:** Makes minor repairs on an object.
- **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- **Read Magic:** Read scrolls and spellbooks.
- **Resistance:** Subject gains +1 on saving throws.
- **Stabilize:** Cause a dying creature to stabilize.
- **Virtue:** Subject gains 1 temporary hp.

1st-Level Vessel Spells

- **Bane:** Enemies take -1 on attack rolls and saves against fear.
- **Bless:** Allies gain +1 on attack rolls and saves against fear.
- **Bless Water:** Makes holy water.
- **Burst of Insight:** Gain a +8 bonus to Int, Wis, or Cha for one roll, then be dazed for 1 round.
- **Calm Spirit:** Postpone hostile action by a haunt or incorporeal undead.

- **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- **Charge Object:** Infuse psychic energy and ownership history into an item.
- **Command:** One subject obeys selected command for 1 round.
- **Comprehend Languages:** You understand all spoken and written languages.
- **Cure Light Wounds:** Cures 1d8 damage + 1/level (max +5).
- **Curse Water:** Makes unholy water.
- **Deathwatch:** Reveals how near death subjects within 30 ft. area.
- **Decrepit Disguise:** Make an object seem worthless.
- **Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.
- **Detect Undead:** Reveals undead within 60 ft.
- **Divine Favor:** You gain +1 per three levels on attack and damage rolls.
- **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- **Endure Elements:** Exist comfortably in hot or cold regions.
- **Entropic Shield:** Ranged attacks against you have 20% miss chance.
- **Hide from Undead:** Undead can't perceive one subject/level.
- **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage.
- **Magic Weapon:** Weapon gains +1 bonus.
- **Mindlink:** Communicate a great deal of information in an instant.
- **Object Reading:** Read psychic impressions left on an object.
- **Obscuring Mist:** Fog surrounds you.
- **Oneiric Horror:** Distract and fatigue the target with a creature from its nightmares.
- **Paranoia:** Target becomes hostile to all creatures.
- **Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, plus additional protection against selected alignment.
- **Psychic Reading:** Read surface thoughts to learn information about a subject.
- **Quintessence:** Mask any flaws of or damage to a creature or object.
- **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- **Sanctuary:** Opponents can't attack you, and you

can't attack.

- **Shield of Faith:** Aura grants +2 or higher deflection bonus.
- **Summon Monster I:** Summons extraplanar creature to fight for you.

2nd-Level Vessel Spells

- **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- **Align Weapon:** Weapon becomes good, evil, lawful, or chaotic.
- **Analyze Aura:** Read a creature's or an object's alignment, emotion, health, and magic auras.
- **Apport Objects:** Send or receive a small object via teleportation.
- **Augury:** Learns whether an action will be good or bad.
- **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
- **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- **Calm Emotions:** Calms creatures, negating emotion effects.
- **Catatonia:** Make a willing target appear to be dead.
- **Cognitive Block:** Add a thought component to all of the target's spells.
- **Consecrate:** Fills area with positive energy, weakening undead.
- **Cure Moderate Wounds:** Cures 2d8 damage + 1/level (max +10).
- **Darkness:** 20-ft. radius of supernatural shadow.
- **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.
- **Delay Poison:** Stops poison from harming target for 1 hour/level.
- **Desecrate:** Fills area with negative energy, making undead stronger.
- **Detect Mindscape:** Sense the presence and attributes of mindscapes.
- **Eagle's Splendor:** Subject gains +4 to Cha for 1 min./level.
- **Enshroud Thoughts:** Ward yourself against thought detection and memory alteration.
- **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- **Find Traps:** Notice traps as a rogue does.
- **Gentle Repose:** Preserves one corpse.
- **Hold Person:** Paralyzes one humanoid for 1 round/level.
- **Hypercognition:** Rapidly recall everything you know about a subject.

- **InFLICT Moderate Wounds:** Touch attack, 2d8 damage + 1/level (max +10).
- **InFLICT Pain:** Target takes a -4 penalty on attack rolls, skill checks, and ability checks.
- **Instigate Psychic Duel:** Start a psychic duel between yourself and another creature.
- **Make Whole:** Repairs an object.
- **Object Possession, Greater:** Project your soul into an object, animating it.
- **Oneiric Horror, Greater:** As *oneiric horror*, plus Str damage.
- **Owl's Wisdom:** Subject gains +4 to Wis for 1 min./level.
- **Placebo Effect:** Temporarily suppress an affliction or condition.
- **Purge Spirit:** Deal 1d6 points of damage per level to one haunt or spirit creature and stagger it.
- **Remove Paralysis:** Frees creatures from paralysis or slow effect.
- **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- **Restoration, Lesser:** Dispel magical ability penalty or repairs 1d4 ability damage.
- **Riding Possession:** As *possession*, but you observe instead of control the subject.
- **Sealed Life:** Prevent a creature from transferring life force to or from others.
- **Sessile Spirit:** Cause a spirit inhabiting a creature or an object to go dormant.
- **Shatter:** Sonic vibration damages objects or crystalline creatures.
- **Shield Other:** You take half of subject's damage.
- **Silence:** Negates sound in 20-ft. radius.
- **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
- **Spiritual Weapon:** Magic weapon attacks on its own.
- **Status:** Monitors condition, position of allies.
- **Summon Monster II:** Summons extraplanar creature to fight for you.
- **Undetectable Alignment:** Conceals alignment for 24 hours.
- **Zone of Truth:** Subjects within range cannot lie.

3rd-Level Vessel Spells

- **Animate Dead:** Creates undead skeletons and zombies.
- **Apport Animal:** Send or receive a Tiny or smaller animal via teleportation.
- **Aura Alteration:** Masks a creature's or an object's

alignment, emotion, health, and magic auras.

- **Bestow Curse:** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- **Blindness/Deafness:** Makes subject blinded or deafened.
- **Call Spirit:** Make the spirit of one creature manifest.
- **Contagion:** Infects subject with chosen disease.
- **Continual Flame:** Makes a permanent, heatless light.
- **Create Food and Water:** Feeds three humans (or one horse)/level.
- **Cure Serious Wounds:** Cures 3d8 damage + 1/level (max +15).
- **Daylight:** 60-ft. radius of bright light.
- **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- **Dispel Magic:** Cancels one magical spell or effect.
- **Erase Impressions:** Erase psychic impressions from an object.
- **Glyph of Warding:** Inscription harms those who pass it.
- **Helping Hand:** Ghostly hand leads subject to you.
- **Inflict Serious Wounds:** Touch attack, 3d8 damage + 1/level (max +15).
- **Invisibility Purge:** Dispel invisibility within 5 ft./level.
- **Locate Object:** Senses direction toward object (specific or type).
- **Magic Circle against Chaos/Evil/Good/Law:** As protection spells, but 10-ft. radius and 10 min./level.
- **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- **Meld into Stone:** You and your gear merge with stone.
- **Mind Probe:** Learn answers from a subject's memories.
- **Mind Swap:** Switch minds with another creature for 1 hour per level.
- **Mindscape Door:** Create a portal allowing entry to and exit from a mindscape.
- **Node of Blasting:** Place a trap on an object to mentally damage a creature that touches it.
- **Obscure Object:** Masks object against scrying.
- **Possession:** Project your soul into a creature's body
- **Prayer:** Allies get +1 bonus on most rolls, enemies –1 penalty.
- **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- **Remove Blindness/Deafness:** Cures normal or

magical blindness or deafness.

- **Remove Curse:** Frees object or person from curse.
- **Remove Disease:** Cures all diseases affecting subject
- **Retrocognition:** Gain psychic impressions from past events in a location.
- **Searing Light:** Ray deals 1d8/two levels damage (more against undead).
- **Speak with Dead:** Corpse answers one question/two levels.
- **Stone Shape:** Sculpts stone into any shape.
- **Summon Monster III:** Summons extraplanar creature to fight for you.
- **Thaumaturgic Circle:** As magic circle, but affecting a non-alignment subtype or outsider race.
- **Water Breathing:** Subjects can breathe underwater
- **Water Walk:** Subject treads on water as if solid.
- **Wind Wall:** Deflects arrows, smaller creatures, and gases.

4th-Level Vessel Spells

- **Air Walk:** Subject treads on air as if solid (climb or descend at 45-degree angle).
- **Chaos Hammer:** Harms and slows lawful creatures (1d8 damage/2 levels).
- **Control Water:** Raises or lowers bodies of water.
- **Create Mindscape:** Form an immersive mindscape.
- **Cure Critical Wounds:** Cures 4d8 damage + 1/level (max +20).
- **Death Ward:** Grants bonuses against death spells and negative energy.
- **Dimensional Anchor:** Bars extradimensional movement.
- **Discern Lies:** Reveals deliberate falsehoods.
- **Dismissal:** Forces a creature to return to native plane.
- **Divination:** Provides useful advice for specific proposed actions.
- **Divine Power:** You gain attack bonuses and 1 hp/level.
- **Dream Council:** Communicate with multiple sleeping creatures.
- **Dream Scan:** Read a dreaming creature's thoughts.
- **Entrap Spirit:** Trap an incorporeal creature or a haunt in a mirror.
- **Freedom of Movement:** Subject moves normally despite impediments to movement.
- **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- **Holy Smite:** Harms and possibly blinds evil creatures (1d8 damage/2 levels).

- **Imbue with Spell Ability:** Transfer spells to subject.
- **Infect Critical Wounds:** Touch attack, 4d8 damage + 1/level (max +20).
- **Infect Pain, Mass:** As *infect pain*, but affecting one creature per level.
- **Magic Weapon, Greater:** Weapon gains +1 bonus/ four levels (max +5).
- **Mindwipe:** Erase a portion of the target's mind and experiences, inflicting negative levels.
- **Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.
- **Object Possession:** As *lesser object possession*, but with a larger object.
- **Order's Wrath:** Harms and dazes chaotic creatures (1d8 damage/2 levels).
- **Planar Ally, Lesser:** Exchange services with a 6 HD extraplanar creature.
- **Poison:** Touch deals 1d3 Con damage 1/round for 6 rounds.
- **Remote Viewing:** Gain psychic impressions from a distant location.
- **Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
- **Restoration:** Restores level and ability score drains.
- **Sending:** Delivers short message anywhere, instantly.
- **Spell Immunity:** Subject is immune to one spell per 4 levels.
- **Spirit-Bound Blade:** Give a weapon ghost touch and another ability tied to an emotion.
- **Summon Monster IV:** Summons extraplanar creature to fight for you.
- **Telepathy:** Communicate mentally with creatures within 100 ft.
- **Thoughtsense:** Automatically detect nearby conscious creatures.
- **Tongues:** Speak and understand any language.
- **Unholy Blight:** Harms and sickens good creatures (1d8 damage/2 levels).

Archetype

The following is an archetype for the vessel hybrid class.

Primal Vessel

Primal vessels hail from less civilized or technologically developed regions, often serving as chieftains or spiritual leaders of tribal cults with strong elemental ties.

Primal Spirits (Su): Instead of six cursed spirits, a primal vessel hosts the near-mindless forces of creation, destruction, and the four elements between, all hailing from planes beyond (see *Primal Spirits*, p. 17). Primal vessels also must bear a curse, for the great power of these spirits mars their frail mortal forms.

This alters and replaces cursed spirits.

Primal Spirit's Boon (Su): At 20th level, the vessel accepts a boon from one of the six primal spirits. This boon remains functional, no matter which spirit is currently in his body.

This replaces cursed spirit's boon.

Air's Boon

You become a master of air and electricity. You can apply any one of the following feats to any air or electricity spell without increasing the level or casting time: *Enlarge Spell*, *Extend Spell*, *Silent Spell*, or *Still Spell*.

Creation's Boon

You have discovered the intrinsic secrets of life itself, granting you incredible control over your own body. Once per day, you can surround yourself with an organic cocoon as a full-round action. While enclosed in the cocoon, you are considered helpless. Eight hours later, you emerge having changed your type to plant, animal, or humanoid, gaining superficial physical characteristics as appropriate (see the *Pathfinder RPG Pathfinder Roleplaying Game Bestiary*). This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, you are cleansed of all poisons or diseases, are restored to full hit points, and heal all ability damage. You must select a new type every time the transformation is made.

Earth's Boon

Upon reaching 20th level, you become a master of acid and earth. You can apply any one of the following feats to any acid or earth spell without increasing the level or casting time: *Enlarge Spell*, *Extend Spell*, *Silent Spell*, or *Still Spell*.

Destruction's Boon

You become a herald of destruction and wield the awesome power to fulfill such prophecy. Anytime you successfully cast a spell or use an ability that

bestows 1 or more negative levels, the effect bestows 1d4 additional negative levels.

Whenever you confirm a critical hit against a creature (including with a melee, ranged, or spell attack), as a swift action you can curse the target of your attack, as the bestow curse spell, except the target doesn't receive a Will saving throw to negate the effects and spell resistance does not apply against this ability.

Fire's Boon

You become a master of fire. You can apply any one of the following feats to any fire spell you cast without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. You do not need to possess these feats to use this ability.

Water's Boon

You become a master of cold and water. You can apply any one of the following feats to any cold or water spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

Primal Spirits

The following primal spirits lend power to the primal vessel.

Air

The Spirit of Air fills one's lungs and spirit with liberating elation.

Curse - Wasting: When this cursed spirit enters you, your body begins to rot and wither, like eroded earth from harsh winds. You take a -4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease.

At 5th level, you are immune to the sickened condition (but not nauseated).

At 10th level, you gain immunity to disease.

At 15th level, you are immune to the nauseated condition.

Spirit Bonus: When you channel the spirit of air, your spirit bonus applies on Dexterity checks, skill checks, and Reflex saves.

Revelations

A primal vessel with the spirit of air can prepare from the following list of revelations.

Air Barrier (Ex): You can create an invisible shell of air that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this barrier for 1 hour per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Gaseous Form (Su): As a standard action, you can assume *gaseous form* (as the spell). You can remain gaseous for 1 minute per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to prepare this revelation. You can bring other creatures with you in gaseous form, but each passenger costs an additional minute per minute of travel.

Invisibility (Su): As a standard action, you can become invisible (as per the *invisibility* spell). You can remain invisible for 1 minute per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Starting at 9th level, each time you activate this ability you can treat it as *greater invisibility*, though each round spent this way counts as 1 minute of your normal invisibility duration. You must be at least 3rd level to prepare this revelation.

Lightning Breath (Su): As a standard action, you can breathe a 30-foot line of electricity. This line deals 1d4 points of electricity damage per vessel level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Spark Skin (Ex): You gain resist electricity 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to electricity.

Thunderburst (Ex): As a standard action, you can create a blast of air accompanied by a loud peal of thunder. The blast has a range of 100 feet and has a 20-foot radius, increasing by 5 feet for every 4 vessel levels after 7th. Creatures in the area take 1d6 points of bludgeoning damage per vessel level and are deafened for 1 hour, with a Fortitude save resulting in half damage and no deafness. You must be at least 7th level to prepare this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Touch of Electricity (Su): As a standard action, you

can perform a melee touch attack that deals 1d6 points of electricity damage +1 point for every two vessel levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a shock weapon.

Vortex Spells (Ex): Whenever you score a critical hit against an opponent with an attack spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wind Sight (Ex): You ignore penalties on Perception checks based on wind and the first 100 feet of distance. At 7th level, as a standard action, you can see and hear into any area (as if using clairaudience and clairvoyance) within range as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of effect, meaning the path can turn corners and go through spaces no smaller than 1 inch in diameter). You can use this ability a number of rounds per day equal to your vessel level, but these rounds do not need to be consecutive.

Wings of Air (Su): As a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to prepare this revelation.

Creation

The spirit of creation promotes natural growth and life itself.

Curse - Tongues: In times of unease, you exclaim some of the first uttered words of creation. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran.

Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language.

At 5th level, pick an additional language to speak in combat and add it to your list of known languages.

At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat.

At 15th level, you can speak and understand any language, but your speech is still restricted during combat.

Spirit Bonus: When you channel the spirit of creation, your spirit bonus applies on Wisdom checks, Wisdom-based skill checks, and Will saves.

Revelations

A primal vessel with the spirit of creation can prepare from the following list of revelations.

Channel (Su): You can channel positive energy like a cleric, using your vessel level as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

Energy Body (Su): As a standard action, you can transform your body into pure life energy, resembling a golden-white fire elemental. In this form, you gain the elemental subtype and give off a warm, welcoming light that increases the light level within 10 feet by one step, up to normal light. Any undead creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of positive energy damage + 1 point per vessel level. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. If you grapple or attack an undead creature using unarmed strikes or natural weapons, you may deal this damage in place of the normal damage for the attack. Once per round, if you pass through a living allied creature's square or the ally passes through your square, it heals 1d6 hit points + 1 per vessel level. You may use this ability to heal yourself as a move action. You choose whether or not to heal a creature when it passes through your space. You may return to your normal form as a free action. You may remain in energy body form for a number of rounds per day equal to your vessel level.

Friend to the Animals (Ex): Add *summon nature's ally I-IV* level spells to your spell list. You must still select these spells using your allotment of spells known. Animals within 30 feet of you receive a bonus on all saving throws equal to your Charisma modifier.

Life Leech (Su): You can draw life force from the bodies of enemies and channel it into yourself. As a standard action, you can drain the life essence from one living target within 30 feet. The target takes 1d6 points of damage per two levels you possess (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit

points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target receives a Fortitude save to halve the damage (and the temporary hit points you gain). You may use this ability once per day at 7th level, plus one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before preparing this revelation.

Natural Divination (Ex): You can read the entrails of a freshly killed animal or humanoid to gain an insight bonus equal to your Charisma modifier on one saving throw. Alternatively, by observing and interpreting the flights of birds, you may apply a +10 competence bonus on any one skill check. Finally, by charting marks in dirt or stone, or observing the behavior of sand when thrown into the wind, you gain a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours and you must declare you are using the bonus before the check or save is made. Making a natural divination takes 10 minutes. You may use natural divination (in any combination) once per day plus one additional time per day for every four vessel levels you have attained.

Nature's Whispers (Ex): You have become so attuned to the whispers of the natural world, from the croaking of frogs to the groaning of great boulders, that your surroundings constantly keep you preternaturally aware of danger. You may add your Charisma modifier, instead of your Dexterity modifier, to your Armor Class and CMD. Any condition that would cause you to lose your Dexterity modifier to your Armor Class instead causes you to lose your Charisma modifier to your Armor Class.

Speak with Animals (Ex): Choose a specific kind of animal (eagle, fox, dog, and so on). You gain the ability to converse with that type of animal as if you were under the effects of *Speak with animal*. You gain the ability to communicate with an additional kind of animal for every 3 vessel levels you have attained.

Spirit of Nature (Su): When in a natural setting, whenever you are reduced to negative hit points, you automatically stabilize. At 5th level, you gain fast healing 1 for 1d4 rounds whenever you are reduced to negative hit points. At 10th level, the ability works everywhere, even in civilized or wholly artificial realms. At 15th level, you gain fast healing 3 for 1d4 rounds when reduced to negative hit points.

Transcendental Bond (Su): You become so attuned to the common spirit shared by all living things that you can use it to communicate with allies. You may commu-

nicate with your allies for a number of rounds per day equal to your vessel level as if using telepathic bond. You may designate a number of creatures as your ally equal to your Charisma modifier. Designating a creature is a standard action that requires a touch. At 10th level, you may use this bond to cast a touch spell on a designated ally once per day.

Life Link (Su): As a standard action, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per vessel level. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds medium range, or you end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

Destruction

The Spirit of Destruction yearns to break down all things, that they might start anew.

Curse - Haunted: You bring about the end, and the dead follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *mage hand* and *ghost sound* to your list of spells known.

At 5th level, add *levitate* and *minor image* to your list of spells known.

At 10th level, add *telekinesis* to your list of spells known, as a 4th level spell.

At 15th level, you can cast *reverse gravity* once per day as a spell-like ability.

Spirit Bonus: When you channel the spirit of destruction, your spirit bonus applies on attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.

Revelations

A primal vessel with the spirit of destruction can prepare from the following list of revelations.

Defy Elements (Ex) Choose one energy type (acid,

cold, fire, electricity, or sonic). You gain resistance 5 to the selected energy type. At 5th level and every 5 levels thereafter, you can choose an additional energy type for which to gain resistance 5, or you can choose a previously chosen energy type and increase that resistance by 5 (to a maximum resistance of 20 for any one energy type).

Destructive Roots (Su) You can root yourself to your current spot and cause the world around you to fall apart. As a standard action, you can cause the ground in a 5-foot radius burst centered on you to crumble and rupture, becoming difficult terrain. As a move action on subsequent rounds, you can continue to concentrate on this area as though concentrating on a spell; doing so increases the radius of difficult terrain by 5 feet (maximum 30-foot-radius). You immediately cease concentrating if you move from the square you started in when you activated this ability. Difficult terrain created by this ability remains for 24 hours before returning to its original state. You must be at least 7th level to prepare this revelation.

Doomsayer (Su) As a standard action, you can utter a dire prophecy that strikes fear in your enemies and causes them to become shaken. To be affected, an enemy must be within 30 feet and able to hear you. This effect persists as long as the enemy is within 30 feet and you use a move action each round to continue your doomsaying. This ability cannot cause a creature to become frightened or panicked, even if the target was already shaken from another effect. This is a mind-affecting fear effect that relies on audible components. At 15th level, continuing your doomsaying each round is a swift action instead. You must be at least 7th level to prepare this revelation.

Dust to Dust (Su) Once per day as a standard action, you can cause the weapons around you to shatter in their wielders' hands. When you use this ability, attempt a single sunder combat maneuver, using your caster level in place of your base attack bonus and your Charisma modifier in place of Strength. Every creature except you in a 10-foot radius that is wielding a manufactured weapon is targeted by the same attempt. You deal an amount of damage to each weapon affected equal to $1d4 \times$ your Charisma modifier (minimum $1d4$). At 11th level, this damage increases to $1d6 \times$ your Charisma modifier (minimum $1d6$). At 10th level, you can use this ability twice per day.

Erosion Touch (Su) As a melee touch attack, you can deal $1d6$ points of damage per level to objects or constructs. If used against an object in another creature's

possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one time per day for every three levels you possess.

Near Death (Su) You gain a +2 insight bonus on saves against diseases, mind-affecting effects, and poisons. At 7th level, this bonus also applies on saves against death effects, sleep effects, and stunning. At 11th level, the bonus increases to +4.

Pass the Torch (Su) Once per day as a swift action, you can channel the energy of destruction into your body, causing you to ignite. You take $1d4$ points of fire damage when you activate this ability and again at the beginning of your turn until you end the effect. Any creature that begins its turn adjacent to you takes $1d6$ points of fire damage as the fire spreads, plus 1 additional point of fire damage for each previous round you have had this ability active. For example, adjacent creatures take $1d6+5$ points of damage if you have had this ability active for 5 rounds. You can use this ability for a number of rounds equal to $1/2$ your vessel level, and you can end this ability as a free action. At 5th level and every 5 levels thereafter, you can use this ability one additional time per day.

Power of the Fallen (Sp) You can touch a dying creature and channel its life energy into another living creature. This ability acts as *death knell*, except you can choose any ally (including yourself) within 30 feet to gain the benefit of this effect, and you can apply the +2 enhancement bonus to either Strength, Dexterity, or Constitution. You can use this ability a number of times per day equal to your Charisma modifier. You must be at least 5th level to prepare this revelation.

Spell Blast (Su) As a swift action whenever you confirm a critical hit against an opponent with a spell that requires an attack roll, you can immediately attempt to bull rush your opponent in any direction. You don't provoke an attack of opportunity for this bull rush attempt.

Unstoppable Overrun (Ex) You can attempt overrun combat maneuvers against opponents that are up to two size categories larger than you. At 5th level, you gain Improved Overrun as a bonus feat. At 10th level, you gain Greater Overrun as a bonus feat. You don't need to meet the prerequisites to gain these feats.

Earth

The spirit of earth desires a firm foundation on which to mount a strong defense.

Curse - Lame: Your gait becomes slow and ungainly, as

though a boulder is rested upon your shoulders. Your base land speed is reduced by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance.

At 5th level, you are immune to the fatigued condition (but not exhaustion).

At 10th level, your speed is never reduced by armor.

At 15th level, you are immune to the exhausted condition.

Spirit Bonus: When you channel the spirit of stone, your spirit bonus applies to AC and on Constitution checks, Fortitude saves, and Reflex saves.

Revelations

A primal vessel with the spirit of stone can prepare from the following list of revelations.

Acid Skin (Ex): You gain resist acid 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to acid.

Clobbering Strike (Ex): Whenever you score a critical hit against an opponent with a spell that requires an attack roll, you may immediately attempt to trip your opponent as a swift action. You do not provoke an attack of opportunity as normal for this trip attempt. You cannot be tripped in return when using this ability.

Crystal Sight (Ex): You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your vessel level, or 1/12th this thickness of metal. You can use this ability a number of rounds per day equal to your vessel level, but these rounds do not need to be consecutive.

Earth Glide (Su): You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A move earth spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide for 1 minute per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to prepare this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of

travel.

Mighty Pebble (Su): As a standard action, you can charge and throw a pebble (or other stone of similar size) that detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack and damage for every four vessel levels you possess. Any creature struck by the pebble takes 1d6 points of bludgeoning damage per two vessel levels you possess (minimum 1d6). Creatures in squares adjacent to the target take half damage, or no damage if they make a Reflex saving throw. If the attack roll misses, treat the pebble as a thrown splash weapon to determine where it lands. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your own size. The range increment for a rock is 20 feet, and you can hurl it up to 5 range increments. Damage for a hurled rock is 2d4 for a Medium creature or 2d3 for a Small creature, plus 1-1/2 your Strength bonus.

Shard Explosion (Su): As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two vessel levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Steelbreaker Skin (Su): As a standard action, you can harden your flesh so that weapons that strike you are damaged or destroyed. Anytime a melee or ranged weapon strikes you, the weapon takes an amount of damage equal to your vessel level. This ability does not prevent the weapon from harming you unless the damage destroys the weapon attacking you. You can use this ability once per day, but the duration is 1 minute/level. You must be at least 7th level to prepare this revelation. At 15th level, the damage from this ability ignores up to 10 points of hardness.

Stone Stability (Ex): You receive a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. At 5th level, you gain Improved Trip as a bonus feat. At 10th level, you gain Greater Trip as a bonus feat. You do not need to meet the prerequisites to gain these feats.

Touch of Acid (Su): As a standard action, you can

perform a melee touch attack that deals 1d6 points of acid damage +1 point for every two vessel levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield deals +1d6 points of acid damage, similar to how a flaming weapon operates.

Fire

The spirit of fire blazes with a fiery and hungry heat.

Curse - Clouded Vision: When the spirit of fire enters your body, your vision becomes hazy and blurred, as though your eyes were seared by bright flames. You cannot see anything beyond 30 feet, but you can see as if you had darkvision.

At 5th level, this distance increases to 60 feet.

At 10th level, you gain blindsense out to a range of 30 feet.

At 15th level, you gain blindsight out to a range of 15 feet.

Spirit Bonus: When you channel the spirit of fire, your spirit bonus applies on Charisma checks and Charisma-based skill checks, as well as on spirit surge rolls. This allows the bonus to apply twice to the total result if you use a spirit surge on a Charisma check or on a Charisma-based skill check.

Revelations

A primal vessel with the spirit of fire can prepare from the following list of revelations.

Burning Magic (Su): Whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature with water as a standard action grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

Cinder Dance (Ex): Your base speed increases by 10 feet. At 5th level, you receive Nimble Moves as a bonus feat. At 10th level, you receive Acrobatic Steps as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Fire Breath (Su): As a standard action, you can unleash a 15-foot cone of flame from your mouth. This

flame deals 1d4 points of fire damage per level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. The save DC is Charisma-based.

Firestorm (Su): As a standard action, you can cause fire to erupt around you. You can create one 10-foot cube of fire per vessel level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in these flames takes 1d6 points of fire damage per vessel level, with a Reflex save resulting in half damage. This fire lasts for a number of rounds equal to your Charisma modifier. You can use this ability once per day. You must be at least 11th level to prepare this revelation.

Form of Flame (Su): As a standard action, you can assume the form of a Small fire elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium fire elemental, as *elemental body II*. At 11th level, you can assume the form of a Large fire elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge fire elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level to prepare this revelation.

Gaze of Flames (Su): You can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow you to see normally. At 7th level, you can gaze through any source of flame within 10 feet per vessel level, as if using clairvoyance. You can use this ability for a number of rounds per day equal to your vessel level, but these rounds do not need to be consecutive.

Heat Aura (Su): As a swift action, you can cause waves of heat to radiate from your body. This heat deals 1d4 points of fire damage per two vessel levels (minimum 1d4) to all creatures within 10 feet. A Reflex save halves the damage. In addition, your form wavers and blurs, granting you 20% concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Molten Skin (Ex): You gain resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to fire.

Touch of Flame (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two vessel levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *flaming* weapon.

Wings of Fire (Su): As a swift action, you can mani-

fest a pair of fiery wings that grant you a fly speed of 60 feet with average maneuverability. You can use these wings for 1 minute per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before preparing this revelation.

Water

The spirit of water desires fluid motion and form-without-form.

Curse - Deaf: You hear nothing, as though your head is submerged in the ocean deep, and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time.

At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing, and the initiative penalty for being deaf is reduced to -2.

At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf.

At 15th level, you gain tremorsense out to a range of 30 feet.

Spirit Bonus: When you channel the spirit of water, your spirit bonus applies on concentration checks, Intelligence checks, and Intelligence-based skill checks.

Revelations

A primal vessel with the spirit of water can prepare from the following list of revelations.

Blizzard (Su): As a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of storm per vessel level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per vessel level, with a Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. You must be 11th level to prepare this revelation.

Fluid Nature (Ex): You receive a +4 bonus to your Combat Maneuver Defense against bull rush, drag, grapple, reposition, and trip attempts. A creature trying to confirm a critical hit against you has a -4 penalty on

its confirmation roll. At 5th level, you gain Dodge as a bonus feat. You do not need to meet the prerequisite to gain this feat.

Fluid Travel (Su): You can walk on liquid as if it were a solid surface. Walking on the liquid does not harm you; you can walk on acid or even lava (as if walking on a solid temporary crust), though you would still take fire damage from being near the lava. You can move across this surface at your normal land speed. At 7th level, while this ability is in effect, you can instead go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Freezing Spells (Su): Whenever a creature fails a saving throw and takes cold damage from one of your spells, it is slowed (as the *slow* spell) for 1 round. Spells that do not allow a save do not slow creatures. At 11th level, the duration increases to 1d4 rounds.

Ice Armor (Su): You can conjure armor of ice that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/piercing. In cold conditions, the armor bonus (and DR bonus) increases by 2; in very hot conditions it decreases by 2. You can use this armor for 1 hour per day per vessel level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Icy Skin (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Punitive Transformation (Su): You can transform an opponent into a harmless animal as if using *baleful polymorph*. This transformation lasts 1 round per vessel level. Transforming another creature causes the first to immediately revert to normal. You may use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level before preparing this revelation.

Water Form (Su): As a standard action, you can assume the form of a Small water elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium water elemental, as *elemental body II*. At 11th level, you can assume the form of a Large water elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge water elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level to prepare this revelation.

Water Sight (Su): You can see through fog and mist without penalty as long as there is enough light to allow you to see normally. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the *scrying* spell. At 15th level, this functions like *greater scrying*. You can use the scrying abilities for a number of rounds per day equal to your vessel level, but these rounds do not need to be consecutive.

Wintry Touch (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two vessel levels you possess. You can use the wintry touch ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a frost weapon.

New Feats

The following feats are for the the vessel class.

Exhaust Spirit

You can call upon your spirit to exert itself to greater effect.

Prerequisite: Vessel level 1.

Benefit: As a swift or immediate action, you can choose to double your spirit bonus for a single d20 roll. Doing so negates your spirit bonus for 1 hour.

Extra Spirit Revelation

You draw more power from your spirits.

Prerequisite: Vessel level 3.

Benefit: You can prepare one additional revelation per day.

Mixed Spirits

You allow two spirits to enter your body to mix and mingle.

Prerequisite: Vessel level 2.

Benefit: You can allow 2 of your 6 spirits to inhabit your body instead of just 1. You gain the curse and spirit bonus of one spirit, and the revelations list of the other spirit. Once this choice is made, it cannot be changed for 24 hours.

Wakeful Spirit

Your spirit watches over you as you sleep.

Prerequisite: Vessel level 1.

Benefit: While a spirit is inside your body, you can make Perception checks based on sight while unconscious. If

you are merely sleeping, you can wake up as a move action.

Alternate Favored Class Bonuses

Instead of adding a hit point or a skill point when increasing in the favored class of vessel, a vessel may instead choose the alternate class bonus, based on their race. Fractional increases must reach whole numbers to be effective.

Avoodim: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Dhampir: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Dhosari: Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.

Drow: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Dwarf: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Elf: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Erkuna: Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.

Eventual: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Goblin: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Gnome: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Gripli: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Half-Elf: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Half-Orc: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Halfling: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Hobgoblin: Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.

Human: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Ifrit: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Ith'n ya'roo: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Kobold: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Kripar: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Nagaji: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Orc: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Polkan: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Qit'ar: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Ratfolk: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Tiefling: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Urisk: Add +1/6 to the vessel's level for the purpose of determining the effects of one revelation.

Xesa: Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.

Zendiqi: Gain a +1/2 bonus on saving throws against possession and charm effects and a +1/2 bonus on saving throws to end location channel and spacious soul.

Sample Vessel NPC

Below is a sample vessel NPC. Madame Xemu is currently designed as being a vessel for the disgruntled captain.

Madame Xemu (CR 1/2; XP 200)

N Medium humanoid (human)

Init +1; **Senses** none; Perception +2

Defense

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex); spirit shield active

hp 11 (1d8+3)

Fort +0, **Ref** +1, **Will** +4

Offense

Speed 30 ft.

Melee light mace +1 (1d6+1)

Ranged dagger +1 (1d4+1/19-20)

Spells Known (CL 1st; concentration +3)

0th (at will)—*ghost sound* (Wd-DC 13), *grave words*, *guidance*, *mage hand*

Cursed Spirit disgruntled captain; **Curse** haunted

Statistics

Str 12, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 12

Feats Extra Revelation, Toughness

Skills Bluff +7, Diplomacy +7, Perform (act) +7, Profession (fortune teller) +6, Sense Motive +6; **Skill Modifiers** +1 spirit bonus

Languages Common

SQ heart in the fields (Profession [fortune teller]), revelation (blood of heroes, spirit shield)

Combat Gear acid (2), antitoxin, *potion of cure light wounds*; **Gear** backpack, 2 daggers, light mace, rider-waite tarot deck, scroll case; **Coins** 7 gp

Demographics

Faith Black Crow

Homeland New Wathis

Madame Xemu operates the Phantoms of The Calling, fortune-teller's venue. She employs a number of enigmmon and elemental-kin con artists to help her relieve the foolish of their gold. It has served her well as a profession for many years, recently though during a sceane she actually became the host for a zendiqi warrior that led one small faction of the elemental host against the deist powers during the NewGod Wars. Since that time, she has been visited each day by spirit. No longer content to simply to exist and get by, Madame Xemu is looking for an opportunity to join a group of adventurers exploring the world. Perhaps she will either learn to control her powers or discover their source so she can get back to having a normal life.

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