



Ultimate Covenant Magic



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Credits

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Ultimate Covenant Magic

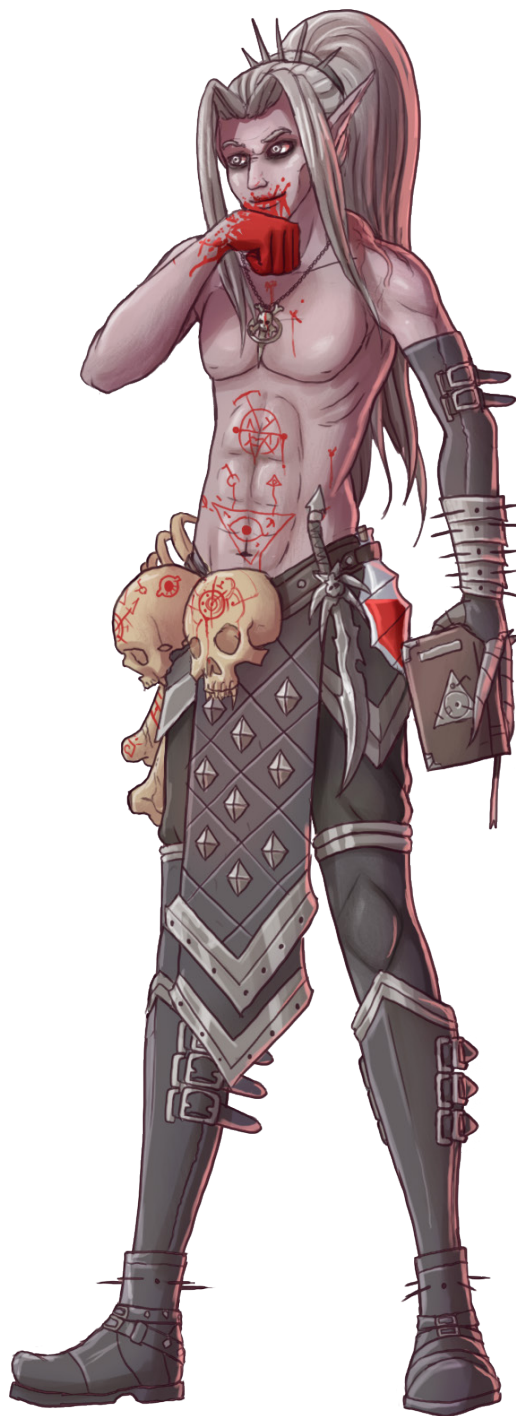
*"We are wolves of the guard, soldiers of the light.
Hunted and haunted, by the beasts of night.
Friend to all and foe to none, Love and loyalty bind us as
one.
Time and tide shall heal all wounds
Memories and madness shall not consume.
To death and despair we shall never surrender,
The pact never to be forsaken, or torn asunder."*

- Melissa de la Cruz, Wolf Pact

Mortals perform covenant magic to borrow the power of spirits, creating possibilities that would otherwise be difficult or impossible by mortal means. This practice takes many forms, but all hinge on covenants, supernatural bargains that grant benefits linked to spirits like fey, outsiders, and undead. Easily the most influential and famous users of covenant magic are rare mystics who derive a vast array of powers from strange spirits using the base classes described in **Chapter 1** of this book: the covenant mage and the dervish. Covenant mages manifest the broadest array of spiritual magic, although their magic is rawer than that used by true spellcasters. Their rarer but no less dedicated peers, the dervishes, are warriors who train their bodies to move with fluid grace even as they meditate to draw upon the essence of powerful spirits. **Chapter 2** describes class options for covenant mages and dervishes as well as numerous other classes. **Chapter 3** describes the covenant magic and specific covenants used throughout the rest of the book and available to any character who takes the proper feat. **Chapter 4** first describes the feats used by the most numerous of all practitioners: those dabblers who enter into a single covenant with a spirit patron willing to help them accomplish something important that seems impossible by mortal means. The rest of Chapter 4 includes other character options such as spells for interacting with and calling many sorts of spirits, traits and drawbacks for those whose lives are shaped by spirits or covenant magic, other feats for those who use covenant magic, and rules for mythic users of covenant magic. Advice on how to create backgrounds and campaigns for users of covenant magic, ways to find covenant patrons, as well as variant rules for covenants paid for

in service or other non-wealth offerings are found in **Chapter 5**. **Chapter 6** ends the book with simple templates to add covenant classes to monsters, example stat blocks for NPCs who might aid or oppose characters, and one example PC of the covenant mage and dervish classes at 1st and 7th level.

A Note on Names: The first covenant magic class introduced with the covenant magic system in 2013 was published under the name "medium" but for ease of play in light of other uses of the term, it is updated under the name "covenant mage" here.



Chapter 1: Classes



Covenant Mage

A covenant mage glimpses beyond the physical world into the realm of spirits, seeing the world as spirits do. Sometimes called mediums, covenant mages are natural emissaries for beings from beyond the veil. A covenant mage is marked from a young age by her proficiency at seeing and communicating with spirits of one or more varieties. Thanks to this talent, she attracts a spirit guide to help her mediate between her fellow mortals and creatures beyond their ken. A covenant mage's abilities often manifest only after a harrowing or life-changing experience that pushes her mind or body to its breaking point.

A covenant mage generally provokes a strong reaction from others—she is either revered for seeing beyond the boundaries of common mortals or feared for her association with dangerous otherworldly beings. Spirits, for this purpose, generally include fey, outsiders, and undead. In combat, a covenant mage often relies upon her trance to keep her alive, her covenants and spirit boons to attack, and spell-like abilities to empower her allies or hamper her foes.

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

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

Hit Die: d8.

Class Skills

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

Skill Ranks Per Level: 4 + Int modifier.

Class Features

The following are class features of the covenant mage.

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

Influence (Su): As soon as the covenant mage begins to

explore her powers, she draws the attention of distant spirits who see her destiny entwined with theirs, are intrigued by her talents, or find her otherwise interesting. They mark her with their power, whether she wishes it or not. Each influence is associated with a particular sort of extreme event, and though not all covenant mages with the same influence realize their powers in the same way, many share a common link to the same sort of event. As she grows in power, this relationship often changes to her exerting her own influence to impress, coerce, or charm spirits into granting her greater amounts of power. The influence imparts the covenant mage with automatic knowledge of a single language used by associated spirits. In addition, during her trance, she can also borrow the power of such spirits in the form of bonus spell-like abilities and covenants that she need not pay for nor make any formal agreement to gain. If a covenant gained this way calls for choices to be made when the covenant is formed, the covenant mage makes the choice when she reaches the level that first grants it, and may change her choice any time she gains a covenant mage level. The bonus language, covenants, and spell-like abilities are determined by the influence chosen. Once a covenant mage's choice of influence has been made, it cannot be changed.

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

Spell-Like Abilities: A covenant mage's spirit guide imparts the secrets of a number of spell-like abilities which the covenant mage chooses from the covenant mage spell list, as indicated on the class table. Since spell-like abilities lack components, they can be activated with only a thought from the covenant mage and are not subject to spell failure from armor or deafness, though they still require attention and can be disrupted by attacks or distractions. Spell-like abilities are not spells, so they cannot be countered and cannot be used to counter spells. They can be dispelled normally. A covenant mage's spell-like abilities are cast as a standard action that provokes attacks of opportunity unless the spell's casting time is normally shorter. All a covenant mage's spell-like abilities count as psychic, rather than arcane or divine. This permits them to use occult skill unlocks for skills in which they are trained.

Since these spell-like abilities require a certain measure of attention from the covenant mage's spirit guide to maintain, she can have no more than one instance of any

Table: Covenant Mage

Lvl	Base Attack Bonus	Base Fort Save	Base Ref Save	Base Will Save	Special	Spell-like Abilities Known						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Influence, spirit boon, spirit guide, trance, trance covenant (least), trance spell-like ability (0)	4	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Detect spirits, item activation, trance spell-like ability (1st)	5	1	—	—	—	—	—
3rd	+2	+1	+1	+3	Séance, spirit boon	5	2	—	—	—	—	—
4th	+3	+1	+1	+4	Magic circle against spirits, trance spell-like ability (2nd)	6	3	—	—	—	—	—
5th	+3	+1	+1	+4	Trance covenant (lesser)	6	3	1	—	—	—	—
6th	+4	+2	+2	+5	Quell spirits, trance spell-like ability (3rd)	6	3	2	—	—	—	—
7th	+5	+2	+2	+5	Spirit boon	6	3	3	—	—	—	—
8th	+6/+1	+2	+2	+6	Expel spirits, spirit binding, trance spell-like ability (4th)	6	3	3	1	—	—	—
9th	+6/+1	+3	+3	+6	Trance covenant (major)	6	3	3	2	—	—	—
10th	+7/+2	+3	+3	+7	Greater trance, trance spell-like ability (5th)	6	3	3	3	—	—	—
11th	+8/+3	+3	+3	+7	Spirit boon	6	3	3	3	1	—	—
12th	+9/+4	+4	+4	+8	Trance spell-like ability (6th)	6	3	3	3	2	—	—
13th	+9/+4	+4	+4	+8	Trance covenant (greater)	6	3	3	3	3	—	—
14th	+10/+5	+4	+4	+9	Trance spell-like ability (7th)	6	3	3	3	3	1	—
15th	+11/+6/+1	+5	+5	+9	Spirit boon	6	3	3	3	3	2	—
16th	+12/+7/+2	+5	+5	+10	Trance spell-like ability (8th)	6	3	3	3	3	3	—
17th	+12/+7/+2	+5	+5	+10	Trance covenant (superior)	6	3	3	3	3	3	1
18th	+13/+8/+3	+6	+6	+11	Trance spell-like ability (9th)	6	3	3	3	3	3	2
19th	+14/+9/+4	+6	+6	+11	Spirit boon	6	3	3	3	3	3	3
20th	+15/+10/+5	+6	+6	+12	Fundamental influence, supernal trance	6	3	3	3	3	3	3

particular spell-like ability active at a time; casting that spell-like ability again ends the duration of any ongoing copy of that spell-like ability. The nonmagical effects of the spell-like abilities are not necessarily undone, and instantaneous and permanent spell-like abilities are not subject to this limitation. A duration of permanent until triggered does not count as permanent and ends without triggering if that ability is activated again. A spell that heals hit points or removes conditions can successfully affect a target no more than once per day.

Each spell-like ability of the highest level that the covenant mage can cast is available 3 times per day; spell-like abilities of lower levels are available at will. The save DC for a spell-like ability is equal to 10 + spell level +

the covenant mage's Charisma modifier. In order to use a spell-like ability, the covenant mage must have a Charisma score of at least 10 + spell level.

A few covenant mage spell-like abilities can be undercast, as noted in the spell description. For a covenant mage, this means that she can cast the spell at the level she knows, or at any lower level. If she casts it at a level lower than her highest level of spell-like abilities known, it does not count against the number of times per day that spell-like ability can be used. Whenever a covenant mage adds a spell to her list of spell-like abilities known that can be undercast, she can immediately learn a spell in place of each lower-level version of that spell-like ability she knows. In essence, she loses each earlier version

and can replace it with another spell of the same level that is on her spell list.

Upon reaching 4th level, and at every even-numbered covenant mage level after that (6th, 8th, and so on), a covenant mage can choose to learn a new spell in place of one she already knows. In effect, the covenant mage loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A covenant mage may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. This is in addition to any replacement allowed due to learning a higher-level version of a spell that can be undercast.

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

Spirit Boons: At certain times, a covenant mage's spirit guide can learn to impart a new boon upon its mistress. A covenant mage gains one spirit boon at 1st, 3rd, 7th, 11th, 15th, and 19th levels, each chosen from among the list below.

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

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

save and fatigued if he succeeds.

Sap Speed (Su): With a melee touch attack, you can drain a living or undead creature's mental energy, preventing it from taking as many actions and allowing yourself to take more. The creature is staggered for 1 round and you gain an extra move action to use during your current turn. If you have not yet used your regular move action for this turn, you can spend both move actions to take a single withdraw action. At 11th covenant mage level, the target must also succeed on a Will saving throw or suffer the effects of *slow* for 1 round and grant you the benefits of *haste* for 1 round.

Spirit Interference (Su): As a standard action, you call upon your spirit guide to cloud the mind of a living or undead foe within 30 feet, similar to a minor form of possession. *Protection from good* and any other effect that prevents or ends possession can prevent or end this power as if you were attempting to possess the target. The target can resist with a successful Will saving throw against DC 10 + 1/2 your covenant mage level + your Charisma modifier. If it fails, it is nauseated for 1 round as the spirit guide prevents it from properly controlling its body. If it succeeds, it is instead sickened for 1 round.

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

Staggering Invocation (Su): As a standard action, you can speak a word of power to cause a creature within 30 feet to become staggered for 1 round with no saving throw. If the target has no more Hit Dice than you, it must succeed on a Will save or be dazed for 1 round instead of staggered. The save DC is 10 + 1/2 your covenant mage level + your Charisma modifier. This is a mind-affecting sonic effect that does not require your spirit guide's presence.

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

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

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

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

Spirit Guide (Sp): Every covenant mage possesses a spirit guide, an insubstantial phantom that speaks to her mind, watches over her, lends her its strength and wisdom, and offers her its services in contacting spirits and using spell-like abilities. The guide automatically grants her a single *guidance* spell effect whenever she enters a trance (as described below); the bonus can be used at any time during the trance. At 4th level and every three levels thereafter, the competence bonus granted by the spirit's *guidance* increases by 1 when applied to any attack roll, saving throw, or skill check against one or more Fey, outsiders, or undead, to a maximum of a +7 total bonus at 19th level. If the covenant mage has a spirit guide from another class (such as rage prophet or dervish), add those levels together to determine her effective covenant mage level for this purpose.

Some spirit boons require a covenant mage to send her spirit guide away for a time. If the covenant mage enters a trance while her spirit guide is absent, it does not grant her its guidance until it returns, at which time it grants her its guidance immediately if she is still in a trance.

Trance (Su): As a move action, a covenant mage can enter a trance to align herself with the powers of the spirit world. A covenant mage can maintain her trance for a number of rounds per day equal to 4 + her Charisma modifier. Temporary increases to Charisma, such

as those gained from the trance and spells like *eagle's splendor*, do not increase the total number of rounds that the covenant mage can maintain a trance per day. She gains an additional 2 rounds of trance per level she gains after 1st.

While in a trance, the covenant mage gains *guidance* as described in her spirit guide ability and taps into the power of her spirit influence. The covenant mage gains a +4 insight bonus to her Constitution and Charisma scores. In addition, she gains temporary access to one or more covenants and spell-like abilities determined by her influence.

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

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

Trance Covenant (Su): A covenant mage gains access to a least covenant determined by her influence while in her trance. Each of these abilities can be used once per trance unless the ability can normally be used more often. If a covenant gained this way calls for choices to be made when the covenant is formed (such as choosing which ability score gift of glory I applies to), the covenant mage makes the choice when she reaches the level that first grants it, and may change her choice about the covenant's effect any time she gains a covenant mage level. At 5th level, she also gains a minor covenant. At 9th level, she also gains a major covenant. At 13th level, she also gains a greater covenant. At 17th level, she also

gains a superior covenant. All covenants gained are determined by her influence.

Unlike most covenants, trance covenants do not have a patron; the covenant mage uses her own statistics to determine their effects. A covenant mage can gain continuous access to the covenant by making an appropriate offering to a patron who could grant the covenant (although she remains limited by any limitations described in the covenant). This does not require paying for a purification ritual and does not require a feat. Thereafter, the covenant mage uses the patron's statistics or her own to determine the covenant's effects, whichever is better.

Trance Spell-Like Abilities (Sp): While in a trance, the covenant mage gains access to additional spell-like abilities determined by her influence. She can use each spell-like ability once per trance. Like other covenant mage spell-like abilities, the covenant mage can have only one of each spell active at any given time. At 1st level, she gains access to a 0-level spell-like ability. At every even level, she gains access to another spell-like ability of the next higher spell level (spell level 1st at covenant mage level 2nd, spell level 2nd at covenant mage level 4th, and so on).

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

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

Starting at 7th level, the covenant mage's spirit guide alerts her to the presence of spirits that could be detected by this ability within 60 feet in any direction. She must activate this ability and concentrate to learn more, but learns the number of auras in the area and the strength of the strongest aura on the first round, and the strength

and location of the auras on the second round. These advanced abilities function only while the spirit guide is present.

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

At 14th level, a covenant mage can spend a use of one of her highest-level spell-like abilities to charge a staff if any of her covenant mage spell-like abilities known are among the spells in the staff and her highest-level spell-like ability known is at least as high a level as the highest-level spell in the staff. The spell-like ability must have a daily limit. The covenant mage must concentrate for 10 minutes to charge a staff and cannot do so while in a trance.

Adept Spirit Boons: At 3rd level, a covenant mage can choose from the following spirit boons in addition to those available at 1st level.

Alien Contact (Sp): Your spirit guide can contact alien beings once per day. This ability functions similarly to *contact entity I* at your caster level and requires verbal and material components. You can also call such entities to possess you with your *séance* ability, although you cannot call them bodily. This spirit boon functions as *contact entity II* at 7th level, *contact entity III* or *lesser alien offering* (see page 125) at 11th level, *contact entity IV* or *alien offering* (see page 125) at 15th level, and *greater alien offering* (see page 125) at 19th level.

Forewarned (Su): Your spirit guide helps alert you to unknown danger. You gain trap sense as a rogue of your covenant mage level. At 7th level, you gain uncanny dodge as a rogue. At 15th level, you gain improved uncanny dodge as a rogue. You lose these abilities if your spirit guide is absent.

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

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

Open Mind (Su): You can send away your spirit guide to open up the mind of a target creature with an Intelligence score within 60 feet. It suffers a -1 penalty on saving throws against mind-affecting effects unless it is immune to mind-affecting effects, in which case it loses that immunity but gains a +4 bonus on saving throws against such effects. This effect lasts until you call your spirit guide back as a swift action.

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

an hour-long ritual once per day to affect the target with a spell at any range so long as you are both on the same plane of existence and the spell's normal range is touch or greater.

Spectral Figment (Su): With 1 round of concentration, you can send your spirit guide to manifest a figment similar to a *silent image* spell. The figment manifests at the start of your next turn. It can change to react to events observable to a *magic mouth* spell, but you cannot alter its programming except by concentrating as a standard action while you have line of effect to it. The figment is not an illusion, but an incorporeal manifestation. It can interact with incorporeal creatures or objects with the *ghost touch* property in a manner similar to the spell *unseen servant* within the figment's area. It can attempt to manipulate other magic items or creatures wearing magic clothing, but has a 50% chance of failure each time. The figment is destroyed when struck by any attack with a spell, magic weapon, or incorporeal source and has an AC of 10 + your covenant mage level. An attack from a corporeal source has only a 50% chance of destroying the figment (except for weapons with the *ghost touch* property). Your spirit guide is absent until you end the figment by calling it back as a standard action. At 7th level, the figment resembles *major image* and its effective Strength score is equal to your caster level. At 11th level, it resembles *persistent image*. At 15th level, its manipulation functions as *telekinesis* with the same difficulty affecting corporeal targets.

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

Totem Secret (Su): You gain a totem secret as a nature shaman. Add your covenant mage level to your shaman level for the purpose of this totem secret.

Wisdom of the Spirits (Su): Once per day, you can commune with the spirits with a ritual chant which lasts for 1 minute, during which you can take no other actions. When you complete the chant, you have gained mystical insight into the future. At 3rd level, this insight acts as an *augury* spell with 80% effectiveness. At 6th level, it

can take the form of a *divination* with 90% effectiveness. At 9th level, it can take the form of a *contact other plane* spell. None of these spell effects require components.

Séance (Sp): At 3rd level, a covenant mage learns to call and bind spirits of many types. Although she does not have to make deals with specific spirits to gain her class features, she can augment her abilities further by using this ability and making an offering of wealth to gain covenants (see **Chapter 3** for rules on gaining covenants). Once per day, the covenant mage can allow herself to be possessed by a spirit after a 10-minute ritual. During the ritual, her spirit guide departs and is absent while it seeks a creature that matches a description given by the covenant mage at the start of the ritual. This ability can retrieve the soul of a fey, outsider, or undead with a number of Hit Dice less than or equal to the maximum given on the table below and the spirit possesses the covenant mage as *greater possession*. Specific creatures can be called by giving their proper names, and a true name can make it easier to trap many outsiders and fey. A possessing spirit that matches the covenant mage's influence is willing to bargain with her, much like creatures called with *lesser planar ally*, but determine the payment required based on the spirit's Challenge Rating rather than its Hit Dice. Other possessing spirits are seized in a manner similar to *lesser planar binding* (save DC 10 + 1/2 covenant mage level + Charisma modifier) and bargained with as described in that spell.

Each round that the covenant mage is possessed by an uncooperative spirit, she must succeed on a Will save against DC 20 + 1/2 spirit's CR to take any action other than mentally communicating with the spirit. If she succeeds, she can act normally for 1 round or concentrate on containing the spirit as a standard action to gain a +4 bonus on her next saving throw to maintain control of her body. A possessing spirit can end the calling any time after the covenant mage fails three of these saving throws in a row. Likewise, a covenant mage can eject a possessing spirit as a full-round action after succeeding on three saving throws in a row.

When the spirit leaves or the séance ends, the spirit returns to where it originated. Since the covenant mage invited the spirit into her body, *protection from evil* and related effects do not prevent the spirit from possessing her, but they can give her a reprieve from its control for as long as the protection lasts if she succeeds on a new saving throw. The possession ends after 1 minute per covenant mage level in any event. A possessing spirit can be prevented from running off with her body by sub-

jecting her body to the same methods used to restrain a creature called with a normal *lesser planar binding* spell, but neither a *magic circle* nor a *dimensional anchor* (nor similar effects) can keep the visiting soul from departing when the séance ends.

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

Quell Spirits (Su): At 6th level, the covenant mage can attempt to calm nearby spirits as a standard action. All fey, outsiders, and undead within a 30-foot burst from the covenant mage must succeed at a Will save or be calmed for 1 round per covenant mage level. The save DC is 10 + 1/2 covenant mage level + Charisma modifier. All active haunts (including those that have been triggered but have not yet acted) in the area with caster level less than or equal to the covenant mage's level return to a dormant state. Affected haunts cannot be triggered again while the quelling lasts. This ability does not grant the covenant mage control over affected spirits, but does prevent agitated spirits from raging and joyous spirits from reveling. Affected spirits cannot attack except to defend themselves, and any aggressive action or damage dealt to them breaks the effect for all affected spirits and haunts. Quelling spirits requires speaking calmly and clearly, and thus it cannot be done during a trance. This ability can be used a number of times per day equal to 3 + the covenant mage's Charisma bonus (do not include temporary increases, such as that from the covenant mage's trance, when calculating this number).

Intermediate Spirit Boon: At 7th level, a covenant mage can choose from the following boons in addition to those available at lower levels.

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

guide must be present.

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

Eerie Spell-Like Ability (Ex): Your spirit guide teaches you to terrorize the victims of your spell-like abilities even without its help. Up to three times per day, when you cast a spell-like ability, you can make an Intimidate check as a swift action to demoralize any opponents that can see both you and an effect of the spell from within 30 feet or that are targets of the spell. Roll a single Intimidate check, and apply it to the DC for each foe separately.

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

At 11th covenant mage level, this ability automatically relieves all ability damage from all mental ability scores, 1d4 ability damage from each physical ability score, and 1d4 ability drain from each mental ability score. In addition, it allows the victim to make a new saving throw to remove one of the following instead of an emotion effect: one permanent negative level, possession (such as a ghost's malevolence or a magic jar spell), or any enchantment effect. If a possessing creature is removed from the victim this way, it is dazed for 1d4 rounds and cannot possess the victim again for 24 hours.

At 15th covenant mage level, this ability relieves all ability drain from mental ability scores and 1d4 ability drain from each physical ability score and the new saving throw may instead be made against a curse or insanity. Also at 15th level, if a permanent negative level is

removed with a successful save, the victim can attempt another saving throw to remove another permanent negative level (this can be done repeatedly, until the victim fails a save or has no more permanent negative levels).

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

Hand of the Spirit Guide (Su): As a standard action, you can project your spirit guide into an inanimate object so that it can aid you physically as an animated object. The object must be within 100 feet plus 10 feet per covenant mage level and must be Medium or smaller. At 9th level and every two covenant mage levels thereafter, the maximum size of object you can animate increases by one size category (to a maximum of Colossal at 15th level). If you use it on a weapon, the weapon instead gains the *dancing* weapon property for 4 rounds and immediately begins dancing. You can use this ability once per day at 7th level, and one additional time per day for every four levels beyond 7th.

Prolonged Spell-Like Ability (Ex): Your spirit guide learns to extend the duration of your spells. Up to 3 times per day, when you cast a spell-like ability with a duration other than instantaneous or permanent, you can double the duration, as if modifying the spell with the Extend Spell feat.

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

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

at the same time.

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

Second Sight (Ex): While your spirit guide is present, you can pinpoint creatures you cannot see within 15 feet, though they still have total concealment against you. Visibility still affects your movement and you are still denied your Dexterity bonus to Armor Class against attackers you cannot see. At 11th level, the range increases to 30 feet. At 15th level, you also gain blindsight to a range of 15 feet.

Soul-Touching Spell-Like Ability (Ex): Your spirit guide learns to augment your spell-like abilities to more reliably affect spirits. Up to 3 times per day, you can affect a spell-like ability with this spirit boon to cause it to affect incorporeal creatures normally, with no reduction in effectiveness despite their lack of physical form (as Ectoplasmic Spell). In addition, you gain a +5 bonus on your caster level checks to overcome the spell resistance of non-incorporeal undead, fey, and outsiders you attempt to affect with the spell.

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

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

Expel Spirits (Sp): At 8th level, the covenant mage can use *expel spirits* (see page 127) once per day. Unlike most spell-like abilities, this one requires all the components of the spell, and cannot be performed during a trance. This ability can be used one additional time per day at 12th level and every fourth level thereafter.

Spirit Binding (Sp): At 8th level, a covenant mage can spend her daily use of *séance* and send away her spirit guide to call a spirit physically as the spell *lesser planar binding* using the creature type and HD limitations for *séance*. This functions as *lesser planar ally* instead of calling a spirit from the covenant mage's influence. As a true calling effect, this ability cannot affect spirits currently located on the same plane as the covenant mage. (Extraplanar outsiders, ghosts, nightshades, shadows, and lurkers in light are almost always located on planes other than the Material Plane, and other types of spirits are found on other planes often enough for a general call for a kind of spirit such as couatl, lich, or rusalka to successfully reach at least one off-plane example of that creature.)

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

Advanced Spirit Boon: At 11th level, a covenant mage can choose from the following spirit boons in addition to those available at lower levels.

Death-Slaying Spell-Like Ability (Ex): Your spirit guide learns to attune your spells such that they pierce the immunities of the restless dead. Up to 3 times per day, you can cast a spell-like ability as if modified by a metamagic feat. At 11th level, choose either Thanatopic Spell or Threnodic Spell. You can augment your spells with the chosen feat (if applicable). At 15th level, you have the option to make use of the other feat instead, but any spell can only be modified by one of the two.

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

Empower Spell-Like Ability (Ex): Your spirit guide learns to put more power into your variable spells. Up to 3 times per day, when you cast a spell-like ability that

has a variable, numeric effect determined by rolling dice (such as damage dealt or hit point healed), you can increase the result by 50%, as if the spell was modified by the Empower Spell feat.

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

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

At 15th level and every four levels thereafter, you can use this ability one additional time per day.

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

Possess Creature (Su): While in a trance, you can attempt to project your soul into the body of another creature within 10 feet per covenant mage level as a full-round action, as *possession*. The potential host can resist with a Will save (DC 10 + 1/2 covenant mage level + Charisma modifier). If it fails, you take control and your trance ends immediately, causing you and your host to become fatigued as normal. You cannot use your covenant mage's trance for as long as you possess the creature. You may use this ability once per day at 11th level, and one additional time per day for every four levels gained thereafter. You can use this ability even if your spirit guide is absent.

Psychic Shackles (Su): Add +4 to the save DC of your séance. This bonus does not stack with any other bonus. Your spirit guide can create a prison of thoughts to hold a spirit called with your séance ability or spirit binding ability. Constructing the prison requires a special ritual that demands costly reagents and tonics costing 1,000

gp per Hit Die of the creature to be trapped. Afterward, if the spirit fails to resist your séance, it is trapped until you choose to release it. You must release the currently trapped spirit if you wish to trap another spirit. You can trap a spirit with no more Hit Dice than half your covenant mage level. While a spirit is trapped in your thoughts, you can communicate with it telepathically, but can prevent it from distracting you. This ability otherwise functions as *trap the soul*. Typical favors exacted from freed spirits include forming a covenant or grade greater or lower with no cost, doing a non-life-threatening task for up to 1 day per covenant mage level, or aiding the covenant mage in combat or another dangerous situation for up to 1 round per covenant mage level. The creature is freed if you are killed, targeted by *freedom*, or caused to forget the thought trap with *modify memory*.

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

Spiritual Revelation (Su): Once per day, you can commune with the spirits using a ritual chant that lasts for 1 minute, during which you can take no other actions. When you complete the chant, the spirits reveal the truth to you. At 11th level, this spirit boon acts as a *find the path* spell. At 13th level, it can instead act as a *vision* spell. At 16th level, it can instead act as a *discern location* spell. None of these spell effects require material components.

Sublime Imposition (Su): Once per day, you can demand that a creature who can hear and understand you either undertake a specific action or refrain from a specific action. If you demand an action, this ability acts as *lesser geas*; if you make a prohibition, it acts as *mark of justice*. At 15th level, you can duplicate the effects of *geas/quest* rather than *lesser geas*. At 19th level, you can instead choose to declare a site repulsive or attractive, as per either *antipathy* or *sympathy*, respectively. Your spirit guide need not be present to activate this ability.

Swift Meditation (Ex): As long as your spirit guide is present, its aid allows you to begin your trance as a swift action rather than a move action.

Telepathy (Su): You gain telepathy, allowing you to communicate wordlessly with any creature within 100 feet that has a language so long as your spirit guide is present.

Transcendental Spirit Boons: At 15th level, a covenant mage can choose from the following spirit boons in addition to those available at lower levels.

Contingent Spell-like Ability (Su): Your spirit guide can cast one of your spell-like abilities without any action from you under a circumstance you define. To grant the spirit guide this power, you must perform a 1-hour ritual and choose a spell-like ability with a casting time of 1 standard action or less that you can use at will. You also define a circumstance; when you observe that circumstance, the spirit guide casts the spell without any action from you, even if it isn't your turn. The spirit guide uses your own senses and thoughts to determine when the circumstance is met, but might misinterpret ambiguous conditions. If the circumstance arises while your spirit guide is absent or you are unconscious, the spell is not cast. A condition that causes you to become unconscious can trigger the spell, however. If the circumstance still applies when the spirit guide returns or you regain consciousness, it casts the spell-like ability then. Your spirit guide can have only one contingent spell-like ability at a time. A contingent spell-like ability doesn't count against your limit on spell-like abilities active until it is cast. Performing the ritual again allows you to change the spell and its conditions. You can perform the ritual no more than three times per day. This counts as a *contingency* for the limit on the number of contingencies you can have active.

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

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

Spell Resistance (Ex): You gain spell resistance 11 + covenant mage level. You can suppress or resume your spell resistance as a free action, even when it's not your

turn. This ability functions even when your spirit guide is absent.

Terrifying Gaze (Su): Creatures within 30 feet of you that meet your gaze must succeed at a Will saving throw (DC 10 + 1/2 your covenant mage level + your Charisma modifier) or stand paralyzed in fear for 1 round. A target cannot be affected by your terrifying gaze again for 24 hours, whether it succeeds or fails its saving throw. This is a mind-affecting fear effect that functions only while your spirit guide is present.

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



Iconic Covenant Mage



Covenant Mage Influences

A covenant mage's influence represents a faction, category, or group of spirits that at first influences and is later influenced by the covenant mage. Each influence imparts a covenant mage with the knowledge of a certain language, listed in the entry for that covenant. In addition, an influence grants the covenant mage access to one or more covenants while in a trance: a least covenant at 1st level, a minor covenant at 5th level, a major covenant at 9th level, a greater covenant at 13th level, and a superior covenant at 17th level. In addition to the covenants she gains during a trance, the covenant mage gains a spell-like ability of spell level 0 at 1st class level usable only during a trance, and another spell-like ability at every even class level thereafter, each of the next higher spell level (1st spell level at 2nd class level, 2nd spell level at 4th class level, and so on). Finally, at 20th class level, the covenant mage gains a fundamental influence, which is a powerful class ability representing the full realization of her power as a covenant mage.

Covenant Magic in Your Game

Whether to spice up an adventure, series of adventures, campaign, or game world, covenant mages, dervishes and members of classes with the new archetypes presented herein should be as common or rare as the GM wishes. GMs can also decide the relative frequency of the influences. Although the trigger events that create a covenant mage or dervish might imply rarity, this does not have to be the case. Covenant mages can be members of families, cults, tribes, towns, organizations, regions or other societies separate from the focus of the campaign setting or quietly spread throughout. It is easy to imagine an evil cult of covenant mages kidnapping and forcing trigger events to recruit new members, and just as easy to imagine that good outsiders or fey would engineer trigger events as well. Furthermore, even after a trigger event has happened, a covenant mage or dervish needs training to develop his or her abilities. Full training or vision quests might also involve trigger events, and this would allow the creation of new covenant mages or dervishes.

Abyssal Hordes Influence

Demons are quick to act on any opportunity to grasp more power, and covenant mages are often a means for them to do so. Individuals that desperately cling to life and have the potential to act as a conduit are often approached by demons, offered both another chance at life and a boon of power to go with it. Whereas their benevolent counterparts hear the enchanting melodies of the blessed, these covenant mages often hear the keening shrieks of tormented souls, driving them to fight their conflicts with fervent zeal. These covenant mages most frequently associate with demons, which include the babau, balor, coloxus, dretch, glabrezu, hezrou, incubus, kalavakus, marilith, nabasu, nalfeshnee, omoz, quasit, schir, shadow demon, shemhazian, succubus, vrook, and vrolikai.

Associated Spirits: A covenant mage with the abyssal hordes influence can call a chaotic evil outsider whose Challenge Rating is less than or equal to his level with his séance ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Abyssal.

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

Trance Spell-like Abilities: *bleed* (1st), *entropic shield* (2nd), *darkness* (4th), *stinking cloud* (6th), *divine power* (8th), *teleport* (self plus 50 lb. only) (10th), *harm* (12th), *blasphemy* (14th), *prediction of failure* (16th), *symbol of insanity* (ends any ongoing instance when used) (18th).

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

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

Angelic Choirs Influence

Some covenant mages develop a connection beyond the material world after a near-death experience gives them a momentary glimpse of the glory of a good deity and their angelic servants. The voices of angels linger in the mind of such covenant mages, who forever after are linked to the celestial realms. Covenant mages influenced by angelic choirs associate with angels, including the astral deva, balisse, cassinian, choral, empyrean, monadic deva, movanic deva, planetar, and solar. They also deal with other outsiders, such as agathions and moon dogs.

Associated Spirits: A covenant mage with angelic choirs influence can call a good outsider whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial.

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

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

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

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

Ancestors Influence

Covenant mages that maintain traditions of deep familial respect and devotion often develop a connection with the spirits of their ancestors. It's also said that in some

rare instances orphans destined for greatness can call forth the spirits of the venerated heroes of their community. Either way, when they come of age these covenant mages first make contact with ancestor spirits. Ancestor spirits include outsiders that are related to the covenant mage's family, such as a petitioner of a deceased ancestor or one who was raised to the status of planetar for her awesome deeds in service of a good deity; the GM and player should devise an appropriate list. The list should include proxies that might be sent by a powerful outsider but not outsiders unrelated to mortal souls (no daemons or qliphoths, for example).

Associated Spirits: A covenant mage with the ancestors influence can call an ancestor spirit whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one language (other than a secret language) that relates to the ancestors in question, or the afterlife they have gone to.

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

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

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

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

Daemonic Oblivion Influence

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

Associated Spirits: A covenant mage with the daemonic oblivion influence can call an evil outsider whose Challenge Rating is less than or equal to his covenant mage level with his séance ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Choose one of Abyssal or Infernal.

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

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

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

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

Dark Hedonism Influence

Hedonists believe that pleasure is the only worthy pursuit. Dark hedonists follow that belief to a sinister extreme. They are utterly selfish and think nothing of inflicting harm upon others or excessive indulgence in pursuit of pleasure or entertainment. These covenant mages are marked by dark hedonism spirits, often in foully indulgent initiation rituals. Dark hedonism spirits are evil fey or outsiders which gain pleasure from excessive indulgence or deliberately spreading harm and misery; they include demons (incubus and succubus varieties), oni (atamahuta, earth yai, fire yai, ice yai, ja noi, kuwa, nogitsune, ogre mage, spirit oni, void yai, water yai, wind oni, and yamabushi tengu varieties), rakshasas (dandasuka, maharaja, marai, raktavarna, tataka, and standard rakshasa varieties), rusalkas, evil satyrs, and yakshas (yakkha, dvarapala, yakshini and kubera varieties*).

Associated Spirits: A covenant mage with the dark hedonism influence can call a dark hedonism spirit whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

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

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

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

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

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

Purple Duck Note: *Yakshas are part of the Monsters of Porphyra II.*

Dark Tapestry Influence

The minds of covenant mages that have delved too far into accursed volumes of lore and pierced the veil of reality are often caught in the weave of the great Dark Tapestry, forever steeping them in paranoia and madness. Those who accept the aid of these perilous patrons are dangerous in their pursuit of forbidden knowledge—both to themselves, their allies, and without doubt to their enemies. These covenant mages associate with aberrant extraplanar creatures, although some are also familiar with daemons. Dark Tapestry creatures are those creatures that abide in other dimensions or are part of cults that worship creatures of the Dark Tapestry, and include the aboleth, dark young, denizen of Leng, dimensional shambler, gnophkeh, Leng spider, lich, mothman, neh-thalgg, neothelid, qliphoth (all varieties except augnagar), serpentfolk (except degenerate serpentfolk), seugathi, shantak, shining child, star-spawn of Cthulhu, wendigo, and worm that walks.

Associated Spirits: A covenant mage with the Dark Tapestry influence can call a Dark Tapestry creature whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit. Unlike other covenant mages, a Dark Tapestry-influence covenant mage can bind the above creatures (that are not already outsiders or undead) as though they were fey for purposes of making permanent covenants. Such covenant mages, however, cannot bind actual fey. GMs can expand the list of Dark Tapestry creatures if they wish, but such creatures must have at least Int 6 or higher and have some spell-like or supernatural abilities.

Bonus Language: Aklo.

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

Trance Spell-like Abilities: *touch of fatigue* (1st), *entropic shield* (2nd), *hideous laughter* (4th), *displacement* (6th), *black tentacles* (8th), *feeblemind* (10th), *mislead* (12th), *disintegrate* (14th), *orb of the void* (16th), *symbol of insanity* (ends any ongoing instance when used; 18th).

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

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

Deathly Fear

Covenant mages are a strange sort, but all bear one overwhelming trait—they are a breed apart. Some come to learn of their abilities by training, some by inheriting them, but those influenced by deathly fear have experienced the cold breath of nonexistence, and remain forever changed. These feared individuals utilize the dread inspired by their connection to the unknown to terrify their foes and bolster their own considerable talents. Fear spirits are creatures with some ability to cause fear and at least Int 6. Fear spirits include the agathion (avoral and reptial varieties), animate dream, azata (ghaele variety), banshee, baykok, bogeyman, crypt thing, daemon (astradaemon, crucidaemon, derghodaemon, meladaemon, purrodaemon, and thanadaemon varieties), demodand (shaggy and slimy varieties), demons (dretch, quasit and shadow demon varieties), devil (barbed devil, bone devil, erinyes, horned devil, ice devil, and pit fiend varieties), ghost (with frightful moan ability), inevitable (all varieties), shinigami (kami), kyton (eremite and standard evangelist varieties), lich, manananggal, mothman, mummy, nephilim, nightwalker nightshade, pale stranger, qliphoth (nyogoth), ravener, revenant, sahkil (all varieties), satyr, sea bonze, vilderavn, wendigo, and yeth hound.

Associated Spirits: A covenant mage with the deathly fear influence can call a fear spirit whose Challenge Rating is less than or equal to his covenant mage level with his séance ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Any one language (other than secret languages).

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

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

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

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

Diabolical Influence

A diabolical influence most commonly manifests to a youth so obsessed with some project or scheme that she cannot spare time even to sleep for nights on end. If she is destined to be a covenant mage with diabolical influence, she finds phantasms of horrible yet alluring fiends dancing across her vision, tempting her to set aside any morality that may be holding back her progress. These covenant mages often develop a rapport with the natives of Hell, whose numbers include devils (accuser devils, barbed devils, bearded devils, belier devils, bone devils, contract devils, erinyes, handmaiden devils, horned devils, ice devils, immolation devils, imps, pit fiends),

hellcats, and sometimes asuras and kytons.

Associated Spirits: A covenant mage with diabolical influence can call a creature with both the evil and lawful subtypes whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Infernal.

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

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

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

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

Draconic Influence

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

type of true dragon (chromatic or metallic only); that becomes their “chosen dragon type”. Their chosen type dictates what kind of element they must use for purposes of the elemental trance covenants.

Associated Spirits: A covenant mage with the draconic influence can call one of their chosen dragon type whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit. Unlike other covenant mages, a draconic-influence covenant mage can bind dragons as though they were fey for the purposes of making permanent covenants; they can also bind undead true dragons such as ghosts and raveners. Such covenant mages cannot bind undead (except for undead true dragons), fey, or outsiders.

Bonus Language: Draconic.

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

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

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

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

Elysian Blessings Influence

When a sensitive creature first hears the righteous and sublime beauty of a good outsider's music, they experience a spiritual awakening that establishes their place in the world as a covenant mage. While many covenant mages are influenced by the benign divine, those most predicated to whimsy find a resonance with azatas (although some also are familiar with agathions, angels, and proteans as well). Their minds are filled with righteous music that matches their moods, often leading them to live their lives with an optimistic bent. Azatas include the bralani, brijidine, ghaele, lillend, and lyrakien.

Associated Spirits: A covenant mage with the elysian blessings influence can call a chaotic good outsider whose Challenge Rating is less than or equal to his covenant mage level with his *séance* ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Celestial.

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

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

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

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



Enlightened Warrior Influence

The influence of ageless enlightened warriors often manifests to warriors who trained relentlessly, far beyond their bodies' limits. They are left in a fugue state near death by their exertion, but when the lucky ones recover they recall visitations by enlightened masters of the past whispering guidance. These covenant mages often develop a rapport with kami, house spirits, manasaputras, and spirits of the virtuous dead or immortal masters, such as certain ghosts, and even 20th-level monks.

Associated Spirits: A covenant mage with the enlightened warrior influence can call a nonevil formerly mortal creature, house spirit, kami, manasaputras, or spirit with a ki pool whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial.

Trance Covenants: *perfect strikes I* (1st; becomes *gift of skill I* [Str- or Dex-based skills] at 9th), *pact of protection II* (5th), *perfect strikes III* (9th; becomes *unnatural talent* [Str- or Dex-based skills] at 13th), *perfect strikes IV* (13th), *vast potential III* (17th).

Trance Spell-like Abilities: *guidance* (1st), *jump* (2nd), *extreme flexibility* (4th), *heroism* (6th), *freedom of movement* (8th), *commune* (10th), *mass bull's strength* (12th), *greater heroism* (14th), *vision* (16th), *time stop* (18th).

Fundamental Influence: At 20th level, the covenant mage becomes an enlightened master herself. She becomes an outsider with the native subtype, and is no longer affected by spells and abilities that specifically target humanoids. She ceases to age (gaining bonuses but ignoring all penalties) and is immune to aging effects and the confused, exhausted, fatigued, nauseated, and sickened conditions. She can use *astral projection* once per day as a spell-like ability.

Recommended Spirit Boons: The following spirit boons complement the enlightened warrior influence: danger sense, forewarned, incorporeal form, sap speed, second sight, wisdom of the spirits.

Eternal Order Influence

The tragic and unforgiving nature of life often leaves those with desperate circumstances, from the mistreated squire to the wounded veteran, to seek justice and equality in all things. They are wont to become covenant mages that aspire to order above all else, finding spiritual allegiances with inevitables come easily (although it's not unheard of for them to ally with archons, devils, rakshasas and other lawful outsiders). They use their abilities to enforce law, build communities and destroy chaos wherever they travel, developing stern attitudes towards life that reflect their core beliefs. They associate with lawful outsiders, including apkallus, axiomites, danava titans, and inevitables (including arbiters, kolyarut, lhaksharut, maruts, and zeলেখuts).

Associated Spirits: A covenant mage with the eternal order influence can call a lawful outsider whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one language (other than secret languages).

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

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

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

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

Faith Slayer Influence

Spirits of the faith slayer influence most often mark future covenant mages when they are (justly or unjustly) persecuted near to death, perhaps unsuccessfully hanged or burned at the stake, by forces of a powerful religion. Others are seduced for their magical potential by cunning faith slayer spirits like asuras. Whatever their origin, the faith slayer influence empowers these covenant mages to fight and destroy religions. Most of these covenant mages embrace the destruction of all religions and the downfall of all the powerful but ultimately petty gods the religious worship. Some faith slayers are subtle and seek their goals through creating apathy amongst peoples about religion. Others seek to use education or propaganda to discredit or corrupt religious organizations. The most notorious use methods of bloodshed and fire, either engaging in outright warfare, or against carefully selected targets, then going into hiding until they hit other targets. These covenant mages are influenced by faith slayer spirits. Faith slayer spirits are those creatures which seek to destroy all religions, as described above, or who have abilities that are especially harmful to all divine spellcasters; they include asuras, demodands, devils (apostate and heresy variety), fomorians (titans), monaciello gremlins, and thanatotic titans.

Associated Spirits: A covenant mage with the faith slayer influence can call a faith slayer spirit whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

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

Trance Covenants: *faith-stealing strike I* (1st; becomes *elemental weapon* [acid] at 13th), *heretical soul* (5th), *superhuman perfection I* (9th), *faith-stealing strike II* (13th), *possessed weapon III* (17th).

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

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. If she has the spell resistance boon, the SR is improved to covenant mage level + 15 against divine spells and spells

cast by servants of deities. She gains immunity to acid, curses, disease, and poison.

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

Fathomless Influence

A dive into the salty embrace of the dark ocean depths sometimes threatens to crush the mind and soul just as readily as it threatens to force the air from a youth's lungs. Some covenant mages survive a harrowing dive (be it from a sinking ship or for reckless sport) to find visions swimming in their minds. These covenant mages often develop a rapport with aquatic and water spirits, whose numbers include the apkallu, bone ship, cetaceal agathion, daemon (hydrodaemon and piscodaemon varieties), demon (hezrou and omox varieties), div (ghawwas), elemental (ice, mud, and water varieties), kelpie, marid (genie), mephit (ice, ooze, and water varieties), nereid, nuckelavee, sea bonze, water yai (oni), rusalka, veela (water), wakandagi, and wysp (water).

Associated Spirits: A covenant mage with fathomless influence can call a creature with the aquatic or water subtype whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Aquan.

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

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

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

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

Heavenly Hosts Influence

Individuals that spend long hours in patient meditation occasionally experience a sudden awakening to the wider cosmos in a way that loosens the bonds of mortal perception, allowing them to see as spirits do. The natives of Heaven, primarily the archons, are spirits that embody universal ideals of law, good, truth, and justice. This influence includes all archons and angels.

Associated Spirits: A covenant mage with heavenly hosts influence can call a lawful good outsider whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial.

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

Trance Spell-like Abilities: *message* (1st), *challenge evil* (2nd), *aid* (4th), *archon's aura* (6th), *divine power* (8th), *greater teleport* (self plus 50 lb. only) (10th), *cleanse* (can affect yourself no more than once per day) (12th), *holy word* (14th), *holy aura* (16th), *mass heal* (can affect any one target no more than once per day) (18th).

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

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

Kyton Enlightenment Influence

Some poor individuals with this influence are chosen by kytons for cruel experimentation. Such covenant mages often seek to exorcise their influence and often live tragic

lives. The majority of these covenant mages are sadists and masochists, those people that like to inflict pain on others, or themselves, respectively. Such people draw kyton attention like moths to a flame. Kytons attempt to use covenant mages of this influence to act as their mortal agents in the Material Plane. These covenant mages most frequently associate with kytons (augur, eremite, interlocutor, ostiarus, sacristan, termagant, and standard kyton varieties), although some also are familiar with other spirits who enjoy inflicting or receiving pain or indulging in shadow magic, such as ankous and svartalgar.

Associated Spirits: A covenant mage with the kyton enlightenment influence can call a kyton whose Challenge Rating is less than or equal to his covenant mage level with his séance ability even if the creature exceeds his Hit Dice limit.

Bonus Language: Infernal.

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

Trance Spell-like Abilities: *bleed* (1st), *hold person* (2nd), *piercing shriek* (4th), *pain strike* (6th), *hold monster* (8th), *mass pain strike* (10th), *symbol of pain* (12th), *shadow walk* (14th), *eyebite* (16th), *mass suffocation* (18th).

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

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

Legends Influence

Covenant mages often awaken to the legends influence when they push themselves beyond their limits in emulation of a legendary hero or villain. They first glimpse the

spirit world in the form of the legendary spirit of that hero or villain.

Associated Spirits: Instead of a typical covenant mage *séance* gained at 3rd level, a covenant mage with the legends influence can use the spirit class ability of the medium occult class as if she were a medium of her covenant mage level – 2. While channeling a legendary spirit, she cannot call upon her spirit guide or activate spirit boons, but gains the appropriate spirit bonus, the appropriate influence penalty when the spirit gains enough influence, and any spirit powers she is effectively a high enough level for. (She gains no *seance* boon, spirit surge, or taboos.) Gaining those benefits costs an offering worth 250 gp per effective medium level.

Bonus Language: Any one language (other than a secret language) that relates to the legends in question.

Trance Covenants: *gift of glory I* (1st; becomes *frightful violence* at 13th), *immortal resilience* (cold iron) (5th), *gift of glory III* (9th; becomes *unstoppable* at 17th), *superhuman perfection II* or *superior mind II* (13th; becomes *imbued armor IV* at 17th), *vast potential III* (17th).

Trance Spell-like Abilities: *guidance* (1st), *divine favor* (2nd), *enthrall* (4th), *heroism* (6th), *good hope* (8th), *righteous might* (10th), *greater heroism* (12th), *veil* (14th), *frightful aspect* (16th), *heroic invocation* (18th).

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. She is protected by a constant *freedom of movement* spell-like ability. When she enters a trance, she can channel a legendary spirit as a swift action.

Recommended Spirit Boons: The following spirit boons complement the legends influence: bouncing spell-like ability, consult the fallen, danger sense, eerie spell-like ability, empower spell-like ability, forewarned, hand of the spirit guide, heighten spell-like ability, two minds, wisdom of the ancients.

Lifegiver Influence

For every covenant mage that aspires to evil or selfish acts, there is another that devotes their lives to bettering the conditions of everyone around them. Nobles in lands of vast disparity that battle poverty, the children of war that survive one conflict too many, and natural healers

touched by miraculous power in times of dire need, find the path of the lifegiver influence with ease. Such individuals attract the interest of kindly spirits, who encourage the future covenant mage on the path of the lifegiver.

Associated Spirits: This influence includes “life spirits”, which are any fey or outsiders that have the ability to cast spells or spell-like abilities from the healing sub-school. A covenant mage with the lifegiver influence can call a life spirit whose Challenge Rating is less than or equal to his covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial or Sylvan.

Trance Covenants: *timely invigoration* (1st), *healing spirit I* (becomes *archon's ward I* at 9th level) (5th), *healing spirit II* (becomes *deathbane* at 17th level) (9th), *protective aura* (13th), *healing spirit IV* (17th).

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

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

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

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

Lore Influence

The storytellers and chief counselors of many societies rely on covenant mages to keep their history, venerating those with the lore influence. Covenant mages obsessed with understanding the nature of society and culture can be counted among them, as well as historians and scholars with a penchant for research. Those who attempt to magically divine the mysteries of life are often approached by spirits willing to impart their knowledge after a suitable show of persistent devotion to the task. For the most part, they value knowledge for its own sake, but those of a particular focus might seek only to marshal the power of information to their cause.

Associated Spirits: These covenant mages most frequently associate with knowledge spirits, who are those fey, outsider or undead creatures with at least 2 ranks in each of at least two Knowledge skills. A covenant mage with the lore influence can call a knowledge spirit whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one language (other than a secret language).

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

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

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

Recommended Spirit Boons: The following spirit boons complement the lore influence: contingent spell-

like ability, consult the fallen, read minds, spiritual revelation, steal thoughts, two minds, and wisdom of the spirits.

Natural Influence

Covenant mages that have survived in the wilderness at the hands of savage natural forces hear the primal heartbeat of life, creating spiritual bonds that will serve them a lifetime. Forever linked to the realms of fey or kami, they are permanently changed for the better, certain that the afterlife in their future is a pleasant one; at least, that is the case for most covenant mages who follow this path. These covenant mages are guardians of nature, whether for weal or woe. Some natural influence covenant mages are vengeance itself, cruel and uncaring, but still guardians of nature. These covenant mages are not so much concerned with the Seelie and Unseelie courts of the fey, as with nature itself.

Associated Spirits: Nature spirits include all animal lords, elohim, fey, kami, and manitous. A covenant mage with the natural influence can call a nature spirit whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Sylvan.

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

Trance Spell-like Abilities: *create water* (1st), *entangle* (2nd), *barkskin* (4th), *neutralize poison* (6th), *spike stones* (8th), *wall of thorns* (10th), *antilife shell* (12th), *creeping doom* (14th), *stormbolts* (16th), *winds of vengeance* (18th).

Fundamental Influence: At 20th level, the covenant mage becomes a fey creature. She gains a +4 natural armor bonus and tremorsense 30 feet. She gains immunity to paralysis, poison, polymorph, sleep, and stunning.

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

Nirvana Influence

A moment of exceptional true peace, such as a first glimpse of vast natural beauty by a freed slave unfamiliar with wilderness, a moment of tremendous sacrifice in pursuit of redemption by a reformed villain, or relief after finding loved ones unharmed after a massive catastrophe, clarifies the senses of some potential covenant mages. Such a transcendental spiritual experience draws the attention of agathions and angels native to the neutral good realm of Nirvana.

Associated Spirits: A covenant mage with the Nirvana influence can call a neutral good outsider whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Celestial.

Trance Covenants: *perfect strikes I* (1st), *merciful touch* (5th), *animalistic fleetness* (9th), *protective aura* (13th), *spirit's might* (17th).

Trance Spell-like Abilities: *light* (1st), *speak with animals* (2nd), *detect thoughts* (4th), *lightning bolt* (6th), *dimension door* (8th), *hold monster* (10th), *heal* (affects each target only once per day) (12th), *plane shift* (14th; self only), *discern location* (16th), *gate* (can call only neutral good outsiders, which require a 10,000 gp offering) (18th).

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. She develops animalistic features and gains either one animal's natural weapon (adjusted to match her size category) or one ability from the list for *beast shape II*. She is constantly protected by a *magic circle against evil* spell-like ability. While in a trance, she gains the good subtype and any attack she makes counts as good-aligned for the purpose of overcoming damage reduction.

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

Occult Influence

Study of the arcane or divine, a covenant mage of the occult influence would argue, is exactly the same because both seek to master and understand the same fundamental power: magic. These covenant mages seek nothing more than to gain more control over their mystical abilities. Many follow forbidden paths of magic after suffering from the near-fatal feedback of a calamitous ritual or dangerous new spell, and several have been said to have fallen upon cursed items that quickly led them to this path.

Associated Spirits: These covenant mages associate with spirits (of the fey, outsider, or undead types) of Int 6 or higher and with the ability to use the spells listed as occult trance spell-like abilities (or their greater versions, such as greater dispel magic), as a spell-like ability or spell. Occult spirits include aeon (pleroma, theletos), agathion (avoral, draconal), angel (astral deva, monadic deva, movanic deva, planetar, solar), archon (star, trumpet), asura (asurenda, tripurasura), azata (ghaele, lillend, lyrakien, raelis), baregara, caulborn, daemon (cacodaemon, ceustodaemon, derghodaemon, hydrodaemon, leukodaemon, meladaemon, piscodaemon, vulnadaemon), demodand (all varieties), demon (babau, balor, glabrezu, marilith, nalfeshnee, quasit, and seraptis varieties), devil (belier, contract, heresy, imp, pit fiend), devourer, div (aghash, akvan, doru, ghawwas, pairaka), garuda, genie (marid), hound of Tindalos, inevitable (lhaksharut, marut, zelekhut), kami (zuishin), lich, some manananggals, night hag, nightshades, norn, nymph, oni (spirit, void yai), pixie, protean (imentesh, keketar), qliploth (chernobue, cythnigot, iathovos, thulgant), rakshasa (dandasuka, maharaja, marai, standard, tataka), sceaduinar, shinigami, shining child, titan (elysian, hekatonkheires, thanatotic), tzitzimitl, some vampires, veelas, winterwight, xacarba, yakshas (dvarapala, kubera, yakkha, yakshini). A covenant mage with the occult influence can call such a spirit whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *gift of skill I* (Knowledge [arcana, planes, religion], Perception, Sense Motive, Spellcraft, Survival, Use Magic Device) (1st), *gift of skill II* (Knowledge [arcana, planes, religion], Perception, Sense Motive,

Spellcraft, Survival, Use Magic Device) (5th), *mind-snaring gaze* (9th), *boundless steps* (13th), *demiurge* (17th).

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

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

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

Primal Chaos Influence

The fire of chaos is in the blood of a covenant mage with the primal chaos influence; they are entropy personified, using their abilities to increase freedoms and chaos, and challenging and destroying law wherever they travel. Most develop mercurial attitudes towards life. Some are irrevocably insane, by nature or nurture, and still others simply operate in a capacity that utterly baffles those around them—when their wild behavior finally comes to a head, the true reason for their chaotic ways comes to light. These covenant mages most frequently associate with proteans (all varieties), although some also are familiar with azatas, demons, and other chaotic outsiders.

Associated Spirits: A covenant mage with the primal chaos influence can call an outsider with the chaotic subtype whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Protean.

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

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

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. She gains a fly speed of 40 feet with perfect maneuverability. She is protected by a constant *magic circle against law* spell-like ability. While in a trance, she gains the chaotic subtype and can roll twice and take the result of her choice when using *confusion*, *prismatic spray*, and other of her abilities with results determined by rolling on a table.

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

Qlippothic Redeemer Influence

Most qlippoths seek the destruction of all mortal life, thinking that by doing so the creation of new demons would be stopped as new souls would cease traveling to the Abyss. Some cleverer qlippoths think this approach is short-sighted and doesn't work, as it hurries the flow of souls of chaotic evil mortals to the Abyss. Therefore, those qlippoths seek mortal allies to convert chaotic evil and neutral evil mortals to other alignments and faiths; doing so results in fewer of those souls heading to the Abyss and to Abaddon, the plane of their hated enemies the daemons. These erudite qlippoths don't care to which planes those mortal souls eventually go to as long as it is not the two previously mentioned. They approach promising mortals and subject them to horrific, nightmarish visions of the spirit realms to awaken within them the power of the covenant mage and then demand the new covenant mage seek to convert chaotic evil and neutral evil mortals away from their existing alignments and faiths, and if this is not possible then at higher levels simply turn such individuals to stone or worse. These covenant mages associate with qlippoths (chernobue, cythnigot, gongorinan, iathavos, nyogoth, shoggti, and thulgant varieties).

Associated Spirits: A covenant mage with the qlippothic redeemer influence can call a qlippoth whose Challenge Rating is less than or equal to his covenant mage level with his *séance* ability even if the creature exceeds his

Hit Dice limit. He cannot conjure other spirits. Covenant mages of this influence call only erudite qlip-poths when they perform a séance, not those which hold the traditional views towards mortals.

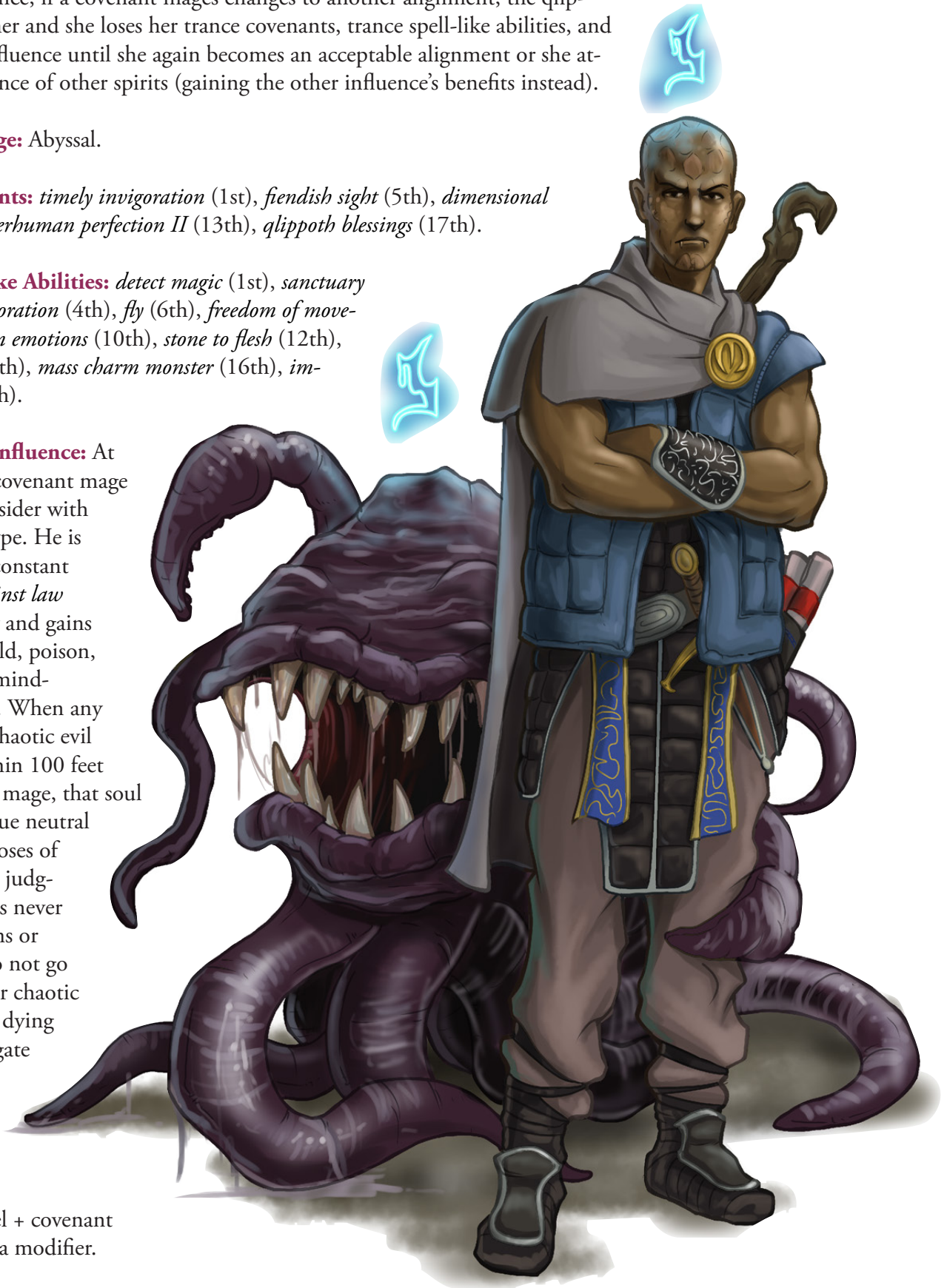
Alignment: Only neutral or chaotic neutral covenant mages can gain the qlip-poth redeemer influence; if a covenant mage changes to another alignment, the qlip-poth abandon her and she loses her trance covenants, trance spell-like abilities, and fundamental influence until she again becomes an acceptable alignment or she attracts the influence of other spirits (gaining the other influence's benefits instead).

Bonus Language: Abyssal.

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

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

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. He is protected by a constant *magic circle against law* spell-like ability and gains immunity to cold, poison, and unwanted mind-affecting effects. When any neutral evil or chaotic evil mortal dies within 100 feet of the covenant mage, that soul is treated as a true neutral atheist for purposes of receiving divine judgment; such souls never become daemons or demons, and do not go to neutral evil or chaotic evil planes. The dying creature can negate this effect with a successful Will save against DC $10 + \frac{1}{2} \text{ covenant mage level} + \text{covenant mage's Charisma modifier}$.



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

Restless Souls Influence

When the death of a very close friend or other loved one threatens to overwhelm a young covenant mage's mind with bereavement, he may find he attracts the interest of many different restless souls who feel a connection to his sorrow, even long after he has come to terms with his loss. Restless souls are incorporeal undead and outsiders that share a jealous affinity for entering the flesh of the living. Their numbers include the allip, aoandan, bhuta, banshee, caller in darkness, duppy, dybbuk, shadow demon, ghost, nemhain, unfettered phantom, pharaonic guardian, polong, psychemental, shadow, and wraith.

Associated Spirits: A covenant mage with restless souls influence can call an incorporeal creature whose Challenge Rating is less than or equal to her covenant mage level with her *séance* ability even if the creature exceeds her Hit Dice limit.

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

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

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

Fundamental Influence: At 20th level, the covenant mage gains a permanent touch of incorporeality. She gains a deflection bonus to Armor Class equal to one-quarter her Charisma modifier. She is constantly protected as if by *feather fall*. She gains a +4 competence bonus on Stealth checks and is not automatically detected by nonvisual senses such as blindsense and tremorsense; creatures with those senses must succeed on a Perception check to notice her. Reduce all damage dealt to the covenant mage by non-incorporeal sources by 1, except for force effects, *ghost touch* weapons, and other effects that are more effective than normal against incorporeal foes. Once per day, she can make an attack as if it were a

touch attack.

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

Sacred Duty Influence

People who greatly respect the dead or who survive a brush with maddening grief sometimes attract the attention of psychopomps. They could include soldiers, undertakers, lay priests, even people who have lovingly buried family members or pets. These covenant mages are more prominent in cultures that have very strong traditions of protecting and preserving the dead, or of fighting hordes of undead creatures. These covenant mages associate with psychopomps (catrina, esobok, kere, memitim, morrigna, nosoi, shoki, vanth, yamaraj and viduus varieties), although some also are familiar with other outsiders whom respect the dead and battle the undead, such as marut inevitables.

Associated Spirits: A covenant mage with the sacred duty influence can call a psychopomp whose Challenge Rating is less than or equal to his covenant mage level with his *séance* ability even if the creature exceeds his Hit Dice limit.

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

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

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

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. He gains immunity to death effects, disease, and poison. The covenant mage's natural weapons, as well as any weapon he wields, are treated as though they had the *ghost touch*

weapon special quality. He notices, locates, and can distinguish between living and undead creatures within 60 feet, as if he had the blindsight ability. This sense does not allow it to detect objects, but it does allow it to notice living things that are not creatures (such as normal trees).

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

Seelie Court Influence

Those that dally with fey or other magical beings often find themselves the unwitting subjects of hypnotism (magical or mundane). For most, this hypnotic state passes without a trace as soon after the being departs, but for a few, it serves as an awakening into a higher plane of existence, a glimpse of the spirit realms. The Seelie Court, sometimes known as the Summer Court, is a group of fey associated with abundance, vitality, and positive aspects of nature. Their numbers include the atomie, bagiennik, brownie, dryad, encantado, fastachee, fey creature, gathlain, glaistig, grig, hamadryad, house spirits, korred, lampad, larabay, leprechaun, liminal sprite, muse, nereid, nixie, norn, nymph, pech, pixie, pooka, satyr, seilenos, sprite, tunche, twigjack, and other creative fey.

Associated Spirits: A covenant mage with Seelie Court influence can call a fey whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the fey exceeds her Hit Dice limit.

Bonus Language: Sylvan.

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

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

Fundamental Influence: At 20th level, the covenant

mage becomes a fey creature. She is no longer affected by spells and effects that specifically work on humanoids. She gains damage reduction 5/cold iron which stacks with any other damage reduction penetrated by cold iron. While in a trance, she emanates an aura of vitality that imparts fast healing 5 on all allies within 20 feet (including herself) which does not stack with other sources of fast healing.

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

Smokeborn Influence

Some covenant mages first glimpse the spirit world through the haze of noxious smoke, poison, or drugs that burn intensely in their minds. These covenant mages often develop a rapport with fire spirits, whose numbers include the brigidine (azata), azer, elemental (of the fire and magma varieties), efreeti (genie), magmin, mephitis (of the fire, magma, and steam varieties), fire yai (oni), thoqqua, veela (fire), and wysp (fire).

Associated Spirits: A covenant mage with smokeborn influence can call a creature with the fire subtype whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Ignan.

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

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

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

Recommended Spirit Boons: The following spirit

boons complement the smokeborn influence: empower spell-like ability, expansive spell-like ability, prolonged spell-like ability, second sight.

Stony Silence Influence

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

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

Bonus Language: Terran.

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

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

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

Recommended Spirit Boons: The following spirit boons complement the stony silence influence: expansive spell-like ability, transcendent voice.

Stormbound Influence

Some covenant mages awaken into their powers after a desperate winter left them starved and delirious enough

for their perceptions to mingle the material world with the reality of cold and aerial spirits. The stormbound influence connects these covenant mages to spirits that represent stark suffering and curious restlessness. These spirits include the anemos, belker, bisha ga tsuku, cold rider, crone queen, elemental (of the air, ice, and lightning varieties), djinni (genie), invisible stalker, mephitis (of the cold, dust, and ice varieties), mihstu, ice yai (oni), saxra, veela (air), wendigo, winterwight, wysp (air), and yuki-onna.

Associated Spirits: A covenant mage with stormbound influence can call a creature with the air or cold subtype whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Auran.

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

Trance Spell-like Abilities: *ray of frost* (1st), *obscuring mist* (2nd), *gust of wind* (4th), *gaseous form* (6th), *ice storm* (8th), *control winds* (10th), *sirocco* (deals cold damage instead of fire damage and has cold descriptor instead of fire descriptor) (12th), *scouring winds* (14th), *whirlwind* (16th), *winds of vengeance* (18th).

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

Recommended Spirit Boons: The following spirit boons complement the stormborn influence: empower spell-like ability, expansive spell-like ability, far-reaching spell-like ability, second sight, spirit spies.

Time Influence

Some individuals face their mortality with a scrutinizing wit or complete unwillingness to submit. It is when they are tried by the enemy of time—decay, be it from disease, famine or dehydration—that their spiritual ties to the fourth dimension become clear. Egotistical mages, devout clergymen and conceited monarchs obsessed with

making their rule endure are often the most keen to defy death, yet Time Itself often laughs at the petty concerns of such individuals. Those covenant mages with a desire for immortality develop a connection that grants them the time influence. These practitioners seek to master time, knowing that to control the moment is to express the ultimate signature of power. Time spirits include the bythos aeons, ghosts, hounds of tindalos, maharishi manu manasaputras, time elementals (all varieties), time dragons, time flayers, and other spirits with the time subtype or capable of traveling through time or making time pass faster or slower.

Associated Spirits: A covenant mage with the time influence can call time spirit whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *timely invigoration* (1st), *feel young* (5th), *dimensional stride* (9th), *consumptive aura* (13th), *restore youth* (17th).

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

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

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

Transformative Influence

Some covenant mages awaken into their powers after a delirious fever dream or perception-shattering hallucination revealed to them how fragile and changeable physi-

cal shapes can be. The transformative influence connects these covenant mage to spirits that represent creative reinterpretations of reality and freedom from conventional limitations. These spirits include the animal lords, azata (bralani and ghaele varieties), barghest, div (paira-ka), ghul, kelpie, oni (all varieties), protean (all varieties), rakshasa (all varieties), totenmaske, and vilderavn.

Associated Spirits: A covenant mage with transformative influence can call a creature with the shapechanger subtype whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *gift of glory I* (Strength, Dexterity, or Constitution) (1st; becomes *another face* at 9th), *inviolable volition* (5th), *superhuman perfection I* (9th; becomes *superior mind I* at 13th), *superhuman perfection II* (13th), *false friend* (17th).

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

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

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

Trickery Influence

Covenant mages with the trickery influence are naturally cunning and deceptive practitioners of the arts, allied from birth or circumstance with spirits that would normally be disposed to fool them. By colluding with these mischievous entities, however, the covenant mages of this path take their deviousness to previously unimaginable complexities. Their spiritual awakening sometimes involves a dire escape or grand hoax that brings the spirit to their notice, although the mischievous entity often has an entertaining period of introducing itself to its

new ally. These covenant mages associate with “trickery spirits” which are fey or outsiders with at least Int 6 or higher and some spell-like or supernatural abilities which relate to illusions.

Associated Spirits: A covenant mage with the trickery influence can call a trickery spirit whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Sylvan.

Trance Covenants: *gift of skill I* (Appraise, Bluff, Craft [traps], Disable Device, Disguise, Stealth) (1st), *gift of skill II* (Appraise, Bluff, Craft [traps], Disable Device, Disguise, Stealth) (5th), *dimensional stride* (9th), *mantle of light* (13th), *false friend* (17th).

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

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

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

Unity Influence

Those who meditate for days or weeks without distraction or sustenance sometimes find themselves beset by visions of spirits embodying the oneness of the multiverse and the interconnectedness of all things. These covenant mages associate with aeons (akhana, bythos, lipika, othaos, paracletus, pleroma, theletos varieties) and manasaputras (manu, maharishi manu, rishi manu, solar pitri, and twilight pitri varieties).

Associated Spirits: A covenant mage with the unity influence can call an aeon or manasaputra whose Challenge Rating is less than or equal to his covenant mage level with his séance ability even if the creature exceeds his Hit Dice limit. Although manasaputras can always simply ignore calling effects, they often take interest in the callings of unity influence covenant mages.

Bonus Language: Any one language (other than a secret language).

Trance Covenants: *perfect strikes I* (1st; becomes *gift of glory I* at 13th), *pact of protection II* (5th; becomes *reactive resistance* at 9th), *pact of protection III* (9th), *perfect strikes IV* (13th), *strands of fortune* (17th).

Trance Spell-like Abilities: *dancing lights* (1st), *sanctuary* (2nd), *aversion* (4th), *analyze aura* (6th), *mind thrust IV* (8th), *synapse overload* (10th), *mind thrust VI* (12th), *plane shift* (self only) (14th), *moment of prescience* (16th), *divide mind* (18th).

Fundamental Influence: At 20th level, the covenant mage becomes an outsider with the native subtype. She gains immunity to poison. She gains a deflection bonus to Armor Class equal to one-quarter her Charisma modifier. Once per day, she can make an attack as if it were a touch attack.

Recommended Spirit Boons: The following spirit boons complement the unity influence: bouncing spell-like ability, embrace the soul, far-reaching spell-like ability, forewarned, incorporeal form, sap speed, soul poppet, spell resistance, steal thought, stigmata, two minds, wisdom of the spirits.

Unseelie Court Influence

Those that stumble upon areas protected by spiteful fey often suffer from seizures or strokes brought on by foul otherworldly curses. Sometimes, a trespasser finds that while her body and mind are wracked, her perceptions expand painfully, allowing her to see her tormentors and their fellows as she otherwise never could. The Unseelie Court, sometimes known as the Winter Court, is a group of fey associated with decadence, corruption, and negative aspects of nature. Their numbers include the ankou, bogeyman, bog nixie, chaneque, erlking, fey creature, forlarren, fossegrim, gremlin, grimstalker, huldra, kelpie, kikimora, larabay, leanan sidhe, lurker in light,

mite, nereid, norn, nuckelavee, pech, quickling, redcap, rusalka, sangoi, shadow collector, spring-heeled jack, sprite, twigjack, vilderavn, and other destructive fey.

Associated Spirits: A covenant mage with Unseelie Court influence can call a fey whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the fey exceeds her Hit Dice limit.

Bonus Language: Aklo or Sylvan.

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

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

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

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

Walking Dead Influence

Undeath is a strange state of being, but a powerful and compelling one. Some covenant mages ultimately find these enduring creatures to be exceptional patrons, despite their habit of choosing those they aid. Those that have survived the cold touch of death at the hands of the unliving may be found by these spiritual allies and blessed by them, whether they would choose it or not. They develop connections that aid them in prying into the very secrets of mortality, and all the necrotic power

that path offers. These covenant mages associate with corporeal undead such as crone queens, death coaches, devourers, fexts, ghouls (particularly Leng ghouls), grim reapers, kurobozus, liches, mummy lords, nightshades, saxras, and vampires.

Associated Spirits: A covenant mage with the walking dead influence can call a corporeal undead whose Challenge Rating is less than or equal to her covenant mage level with her séance ability even if the creature exceeds her Hit Dice limit.

Bonus Language: Any one of Abyssal, Common, or Infernal.

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

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

Fundamental Influence: At 20th level, the covenant mage becomes almost an undead creature. Her form begins to rot (the appearance of this decay varies) and undead see her as one of them. She gains immunity to cold, nonlethal damage, ability drain, bleed, death effects, disease, fatigue and exhaustion, mind-affecting effects, paralysis, sleep, stunning. She gains DR 5/—. Unintelligent undead do not notice her unless she attacks them.

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

Spell List

Covenant mages have access to the following spells, which are gained as spell-like abilities. Spells marked with an asterisk (*) are found in this book.

0th-Level Covenant Mage Spells—*bleed, dancing lights, daze, detect magic, detect poison, detect psychic significance, disrupt undead, ghost sound, grave words, guidance, haunted fey aspect, know direction, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, sift, stabilize, telekinetic projectile, touch of fatigue, unwitting ally, virtue.*

1st-Level Covenant Mage Spells—*adjuring step, alarm, animate rope, anticipate peril, auditory hallucination, bane, barbed chain, bloodbath, borrow skill, break, bungle, calm animals, cause fear, charge object, charm person, chill touch, command, compel hostility, comprehend languages, conditional favor, confusion (lesser), cultural adaptation, dancing lantern, daze monster, deathwatch, decrepit disguise, delusional pride, demand offering, detect chaos/good/evil/law, detect secret doors, detect snares and pits, diagnose disease, discern next of kin, disguise self, disguise weapon, doom, endure elements, fabricate disguise, faerie fire, feather fall, floating disk, forbid action, fumbletongue, grasping corpse, grease, hedging weapons, heightened awareness, hide from undead, hold portal, hypnotism, identify, ill omen, interrogation, invisibility alarm, jitterbugs, jump, karmic blessing, liberating command, linebreaker, line in the sand, lock gaze, mage armor, magic mouth, magic stone, magic weapon, memorize page, memory lapse, mindlink, mind thrust I, murderous command, negative reaction, obscure object, paranoia, persuasive goad, protection from chaos/evil/good/law, psychic reading, quintessence, remove fear, restful sleep, returning weapon, sanctify corpse, see alignment, silent image, sow thought, sundering shards, telepathic projection, theft ward, thunderstomp, touch of combustion, undetectable alignment, unprepared combatant, unseen servant, ventriloquism, wrath.*

2nd-Level Covenant Mage Spells—*absurdity, adoration, air step, amplify stench, ancestral regression, animal purpose training, animal trance, anonymous interaction, anticipate thoughts, apport object, arcane lock, aversion, babble, bless, blessing of luck and resolve, blindness/deafness, blistering invective, boneshaker, buoyancy, burning gaze, calm emotions, calm spirit, catatonia, chill metal, codespeak, command undead, commune with birds, compassionate ally, consecrate, control vermin, darkness, death*

candle, death knell, desecrate, detect anxieties, detect desires, detect magic (greater), detect mindscape, detect thoughts, disguise other, divine favor, dress corpse, endure elements (communal), enemy's heart, enshroud thoughts, enthrall, expeditious retreat, false belief, find traps, flickering lights, focused scrutiny, ghostbane dirge, ghostly disguise, ghost whip, ghost wolf, glide, guiding star, haunting mists, heat metal, hideous laughter, hidden presence, hold animal, hold person, honeyed tongue, howling agony, id insinuation I, imbue with elemental might, inflict pain, instigate psychic duel, investigative mind, invisibility, knock, levitate, life pact, locate object, mad hallucination, magic boulder, mental block, mind thrust II, minor dream, mirror hide-away, misdirection, object reading, object possession (lesser), oneiric horror, open book, oppressive boredom, perceive cues, phantom driver, phantom steed, pilfering hand, protection from chaos/evil/good/law (communal), purge spirit, qualm, reckless infatuation, returning weapon (mass), rope trick, sacred space, scare, see invisibility, sense fear, sense madness, sentry skull, shadow anchor, share memory, shatter, shield of faith, shield other, speak with animals, spectral hand, spider climb, spiritual weapon, status, steal breath, steal voice, stunning barrier, suggestion, tongues, touch of idiocy, true strike, unadulterated loathing, unnatural lust, unshakable chill, voluminous vocabulary, vomit swarm, water walk, whispering lore, whispering wind, wind wall, zone of truth.

3rd-Level Covenant Mage Spells—*ablative barrier, adjustable disguise, agonize, agonizing rebuke, air walk, analyze aura, animate dead, appearance of life, apport animal, arcane sight, audiovisual hallucination, aura of cannibalism, aura of doom, aura sight, banish seeming, battle trance, bear's endurance, bestow curse, borrow corruption, bull's strength, cackling skull, cast out, cat's grace, chain of perdition, charm monster, condensed ether, confusion, contingent action, control summoned creature, crushing despair, damnation, daylight, deeper darkness, demanding message, dimensional anchor, disable construct, dispel magic, eagle's splendor, ectoplasmic snare, ego whip I, enchantment foil, ethereal fists, extreme flexibility, false future, fear, fester, flesh puppet, fox's cunning, fly, geas (lesser), ghostbane dirge (mass), halt undead, haunting choir, healing thief, helping hand, heroism, hostile levitation, id insinuation II, invisibility purge, invisibility sphere, isolate, locate weakness, magic circle against chaos/evil/good/law, magic weapon (greater), malicious spite, marionette possession, matchmaker, mental barrier I, meticulous match, mindlocked messenger, mindscape door, miserable pity, nereid's grace, oneiric horror (greater), overwhelming grief, owl's wisdom,*

pack empathy, phantasmal affliction, phantom chariot, phantom steed (communal), pierce disguise, placebo effect, prayer, rage, raging rubble, ray of exhaustion, rest eternal, riding possession, screaming flames, screech, sealed life, seek thoughts, selective alarm, sessile spirit, sleepwalking suggestion, speak with dead, speak with haunt, spellcrash (lesser), spider climb (communal), spiritual ally, synaptic pulse, synaptic scramble, telekinetic charge, telekinetic maneuver, terrible remorse, thaumaturgic circle, they know, thought shield I, thunderstomp (greater), tongues (communal), trade items, transfer regeneration, triggered suggestion, twilight knife, unliving rage, urban step, vision of hell, wandering star motes, water walk (communal), witness.

4th-Level Covenant Mage Spells—*Air walk (communal), animate objects, anti-incorporeal shell, aura alteration, ban corruption, battlemind link, blink, chaos hammer, charm person (mass), command plants, compelling rant, conditional curse, conjuration foil, contagious zeal, coward's lament, curse of disgust, curse of the outcast, daze (mass), death ward, debilitating portent, detect scrying, dimension door, discern lies, dismissal, dispel chaos/evil/good/law, dominate person, dreadscape, earth glide, ego whip II, enemy hammer, entrap spirit, envious urge, erase impressions, ethereal envelope, etheric shards, expel spirits*, feast on fear, flesh puppet horde, flesh wall, freedom of movement, ghost brand, glimpse of truth, globe of invulnerability (lesser), good hope, hallucinatory terrain, hold monster, hollow heroism, holy smite, hunger for flesh, hypercognition, id insinuation III, impossible angles, interrogation (greater), locate creature, mage's faithful hound, mad sultan's melody, magic jar, mantle of calm, mental barrier II, mind probe, mind swap, mind thrust III, mindwipe, mirror transport, modify memory, nondetection, object possession, order's wrath, overland flight, paragon surge, phantasmal asphyxiation, phantasmal killer, pessimism, possess object, possession, primal scream, remove curse, repel vermin, resist energy, sending, shadow step, shared wrath, sleepwalk, smug narcissism, spellsteal, stunning barrier (greater), summoner conduit, telekinesis, telepathic bond, telepathy, thoughtsense, thought shield II, threefold aspect, trace teleport, truespeak, unholy blight, vile dog transformation, wall of blindness/deafness.*

5th-Level Covenant Mage Spells—*Analyze dweomer, banishment, blessing of fervor, blood ties, break enchantment, charnel house, circle of death, command (greater), control plants, control undead, create mindscape, crime wave, curse (major), damnation stride, decapitate, dispel magic (greater), disrupting weapon, divine power, dream,*

ego whip III, ethereal envelopment, ethereal jaunt, feeblemind, false vision, forbid action (greater), foster hatred, hellmouth lash, id insinuation IV, incorporeal chains, inflict pain (mass), intellect fortress I, invisibility (greater), joyful rapture, locate gate, mage's decree, mental barrier III, mind fog, mind thrust IV, mirage arcana, nightmare, object possession (greater), old salt's curse, phantasmal web, phantasmal putrefaction, phobia, planar adaptation, plane shift, planeslayer's call, power word blind, pox of rumors, primal regression, protection from energy, psychic crush I, remote viewing, repress memory, repulsion, resilient reservoir, resist energy (communal), seeming, sequester, serenity, shadow walk, song of discord, spawn ward, spellcrash, spirit-bound blade, synaptic pulse (greater), suggestion (mass), thought shield III, true seeing, undeath to death, unwilling shield, utter contempt, vengeful outrage, wall of ectoplasm, waves of fatigue, wind blades, wither limb.

6th-Level Covenant Mage Spells—*alleviate corruption, antimagic field, arcane sight (greater), blessing of luck and resolve (mass), bow spirit, charm monster (mass), circle of clarity, cloak of dreams, confine spirits*, create undead, cruel jaunt, demand, demanding message (mass), dimensional lock, dominate monster, dream council, dream scan, dust ward, ectoplasmic eruption, ego whip IV, etherealness, eyebite, false vision (greater), fester (mass), fly (mass), fool's forbiddance, globe of invulnerability, heroism (greater), hold person (mass), insanity, intellect fortress II, mage's sword, maze, mental barrier IV, mind blank, mind thrust V, night terrors, nine lives, overwhelming presence, path of the winds, phantasmal revenge, planar adaptation (mass), possession (greater), power word stun, project image, protection from energy (communal), psychic crush II, reverse gravity, scrying (greater), sealed life (greater), spell turning, telekinetic storm, temporary resurrection, thought shield IV, tower of iron will I, triggered hallucination, unshakable zeal, veil, waves of ecstasy, withdraw affliction.*

Favored Class Options

The following options are available all characters who have the covenant mage as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

Avoodim: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

Boggard: Add +1/2 to the covenant mage's spell or covenant damage while in a trance.

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

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

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

Dark Folk: Add 1/6 of a spirit boon.

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

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

Dragonblood: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

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

Duergar: Add +1/2 to the covenant mage's spell or covenant damage while in a trance.

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

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

Elf: Add 1/2 a spell-like ability from the covenant mage's spell list. The spell-like ability must be at least one

level lower than their highest level spell-like ability.

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

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

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

Fetchling: Add 1/6 of a spirit boon.

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

Forlarren: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

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

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

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

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

Half-Cyclops: Add +1/2 to the covenant mage's or covenant damage while in a trance.

Half-Elves: Learn two additional languages.

Half-Giant: Add +1/2 to the covenant mage's spell or covenant damage while in a trance.

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

Half-Human: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

Half-Orc: Add 1/6 of a spirit boon.

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

Half-Rakshasa: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

Halfling: Learn two additional languages.

Hobgoblin: Add +1/2 to the covenant mage's spell or covenant damage while in a trance.

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

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

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

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

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

Kval: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

Living Ghoul: Add 1/6 of a spirit boon.

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

Maenad: Learn two additional languages.

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

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

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

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

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

Numistian: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

Obitu: Add 1/6 of a spirit boon.

Ogrillon: Add +1/2 to the covenant mage's spell damage or covenant damage while in a trance.

Ophidian: Add 1/2 a spell-like ability from the covenant mage's spell list. The spell-like ability must be at least one level lower than her highest level spell-like ability.

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

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

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

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

Ratfolk: Add 1/6 of a spirit boon.

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

Samsaran: Add a +1/2 bonus on Spellcraft checks to

identify the properties of magic items and on Use Magic Device to use scrolls or wands.

Sahuagin: Add +1/2 to the covenant mage's spell or covenant damage while in a trance.

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

Skinwalker: Add 1/3 a spell-like ability of any level she can cast from the covenant mage's spell list. The spell-like ability must be a transmutation or have the curse descriptor.

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

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

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

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

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

Taddol: Add 1/6 of a spirit boon.

Tengu: Learn two additional languages.

Tiefling: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

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

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

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

Wayang: Learn an additional language.

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

Xeph: Add +1/2 to the covenant mage's spell or covenant damage while in a trance.

Xesa: Add +1/4 deflection bonus to the covenant mage's AC during a trance.

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

Zif: Add 1/6 of a spirit boon.

Iconic dervish



Dervish

Dervishes enter meditative trances in the heat of battle, whirling with ecstatic grace to focus their minds and heighten their agility. A dervish's trance allows her to touch the supernatural world beyond her own; some dervishes believe it lets them glimpse the face of the divine. Many nascent dervishes demonstrate a natural instinct for seeing the magical in the world around them and are inducted into monastic orders to focus this talent. Others discover the means to unlock their power through their own trial and the whispers of guiding spirits. All dervishes are helped in their meditations by spirit guides, but different dervishes view their guides very differently. Some consider their spirit guides to be aspects of their own souls. Others see them as manifestations of the supernal reality beyond the physical. Still others believe their spirit guides to be aspects of their deities or divine servants.

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

Starting Wealth: 3d6 x 10 gp (105 gp average)

Hit Die: d10.

Parent Classes: Barbarian and covenant mage.

Class Skills

The dervish's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

The following are class features of the dervish.

Weapon and Armor Proficiencies: The dervish is proficient with all simple and martial weapons and with light armor and light shields (but not tower shields).

Fast Movement (Ex): The dervish's base land speed in-

creases by 10 feet as long as she wears light or no armor and carries no more than a light load.

Path (Su): The dervish must choose a path, which represents the spiritual forces she draws upon during her whirling trance. Each path emulates the powers and spiritual significance of certain sorts of spirits (generally fey, outsiders, or undead).

The path imparts the dervish with automatic knowledge of a single language used by associated spirits. In addition, during her trance, she can also borrow the power of such spirits in the form of covenants that she need not pay for nor make any formal agreement to gain. The bonus language and covenants are determined by the path chosen. Once a dervish's choice of path has been made, it can't be changed.

If the dervish takes levels in another class that grants a path or influence, they must be the same type, even if that means that the path or influence of one of the classes must change. Subject to GM discretion, the dervish can change her previous path or influence to make them conform.

Spirit Guide (Sp): Every dervish possesses a spirit guide, an insubstantial phantom that speaks to her mind, watches over her, lends her its strength and wisdom, and offers her its help in contacting spirits and using spell-like abilities. The guide automatically grants her a single *guidance* spell effect whenever she enters a whirling trance (as described below); the bonus can be used at any time during the trance. At 4th level and every three levels thereafter, the competence bonus granted by the spirit's guidance increases by 1 when applied to an attack roll, saving throw, or skill check to against one or more fey, outsiders, or undead, to a maximum of a +7 total bonus at 19th level.

Trance Covenant (Su): A dervish gains access to a least covenant determined by her path while in her whirling trance. If a covenant gained this way calls for choices to be made when the covenant is formed (such as choosing which ability score *gift of glory* I applies to), the dervish makes the choice when she reaches the level that first grants it, and may change her choice about the covenant's effect any time she gains a dervish level. At 6th level, she also gains a minor covenant. At 11th level, she also gains a major covenant. At 16th level, she also gains a greater covenant. At 20th level, she also gains a superior covenant. All covenants gained are determined by her path.

Table: Dervish

Lvl	Base Attack Bonus	Base Fort Save	Base Ref Save	Base Will Save	Special	Spell-like Abilities Known			
						1st	2nd	3rd	4th
1st	+1	+0	+2	+0	Fast movement, path, spirit guide, trance covenant (least), whirling finesse, whirling trance	—	—	—	—
2nd	+2	+0	+3	+0	Detect spirits, uncanny dodge	—	—	—	—
3rd	+3	+1	+3	+1	Flashing weapons	—	—	—	—
4th	+4	+1	+4	+1	Spiritual supplication, trance power	1	—	—	—
5th	+5	+1	+4	+1	Alacrity, whirling finesse +1	1	—	—	—
6th	+6/+1	+2	+5	+2	Trance covenant (minor)	1	—	—	—
7th	+7/+2	+2	+5	+2	Trance power	1	1	—	—
8th	+8/+3	+2	+6	+2	Dance of battle	1	1	—	—
9th	+9/+4	+3	+6	+3	Glimpse infinity (spell-like ability)	2	1	—	—
10th	+10/+5	+3	+7	+3	Greater trance power, trance power, whirling finesse +2	2	1	1	—
11th	+11/+6/+1	+3	+7	+3	Greater whirling trance, trance covenant (major)	2	1	1	—
12th	+12/+7/+2	+4	+8	+4	Elusive	2	2	1	—
13th	+13/+8/+3	+4	+8	+4	Trance power	3	2	1	1
14th	+14/+9/+4	+4	+9	+4	Swift whirling trance	3	2	1	1
15th	+15/+10/+5	+5	+9	+5	Glimpse infinity (least or minor covenant), whirling finesse +3	3	2	2	1
16th	+16/+11/+6/+1	+5	+10	+5	Trance covenant (greater), trance power	3	3	2	1
17th	+17/+12/+7/+2	+5	+10	+5	Glimpse infinity (major covenant)	4	3	2	1
18th	+18/+13/+8/+3	+6	+11	+6	Transcendence	4	3	2	2
19th	+19/+14/+9/+4	+6	+11	+6	Trance power	4	3	3	2
20th	+20/+15/+10/+5	+6	+12	+6	Supernal whirling trance, trance covenant (superior), whirling finesse +4	4	4	3	2

Unlike most covenants, trance covenants do not have a patron; the dervish uses her own statistics to determine its effects. A dervish can gain continuous access to the covenant by making an appropriate offering to a patron who could grant the covenant (although she remains limited by any limitations described in the covenant). This does not require paying for a purification ritual and does not require a feat. Thereafter, the dervish uses the patron's statistics or her own to determine the covenant's effects, whichever is better.

Whirling Finesse (Ex): A dervish gains Weapon Finesse as a bonus feat. Its benefit applies to scimitars and fal-

chions in addition to the weapons it describes.

At 5th level, the dervish gains a +1 bonus on damage rolls with melee and thrown weapons when she applies her Dexterity modifier on the attack roll and applies her Strength modifier on the damage roll. If she attacks with off-hand weapon, the bonus applies only to attacks with the first weapon she attacks with each round. The ends of a double weapon count as separate weapons for this purpose. The bonus increases by 1 at 10th level and every five levels thereafter (+2 at 10th, +3 at 15th, and so on).

Whirling Trance (Su): As a move action, a dervish can

enter a whirling trance to align herself with the powers of the spirit world. A dervish can maintain her trance for a number of rounds per day equal to 4 + her Constitution modifier. Temporary increases to Constitution, such as those gained from the whirling trance and spells like *bear's endurance*, do not increase the total number of rounds that the dervish can maintain a whirling trance per day. She gains an additional 2 rounds of whirling trance per level she gains after 1st.

While in a trance, the dervish gains *guidance* as described in the spirit guide ability and taps into the power of her spirit influence. The dervish gains a +2 insight bonus on Perception checks and to Dexterity, Constitution, and Charisma. She can also locate living and undead creatures adjacent to her (even if they are incorporeal, although they might still have concealment or total concealment). However, she suffers a –2 penalty to attack rolls. In addition, she gains temporary access to one or more covenants determined by her path. These covenants come from no patron in particular, instead representing the collective recognition of many spirits. The covenants use the dervish's statistics in place of a patron's.

A dervish must spin or dodge and weave as a free action to maintain the whirling trance each round; if she ends her turn without spending the required free action (perhaps due to the dazed, paralyzed, or stunned conditions) or if she suffers any condition that would prevent her from moving as a move action (such as failed save against a tanglefoot bag or falling prone), her trance ends immediately. If a whirling dervish falls unconscious, her trance persists for 1 round before ending. This extra round counts against her number of remaining rounds of trance. The whirling does not interfere with normal movement, but actions that require moving in a straight line (such as running and charging) or stillness (such as some Stealth checks) are impossible. Skill checks to affect anything not moving with her suffer at least a –5 penalty if they are not impossible. A mounted dervish must guide her mount into whirling with her, which increases the DC of all Ride checks by 5 unless the mount is trained to do so (which counts as a DC 15 Handle Animal trick) and always penalizes the mount's attacks. With regards to compatibility with multi-classing, a dervish cannot enter a barbarian's rage (or be affected by the rage spell or its equivalent) during a trance and cannot enter a whirling trance during a rage; she is immune to rage effects as long as the whirling trance lasts. A dervish cannot enter a trance while under the effects of an alchemical mutagen; imbibing a mutagen immediately

ends her trance.

A dervish can end her whirling trance as a free action. When she does so, she is fatigued for 2 rounds for every round she spent in her trance. She cannot enter a new whirling trance while fatigued or exhausted, but can otherwise enter a whirling trance multiple times during the same encounter.

A whirling trance counts as a trance (as the covenant mage ability) and is subject to abilities that add to trance (such as the Extra Trance feat on page 120), but not abilities that alter trance. Unlike a covenant mage, a dervish gains no spell-like abilities from her trance.

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

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

Starting at 7th level, the dervish's spirit guide alerts her to the presence of spirits that could be detected by this ability within 60 feet in any direction. She must activate this ability and concentrate to learn more, but learns the number of auras in the area and the strength of the strongest aura on the first round, and the strength and location of the auras on the second round. These advanced abilities function only while the spirit guide is present.

Uncanny Dodge (Ex): At 2nd level, the dervish cannot be caught flat-footed and does not lose her Dexterity bonus to AC against foes she cannot see. She still loses her Dexterity bonus to AC if she is immobilized as well as if an opponent successfully feints against her.

Flashing Weapons (Ex): At 3rd level, a dervish gains her choice of Cleave, Quick Draw, or Rapid Shot as a

bonus feat even if she does not meet the prerequisites. If she chooses Cleave and already had it, she instead gains Great Cleave. This ability counts as Intelligence 13 and Combat Expertise for the purpose of meeting prerequisites.

Alacrity (Ex): At 4th level, a dervish can take her standard action at any point in her movement during a move action. If that action is an attack against a creature, she does not provoke an attack of opportunity for moving out of that creature's threatened area. A dervish cannot take a second move or standard action in a round in which she uses alacrity. This ability counts as the Spring Attack feat for the purpose of meeting prerequisites; if she already has that feat, she can replace it with another feat for which she meets the prerequisites.

Spell-Like Abilities: Starting at 4th level, a dervish's spirit guide imparts the secrets of a limited number of spell-like abilities, which the dervish chooses from the dervish spell list, as indicated on the class table. Since spell-like abilities lack components, they can be activated with only a thought from the dervish and are not subject to spell failure from armor or deafness, though they still require attention and can be disrupted by attacks or distractions. Spell-like abilities are not spells, so they cannot be countered and cannot be used to counter spells. They can be dispelled normally. A dervish's spell-like abilities are cast as a standard action that provokes attacks of opportunity unless the spell's casting time is normally shorter.

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

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

Upon reaching 8th level, and at every three dervish levels after that (11th, 14th, and so on), a dervish can choose to learn a new spell in place of one she already

knows. In effect, the dervish loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A dervish may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Through 3rd level, a dervish has no caster level. At 4th level and higher, her caster level is equal to her dervish level – 3.

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

Spiritual Supplication (Su): At 4th level, the dervish can meditate in communion with her spirit guide for 1 hour to contact a distant but sympathetic patron spirit appropriate to the dervish's path specifically for the purpose of forming a covenant. An offering is required as normal, and a Covenant Supplicant feat is also required unless this is a trance covenant for the dervish. The offering is delivered by the spirit guide during the meditation. This covenant uses the ephemeral patronage rules, but the dervish may substitute her own statistics for her patron's, whichever is better in each case.

Trance Power: At 4th level and every three levels thereafter (7th, 10th, and so on), the dervish gains one trance power from the following list. Unless noted otherwise, a trance power functions only during a whirling trance.

Aligned Strikes (Su): Your attacks overcome damage reduction as if they matched your alignment. You must be at least 7th level to select this trance power.

Blinding Speed (Ex): When applying your Dexterity modifier on attack rolls with a weapon, you can make an extra attack at your highest base attack bonus during a full attack action. This extra attack does not stack with *haste*, *weapons of speed*, or similar benefits. You must be at least 7th level to select this trance power.

Evasion (Ex): You gain evasion as the ranger ability during a whirling trance.

Expanded Detection (Su): Your *detect spirits* spell-like ability also applies to aberrations, dragons, and magical beasts. You can distinguish the creature type of all auras you detect. At 13th level, it applies to all creatures.

Feat of Agility (Ex): You gain a feat of your choice from the following list when you enter a whirling trance:

Acrobatic, Acrobatic Spellcaster, Acrobatic Steps,

Agile Maneuvers, Canny Tumble, Careful Flyer, Cat's Fall, City Sprinter, Combat Expertise, Combat Patrol, Disorienting Maneuver, Dodge, Fencing Grace, Fleet, Following Step, Improved Lightning Reflexes, Improved Sidestep, Improved Unarmed Strike, Lightning Reflexes, Lunge, Mobility, Nimble Moves, Shot on the Run, Sidestep, Skill Focus (Acrobatics), Sliding Dash, Spring Attack, Stalwart, Starry Grace, Step Up, Step Up and StrikeAPG, Whirlwind Attack, Wind Stance, Wingover.

At the GM's discretion, feats from other sources that aid in movement, Acrobatics checks, Reflex saving throws, dodging attacks, or making Dexterity-based attacks might also be available. You must meet the prerequisites. You can choose a different feat each time you begin a trance. If a chosen feat can be used only a limited number of times per day, uses count against the limit of all such feats you select with this trance power in the same day.

Keen Detection (Su): Your *detect spirits* spell-like ability becomes constant and omnidirectional while you are in a whirling trance. You constantly know the number of spirit auras it could detect within 60 feet and the strength of the strongest aura. Concentrating as a standard action immediately reveals the strength and location of all auras within 60 feet. After you concentrate, you gain the benefits of the Blind-Fight feat against the creatures it locates until they are at least 60 feet away from you. At 13th level, you constantly know the strength and location of all auras within 60 feet without using an action and always gain the benefits of Blind-Fight against those creatures within that range. You must be at least 7th level to select this trance power.

Maneuver Maelstrom (Ex): You don't provoke attacks of opportunity from attempting combat maneuvers. If you have the "Improved" feat tied to a maneuver, you gain a +2 bonus to your CMD against that maneuver. You must be at least 7th level to select this trance power.

Meditative Focus (Ex): You gain a +2 bonus to your caster level for spells (and spell-like abilities).

Nimble Charge (Ex): You can charge or run while in a whirling trance. You can charge or run through difficult terrain while in a whirling trance, although it slows your movement as normal.

Rage Power: You can channel a righteous fury during your whirling trance. You choose a barbarian rage power when you gain this trance power; you can use that rage power during a whirling trance or during a rage. You

must meet the prerequisites. You add your dervish level to your barbarian level for the purposes of the chosen rage power.

Sacred Circumambulation (Sp): You can make your trance a ritual dance marking a sacred space. Once per trance, you can cast *path of glory* as a spell-like ability with a duration of concentration; you expand the area as part of the standard action to concentrate rather than as a swift action. The amount healed by this path of glory is increased by 1 per three dervish levels you possess (to a maximum of 7 at 20th level).

See the Unseen (Su): Invisibility does not prevent you from locating creatures within 60 feet and they have only concealment (rather than total concealment) against you; the Stealth bonus from invisibility does not apply against you. At 7th level, you can see invisible creatures normally.

Spiraling Serenity (Ex): You gain a +2 bonus on Will saving throws while in a trance.

Spirit Boon: Choose a covenant mage spirit boon (see page 7) when you gain this trance power. You can use it, but only during a whirling trance. You add your dervish level – 3 to your covenant mage level to determine the effectiveness of all spirit boons during your whirling trance and to determine which spirit boons you qualify for (including gaining adept, intermediate, advanced, and transcendental spirit boons). You can gain this trance power multiple times, choosing a different spirit boon each time.

Spirit-Ridden (Sp): You can call a spirit to inhabit your body once per whirling trance with 1 round of whirling per spirit Hit Dice, spending a standard action to concentrate on the calling each round. This ability functions as the *séance* ability of the covenant mage (see page 11). You add your dervish level to your covenant mage level for this purpose while in a whirling trance.

Dance of Battle (Ex): At 8th level, enemies threatened by the dervish provoke attacks of opportunity from the dervish for taking 5-foot steps. As part of taking an attack of opportunity against any foe for moving, the dervish can move up to 5 feet in pursuit of that foe. This ability counts as the Step Up feat for the purpose of meeting prerequisites; if she already has that feat, she can replace it with another feat for which she meets the prerequisites.

Glimpse Infinity (Su): At 9th level, the dervish can briefly glimpse the infinite facets of the spiritual planes after meditating for 10 minutes. During that time, she

sends her spirit guide to draw power from other planes of existence. When it returns at the end of that time, the dervish can choose a spell-like ability from the dervish spell list of a level she can cast. She adds it to her list of spell-like abilities known until the end of the day in place of another spell-like ability she knows.

At 15th level, the dervish can also replace one of her trance covenants when she glimpses infinity. When she does so, she chooses a least or minor covenant from another path and gains its benefits as if it were a trance covenant from her path in place of the path's covenant of the same grade any time she uses her whirling trance that day. Alternatively, she can instead temporarily change any choices made regarding one of her trance covenants for the rest of the day. At 17th level, she can replace a major covenant instead.

Greater Trance Power: Starting at 10th level, when the dervish gains a trance power, she can choose from the following list instead of from the list of normal trance powers. Unless noted otherwise, a trance power functions only during a whirling trance.

Circling Strikes (Ex): You can move up to your speed during a full-attack action, taking the attacks at any point during the move provided you move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal.

Circling Whirlwind (Ex): As a full-round action, you can move up to your speed and make a single attack at each target that is within your reach (if using a melee weapon) or within your first range increment (if using a ranged weapon) at any point during the movement. Each attack is made at your full base attack bonus. You can make no more attacks this way than your dervish level in a round. This movement provokes attacks of opportunity as normal. You must have the circling strikes trance power and be at least 19th level to select this trance power.

Effortless Grace (Ex): Choose three Dexterity- or Charisma-based skills. You can take 10 on checks with those skills even when you are distracted or in combat. You can choose this trance power multiple times, choosing different skills each time.

Greater Feat of Agility (Ex): You gain another feat of your choice from the list for feat of agility when you begin a whirling trance. You also add Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuvers, Dimensional Savant, and Lightning Stance to the list. You can use the first feat you choose to meet prerequisites for the second feat. You must have the

feat of agility trance power to select this trance power.

Greater Meditative Focus (Su): Your bonus from meditative focus improves to +4. You must have the meditative focus trance power to select this trance power.

Ghost Strikes (Su): Your weapon attacks affect incorporeal creatures as if they were not incorporeal. Your armor gains the *ghost touch* property as long as you wear it.

Improved Evasion (Ex): You gain improved evasion as the ranger ability during a whirling trance. You must have evasion from a trance power or other means to select this trance power.

Mystic Interconnectedness (Su): You can sense how all things are connected by divine providence and use that connectedness to channel magic. Once per trance, you can choose a spell or covenant that targets you and change the target to another creature with a touch. To affect the target you must succeed at a caster level check against DC 8 + spell's caster level or 8 + covenant's patron Hit Dice. Alternatively, you can touch a creature and move a spell or covenant that targets it to instead target you. (You must succeed on a caster level check in that case as well.) It continues to affect the new target for whatever duration remained when it was transferred or until the trance ends. If the trance ends before the spell or covenant effect, the transfer is undone and it returns to the original target.

Precise Detection (Su): You gain the benefits of Improved Blind-Fight against creatures revealed by your detect spirits spell-like ability. At 16th level, you gain blindsight that applies only to creatures revealed by your detect spirits spell-like ability. You must have the keen detection trance power to select this trance power.

Tornado Charge (Ex): You can make a full attack at the end of a charge. You must have the nimble charge trance power to select this trance power.

Touch the Infinite (Su): You verge on oneness with something infinitely greater than yourself during your trance. You roll twice and takes the higher result on saving throws against individually targeted spells and abilities. You must be at least 16th level to select this trance power.

Vast Detection (Su): Your detect spirits spell-like ability extends to a 120-foot radius. You must be at least 13th level to choose this spirit boon.

Whirling Awareness (Ex): You can perceive in all directions equally well and cannot be flanked.

Greater Whirling Trance (Su): At 11th level, the dervish's bonuses from her trance increase to +4 each.

Elusive (Ex): At 12th level, the dervish can move unimpeded through other creatures' spaces and difficult terrain but must still end her movement in a legal square. Her movement still provokes attacks of opportunity. This ability counts as the Acrobatic Steps and Nimble Moves feats for the purpose of meeting prerequisites; if she already has those feats, she can replace them with other feats for which she meets the prerequisites.

Swift Whirling Trance (Ex): At 14th level, the dervish can begin a whirling trance as a swift action rather than a move action.

Transcendence (Ex): At 18th level, the dervish transcends her mortal form. She is thereafter an outsider with the native subtype or fey, whichever is more appropriate for her path. She gains damage reduction chosen from the following list, whichever is most appropriate for her path: 10/adamantine (for psychopomp paths), 10/chaotic (for lawful paths), 10/cold iron (for fey paths), 10/evil (for good paths), 10/good (for evil paths), 10/lawful (for chaotic paths), 10/silver (for undead paths), or 5/– (for elemental or other paths).

Supernal Whirling Trance (Su): At 20th level, the dervish can tap into the cosmic ideal behind the patrons of her powers, allowing her to gain even more insight from her trances. The bonuses from her trance increase to +6 each. She can enter a trance as a free action.

dervish paths

Each dervish walks one of many paths. They are guided down their paths by spirits. Many dervishes see these spirits as heralds or agents of their patron deities. Other dervishes work with these spirits as philosophical or martial mentors. Each path teaches the dervish a language related to these spirits. Each path also grants the dervish certain covenants while in a whirling trance: a least covenant at 1st level, a minor covenant at 6th level, a major covenant at 11th level, a greater covenant at 16th level, and a superior covenant at 20th level.

Abyssal Hordes Path

Dervishes follow the abyssal hordes path because they desire power to indulge their urges without limitation. These dervishes most frequently associate with demons and demodands.

Bonus Language: Abyssal.

Trance Covenants: *abyssal blade* (1st), *fiendish sight* (6th), *armed with cruelty* (11th), *imbued armor IV* (16th), *spirit's might* (chaotic or evil) (20th).

Recommended Trance Powers: The following trance powers complement the abyssal hordes path: aligned strikes, rage power (animal fury, intimidating glare, powerful blow, terrifying howl), spirit boon (danger sense, possess creature, sap speed, soul poppet, spell resistance, spirit ward, telepathy, and terrifying gaze).

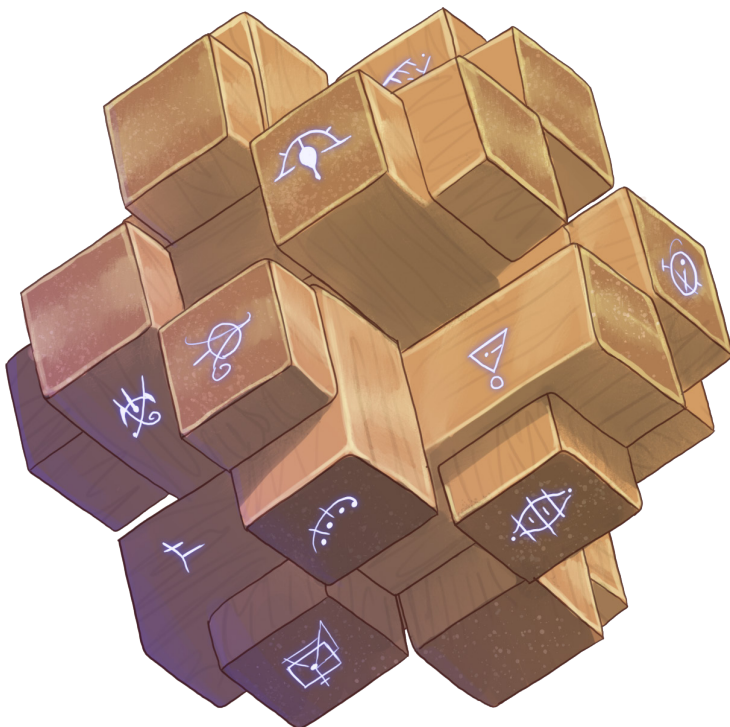
Angelic Choirs Path

Dervishes following the angelic choirs path work to emulate angels in their moral and martial grace, defying evil in all things, and supporting beauty.

Bonus Language: Celestial.

Trance Covenants: *heavenly blade* (1st), *imbued armor II* (6th), *stunning voice* (11th), *protective aura* (16th), *spirit's might* (good) (20th).

Recommended Trance Powers: The following trance powers complement the angelic choirs path: aligned strikes, rage power (low-light vision, night vision, swift foot), spirit boon (embrace the soul, retrieve the wayward soul, staggering invocation, stigmata, sublime imposition, transcendent voice, wisdom of the spirits).



Ancestors Path

Dervishes follow the ancestors path to realize the full potential inspired by the great works of those who came before them, within their family, nation, or race.

Bonus Language: Any one language (other than a secret language) that relates to the ancestors in question, or the afterlife they have gone to.

Trance Covenants: *gift of glory I* (Str, Dex, or Con) (1st), *inviolable volition* (6th), *superior mind I* (11th), *imbued armor IV* (16th), *possessed weapon III* (20th).

Recommended Trance Powers: The following trance powers complement the ancestors path: ghost strikes, rage power (clear mind, fearless rage, guarded stance, renewed vigor, surprise accuracy), spirit boon (consult the fallen, danger sense, embrace the soul, forewarned, spirit interference, spirit ward, undead repulsion).

Daemonic Oblivion Path

The path of daemonic oblivion offers power at the cost of sacrificing vitality, morality, and eventually one's soul. Only the most calculating, cunning and ruthless of supplicants successfully balance the boons and banes of this treacherous path. These dervishes most frequently associate with daemons, although some also are familiar with other evil outsiders or undead creatures.

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

Trance Covenants: *frightful violence* (1st), *fiendish sight* (6th), *soul stealer* (11th), *consumptive aura* (16th), *spirit's might* (evil) (20th).

Recommended Trance Powers: The following trance powers complement the daemonic oblivion path: aligned strikes, rage power (internal fortitude), spirit boon (danger sense, far-reaching spell-like ability, forewarned, spell resistance, staggering invocation, telepathy).

Dark Hedonism Path

Hedonists believe that pleasure is the only worthy pursuit. Dervishes of the dark hedonist path follow that belief to a sinister extreme. They are utterly selfish and think nothing of inflicting harm upon others or excessive indulgence in pursuit of pleasure or entertainment. They associate with evil fey or outsiders which gain pleasure

from excessive indulgence or deliberately spreading harm and misery; these include demons, oni, rakshasas, and yakshas.

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

Trance Covenants: *another face* (1st), *gift of skill II* (Bluff, Disguise, Sense Motive) (6th), *mind-snaring gaze* (11th), *superhuman perfection II* (16th), *spirit's might* (evil) (20th).

Recommended Trance Powers: The following trance powers complement the dark hedonism path: rage power (animal fury, increased damage reduction, low-light vision, night vision, renewed vigor, superstition), spirit boon (prolonged spell-like ability, read minds, spell resistance, steal thought).

Dark Tapestry Path

The minds of those that have delved too far into accursed volumes of lore and pierced the veil of reality are often caught in the weave of the great Dark Tapestry, forever steeping them in paranoia and madness. These dervishes emulate aberrant extraplanar creatures, although some are also familiar with daemons. Dark Tapestry creatures are those creatures that abide in other dimensions or are part of cults that worship creatures of the Dark Tapestry, and include the dark young, denizen of Leng, dimensional shambler, gnophkeh, Leng spider, lich, neh-thalgg, neothelid, qliploth, serpentfolk, seugathi, shantak, shining child, star-spawn of Cthulhu, wendigo, and worm that walks. Dervishes of this path can make covenants with these creatures as if they were outsiders but cannot make covenants with fey.

Bonus Language: Aklo.

Trance Covenants: *frightful violence* (1st), *immortal resilience* (6th), *aura of madness* (11th), *vast potential II* (16th), *far traveling* (20th).

Recommended Trance Powers: The following trance powers complement the dark tapestry path: expanded detection, rage power (fearless rage, internal fortitude, intimidating glare, roused anger, superstition, terrifying howl), spirit boon (danger sense, heighten spell-like ability, psychic assault, spell resistance, spiritual revelation, steal thoughts, telepathy, terrifying gaze, two minds),

whirling awareness.

Deathly Fear Path

Dervishes of the deathly fear path emulate spirits with some ability to cause fear, believing that fear puts them in touch with their most primal selves.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *frightful violence* (1st), *gift of skill II* (Intimidate, Sense Motive, Stealth) (6th), *unnerving aura* (11th), *boundless step* (16th), *lord of fear* (20th).

Recommended Trance Powers: The following trance powers complement the deathly fear path: rage power (fearless rage, intimidating glare, swift foot, terrifying howl), spirit boon (eerie spell-like ability, frightful presence, heighten spell-like ability, persistent spell-like ability, sap speed, soul-touching spell-like ability, staggering invocation, telepathy, and terrifying gaze).

Diabolical Path

The diabolical path teaches dervishes to emulate the might and ruthlessness of Hellish spirits like devils, hellcats, and sometimes asuras and kytons.

Bonus Language: Infernal.

Trance Covenants: *diabolical assistant* (1st), *immortal resilience* (silver) (6th), *mind-snaring gaze* (11th), *possessed weapon II* (16th), *spirit's might* (evil or lawful) (20th).

Recommended Trance Powers: The following trance powers complement the diabolical path: aligned strikes, rage power (increased damage reduction, intimidating glare, low-light vision, night vision, superstition, terrifying howl), spirit boon (frightful presence, spell resistance, sublime imposition, telepathy, two minds, wisdom of the spirits).

Draconic Path

The draconic path teaches dervishes to emulate the ambition, overwhelming strength, and incredible speed of the dragon. A draconic path dervish must choose one particular type of true dragon (chromatic or metallic only); that becomes their “chosen dragon type”. Their chosen type dictates what kind of element they must use

for purposes of the elemental trance covenants. Unlike other dervishes, a draconic path dervish can form covenants with dragons as though they were fey. These dervishes cannot form covenants with undead except those that were formerly dragons.

Bonus Language: Draconic.

Trance Covenants: *nature's weapons* (1st), *elemental blessing* (6th), *superior mind I* (11th), *superhuman perfection II* (16th), *elemental dominion* (20th).

Recommended Trance Powers: The following trance powers complement the draconic path: expanded detection, rage power (animal fury, fearless rage, intimidating glare, low-light vision, night vision, superstition, terrifying howl), spirit boon (danger sense, far-reaching spell-like ability, frightful presence, heighten spell-like ability, prolonged spell-like ability, second sight, spell resistance, spirit ward, two minds).

Elysian Blessings Path

Dervishes who walk the elysian blessings path work with and emulate azatas and other chaotic good outsiders, setting the accomplishment of good deeds above all.

Bonus Language: Celestial.

Trance Covenants: *elysian blade* (as *heavenly blade*, except bane can affect lawful outsiders but not chaotic ones) (1st), *immortal resilience* (cold iron) (6th), *gift of glory III* (Constitution and Charisma) (11th), *azata's gaze* (16th), *spirit's might* (chaotic or good) (20th).

Recommended Trance Powers: The following trance powers complement the elysian blessings path: aligned strikes, rage power (clear mind, night vision, quick reflexes), spirit boon (danger sense, embrace the soul, forewarned, prolonged spell-like ability, resurrect the fallen, retrieve the wayward soul, spell resistance, stigmata, transcendent voice, two minds, undead repulsion).

Enlightened Warrior Path

The enlightened warrior path teaches dervishes to know themselves completely, body, mind, and soul. These dervishes often develop a rapport with kami, manasaputras, and spirits of the virtuous dead or immortal masters, such as certain ghosts and even 20th-level covenant mages, dervishes, or monks.

Bonus Language: Celestial.

Trance Covenants: *perfect strikes I* (1st; becomes *gift of skill I* [Str- or Dex-based] at 11th level), *pact of protection II* (6th), *perfect strikes III* (11th; becomes *unnatural talent* [Str- or Dex-based] at 16th level), *perfect strikes IV* (16th), *vast potential III* (20th).

Recommended Trance Powers: The following trance powers complement the enlightened warrior path: effortless grace, evasion, feat of agility, greater feat of agility, improved evasion, rage power (clear mind, moment of clarity, swift foot), spiraling serenity, spirit boon (danger sense, forewarned, incorporeal form, sap speed, second sight, two minds, wisdom of the spirits), touch the infinite, whirling awareness.

Eternal Order Path

Dervishes who walk the eternal order path emulate the machine-like precision and unswerving honor of inevitables, and are uniformly lawful.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *gift of skill I* (Knowledge [planes], Perception, Sense Motive) (1st), *gift of hardiness* (mind-affecting effects) (6th), *superhuman perfection I* (11th), *inevitable recovery* (16th), *spirit's might* (lawful) (20th).

Recommended Trance Powers: The following trance powers complement the eternal order path: aligned strikes, rage power (fearless rage, increased damage reduction, internal fortitude, low-light vision, night vision, renewed vigor), spiraling serenity, spirit boon (danger sense, empower spell-like ability, spell resistance, steal thoughts, transcendent voice, and two minds).

Faith Slayer Path

Dervishes of the faith slayer path fight and destroy religions. Most of these dervishes embrace the destruction of all religions and the downfall of all the powerful but ultimately petty gods the religious worship. Some faith slayers are subtle and seek their goals through creating apathy amongst peoples about religion. Others seek to use education or propaganda to discredit or corrupt religious organizations. The most notorious use methods of bloodshed and fire, either engaging in outright warfare, or against carefully selected targets, then going into hid-

ing until they hit other targets. These dervishes are mentored by faith slayer spirits. Faith slayer spirits are those creatures which seek to destroy all religions, as described above, or who have abilities that are especially harmful to all divine spellcasters; they include asuras, demodands, devils (apostate and heresy variety), fomorians (titans), monaciello gremlins, and thanatotic titans.

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

Trance Covenants: *faith-stealing strike I* (1st; becomes *elemental weapon* [acid] at 16th level), *heretical soul* (6th), *superhuman perfection I* (11th), *faith-stealing strike II* (16th), *possessed weapon III* (20th).

Recommended Trance Powers: The following trance powers complement the faith slayer path: aligned strikes, rage power (no escape, superstition), spirit boon (danger sense, spell resistance, telepathy, two minds).

Fathomless Path

Fathomless path dervishes contemplate and train amidst the mysterious depths of the sea. They learn from spirits with the aquatic and water subtypes.

Bonus Language: Aquan.

Trance Covenants: *elemental weapon* (acid or cold) (1st), *elemental blessing* (acid or cold) (6th), *elemental agility* (water) (11th), *element incarnate* (water) (16th), *elemental dominion* (aquatic or water, and acid or cold) (20th).

Recommended Trance Powers: The following trance powers complement the fathomless path: rage power (increased damage reduction, low-light vision, raging swimmer), spirit boon (embrace the soul, read minds), whirling awareness.

Heavenly Hosts Path

Lawful good spirits such as archons, manasaputras, and some angels teach heavenly host path dervishes to balance mercy and unyielding opposition to evil.

Bonus Language: Celestial.

Trance Covenants: *heavenly blade* (1st), *archon's ward I* (6th), *armed with justice* (11th), *imbue armor IV* (16th), *spirit's might* (good or lawful) (20th).

Recommended Trance Powers: The following trance powers complement the heavenly hosts path: aligned strikes, rage power (low-light vision, moment of clarity, night vision, roused anger, swift foot), spirit boon (embrace the soul, resurrect the fallen, stigmata, transcendent voice, two minds).

Kyton Enlightenment Path

Dervishes who study the sadomachochistic insights of kytons learn to gain strength and resilience by giving and receiving pain.

Bonus Language: Infernal.

Trance Covenants: *frightful violence* (1st), *immortal resilience* (silver) (6th), *unnerving gaze* (11th), *kyton recovery* (16th), *lord of pain* (20th).

Recommended Trance Powers: The following trance powers complement the kyton enlightenment path: aligned strikes, rage power (fearless rage, internal fortitude, low-light vision, night vision, renewed vigor), spirit boon (eerie spell-like ability, frightful presence, heighten spell-like ability, psychic assault, spell resistance, soul poppet).

Lifegiver Path

Dervishes of the lifegiver path seek to emulate fey or outsiders that have the ability to cast spells or spell-like abilities from the healing subschool. Lifegivers are healers as much as death-dealers, giving succor in the heat of battle.

Bonus Language: Celestial or Sylvan.

Trance Covenants: *timely invigoration* (1st), *archon's ward I* (6th), *deathbane* (11th), *protective aura* (16th), *healing spirit IV* (no more than once per trance and no more than thrice per day) (20th).

Recommended Trance Powers: The following trance powers complement the lifegiver path: rage power (internal fortitude, renewed vigor), spirit boon (embrace the soul, far reaching spell-like ability, forewarned, retrieve the wayward soul, spirit ward, stigmata, sublime imposition, resurrect the fallen, transcendent voice, undead repulsion).

Lore Path

Dervishes of the lore path learn to make the most of their martial skill with extensive study under the guidance of knowledge spirits. These dervishes most frequently associate with fey, outsider or undead creatures with at least 2 ranks in each of at least two Knowledge skills.

Bonus Language: Any one language (other than a secret language).

Trance Covenants: *gift of skill I* (3 Knowledge skills) (1st), *gift of skill II* (3 Knowledge skills) (6th), *gift of glory III* (Intelligence and Charisma) (11th; becomes possessed weapon I at 16th level), *vast potential II* (16th), *strands of fate* (20th).

Recommended Trance Powers: The following trance powers complement the lore path: effortless grace, rage power (clear mind, moment of clarity), spiraling serenity, spirit boon (consult the fallen, read minds, spiritual revelation, steal thoughts, two minds, and wisdom of the spirits).

Natural Path

Dervishes who follow the natural path draw strength from the natural magic of animal lords, fey, kami, and other spirits of nature. They spend as much time as possible in the purity of the natural world.

Bonus Language: Sylvan.

Trance Covenants: *nature's weapons* (1st), *natural communication* (6th), *armed with nature* (11th), *superhuman perfection II* (16th; becomes *perfect strikes IV* at 20th level), *vast potential III* (20th).

Recommended Trance Powers: The following trance powers complement the natural path: effortless grace, feat of agility, greater feat of agility, rage power (animal fury, guarded stance, intimidating glare, raging climber, raging leaper, raging swimmer, scent, swift foot, terrifying howl), spirit boon (danger sense, embrace the soul, forewarned, stigmata, and transcendent voice).

Nirvana Path

Dervishes of the Nirvana path seek to emulate neutral good outsiders and mirror the purely animalistic qualities of non-judgemental goodness.

Bonus Language: Celestial.

Trance Covenants: *perfect strikes I* (1st), *merciful touch* (6th), *animalistic fleetness* (11th), *protective aura* (16th), *spirit's might* (good) (20th).

Recommended Trance Powers: The following trance powers complement the Nirvana path: aligned strikes, rage power (animal fury, clear mind, increased damage reduction, low-light vision, moment of clarity, night vision, renewed vigor, scent, swift foot), nimble charge, spiraling serenity, spirit boon (embrace the soul, retrieve the wayward soul, staggering invocation, spirit ward, stigmata, sublime imposition, transcendent voice, wisdom of the spirits), tornado charge.

Occult Path

A dervish of the occult path studies the magic of spirits more closely than other dervishes. They look to spirits that favor powerful and versatile magic and in turn learn to make the most of their own spell-like abilities.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *gift of skill I* (Knowledge [arcana, planes, religion], Perception, Sense Motive, Spellcraft, Survival, Use Magic Device) (1st), *gift of skill II* (Knowledge [arcana, planes, religion], Perception, Sense Motive, Spellcraft, Survival, Use Magic Device) (6th), *dark arcana III (dispel magic)* (11th), *mantle of light* (16th), *possessed weapon III* (20th).

Recommended Trance Powers: The following trance powers complement the occult path: meditative focus, rage power (clear mind, moment of clarity), spirit boon (hand of the spirit guide, incorporeal form, psychic assault, read minds, spell resistance, spirit ward, spiritual revelation, steal thoughts, telepathy, and wisdom of the spirits), spirit-ridden.

Primal Chaos Path

Dervishes of the primal chaos path pursue a glimpse of the primal fire burning at the center of Creation. In imitation and study of proteans, many are driven to insanity and many more pursue varied and eclectic goals that change on a whim.

Bonus Language: Protean.

Trance Covenants: *another face* (1st), *naunet strike* (6th), *dimensional stride* (11th), *protean grace* (16th), *spirit's might* (chaotic) (20th).

Recommended Trance Powers: The following trance powers complement the primal chaos path: aligned strikes, greater feat of agility (Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuver, Dimensional Savant), rage power (animal fury, low-light vision, mighty swing, night vision, unexpected strike), spirit boon (second sight, spell resistance, telepathy).

Restless Souls Path

Dervishes who study the path of restless souls seek to free their own souls from the limits of their bodies. Theirs are the ways of the penitents of the various alignments and religions, and they seek to understand the habits and appearance of those beings.

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

Trance Covenants: *frightful violence* (1st), *death's caress* (6th), *unnerving aura* (11th), *power of the possessor* (16th), *possessed weapon III* (20th).

Recommended Trance Powers: The following trance powers complement the restless souls path: ghost strikes, rage power (guarded stance, internal fortitude, intimidating glare, low-light vision, night vision, roused anger, surprise accuracy, terrifying howl), spirit boon (consult the fallen, death-slaying spell-like ability, eerie spell-like ability, incorporeal form, malicious limb, possess creature, soul-touching spell-like ability, spirit interference, terrifying gaze, two minds).

Sacred Duty Path

Dervishes who walk the sacred duty path train to protect the dead from all who might assail their souls or steal their bodies. These dervishes associate with psychopomps, although some also are familiar with other outsiders whom respect the dead and battle the undead, such as marut inevitables.

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

Trance Covenants: *deathly blade* (1st), *sacred protection* (6th), *psychopomp sense* (11th), *healing spirit III* (no more than once per trance and no more than thrice per day) (16th), *possessed weapon III* (20th).

Recommended Trance Powers: The following trance powers complement the sacred duty path: ghost strikes, rage power (clear mind, increased damage reduction, internal fortitude, low-light vision, night vision), spirit boon (consult the fallen, danger sense, death-slaying spell-like ability, forewarned, second sight, spiritual revelation, undead repulsion).

Seelie Court Path

Dervishes who emulate Seelie Court fey strive to live life to its fullest. These dervishes revel in every positive emotion and seek many sorts of beauty and amusement. Most sculpt their bodies into whatever shape they believe most comely and then seek partners for tests of agility and sensual acts that stir their very souls. Many dervishes start down this path after a glimpse of the unparalleled grace of Seelie Court fey, who might act as noble patrons, quest-givers, or trainers to those dervishes who please them. The Seelie Court, sometimes known as the Summer Court, is a group of fey associated with abundance, vitality, and positive aspects of nature.

Bonus Language: Sylvan.

Trance Covenants: *seelie friendship* (1st), *immortal resilience* (cold iron) (6th), *healing spirit II* (no more than once per trance and no more than thrice per day) (11th), *mantle of light* (16th), *strands of fortune* (20th).

Recommended Trance Powers: The following trance powers complement the Seelie Court path: effortless grace, evasion, feat of agility, greater feat of agility, meditative focus, rage power (guarded stance, increased damage reduction, low-light vision, quick reflexes, renewed vigor, rolling dodge, superstition, surprise accuracy, swift foot), spiraling serenity, spirit boon (embrace the soul, hand of the spirit guide, spell resistance, transcendent voice).

Smokeborn Path

Dervishes of the smokeborn path train with the aid of aromatic herbs. They learn from fire spirits and smoke elementals to fight effectively despite heat, smoke, and other distractions.

Bonus Language: Ignan.

Trance Covenants: *elemental weapon* (1st; fire), *elemental blessing* (6th; fire), *cloak of smoke* (13th), *element incarnate* (16th; fire), *elemental dominion* (20th; fire).

Recommended Trance Powers: The following trance powers complement



the smokeborn path: effortless grace, rage power (guarded stance, increased damage reduction, low-light vision, night vision, no escape, raging climber, rolling dodge, roused anger, swift foot), spirit boon (second sight, prolonged spell-like ability), whirling awareness.

Stony Silence Path

Dervishes walk the stony silence path to learn the powers of spirits with the earth subtype. They train in absolute silence or with their ears blocked in order to focus on the sensations of their body and the movements of their opponents.

Bonus Language: Terran.

Trance Covenants: *stone fist* (1st), *immortal resilience* (6th; cold iron), *elemental agility* (11th; earth), *element incarnate* (16th; earth), *elemental dominion* (20th; earth).

Recommended Trance Powers: The following trance powers complement the stony silence path: rage power (increased damage reduction, knockback, low-light vision, night vision, raging climber), spirit boon (transcendent voice), whirling awareness.

Stormbound Path

Dervishes of the stormbound path seek tutelage from spirits of the cold and air. They train in howling winds and meditate in terrible storms, enabling them to ignore any distraction.

Bonus Language: Auran.

Trance Covenants: *elemental weapon* (1st; cold or electricity), *elemental blessing* (6th; cold or electricity), *elemental agility* (11th; air), *element incarnate* (16th; air), *elemental dominion* (20th; air).

Recommended Trance Powers: The following trance powers complement the stormborn path: effortless grace, rage power (guarded stance, increased damage reduction, knockback, low-light vision, night vision, no escape, quick reflexes, raging leaper, rolling dodge), spirit boon (far-reaching spell-like ability, second sight), whirling awareness.

Time Path

Dervishes know from their ecstatic trances that time is an illusion whose passage can be circumvented. Those that seek to exploit this insight seek out time spirits to learn more. Time spirits include the bythos aeons, ghosts, hounds of tindalos, maharishi manu manasaputras, time elementals (all varieties), time dragons, time flayers, and other spirits with the time subtype or capable of traveling through time or making time pass faster or slower.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *timely invigoration* (1st), *immortal resilience* (6th), *dimensional stride* (11th), *consumptive aura* (16th), *far traveling* (20th).

Recommended Trance Powers: The following trance powers complement the time path: effortless grace, greater feat of agility (Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Maneuver, Dimensional Savant), rage power (clear mind, moment of clarity, quick reflexes, roused anger, unexpected strike), spirit boon (bouncing spell-like ability, danger sense, forewarned, persistent spell-like ability, sap speed).

Transformative Path

Dervishes who seek to emulate shapechanger spirits follow the transformative path. They use spiritual insights to turn their bodies into whatever weapon the situation calls for.

Bonus Language: Any one language (other than secret languages).

Trance Covenants: *another face* (1st; becomes *gift of skill I* [Acrobatics, Climb, Escape Artist, Fly, Swim] at 16th level), *inviolable volition* (6th), *superhuman perfection I* (13th; becomes *unstoppable* at 20th level), *flowing form* (16th), *vast potential III* (20th).

Recommended Trance Powers: The following trance powers complement the transformative path: effortless grace, rage power (animal fury, internal fortitude, raging climber, raging leaper, raging swimmer, scent, swift foot), spirit boon (persistent spell-like ability, prolonged spell-like ability, spell resistance, two minds).

Trickery Path

Dervishes of the trickery path follow fey or outsiders with at least Int 6 or higher and some spell-like or supernatural abilities which relate to illusions. From them they learn the finer points of tactics and strategy involving controlling information and hiding their actions from enemies.

Bonus Language: Sylvan.

Trance Covenants: *another face* (1st), *dark arcana II* (6th; *glitterdust*, *invisibility*, or *minor image*), *dimensional stride* (11th), *mantle of light* (16th), *false friend* (20th).

Recommended Trance Powers: The following trance powers complement the trickery path: effortless grace, feat of agility, evasion, meditative focus, rage power (moment of clarity, no escape, quick reflexes, unexpected strike), spirit boon (danger sense, forewarned, incorporeal form, open mind, spectral figment, staggering invocation, steal thoughts, two minds, wisdom of the spirits).

Unity Influence

Many dervishes seek to more fully understand how all the multiverse is connected by following the unity path. These dervishes associate with aeons (akhana, bythos, paracletus, pleroma, theletos) and manasaputras (manu, maharishi manu, rishi manu, solar pitri, twilight pitri).

Bonus Language: Any one language (other than a secret language).

Trance Covenants: *perfect strikes I* (1st; becomes *gift of glory I* at 16th level), *pact of protection II* (6th; becomes *reactive resistance* at 11th), *pact of protection III* (11th), *perfect strikes IV* (16th), *strands of fortune* (20th).

Recommended Trance Powers: The following trance powers complement the unity path: ghost strikes, rage power (clear mind, low-light vision, moment of clarity, night vision), spiraling serenity, spirit boon (embrace the soul, far-reaching spell-like ability, incorporeal form, sap speed, spell resistance, steal thought, stigmata, two minds), touch the infinite.

Unseelie Court Path

The Unseelie Court, sometimes known as the Winter Court, is a group of fey associated with decadence, corruption, and negative aspects of nature. Most dervishes who choose to follow the Unseelie Court path emulate

these fey because they were kidnapped and forced to live among or serve the fey. Fey magic slowly transforms these warriors into twisted fey creatures of great beauty or ugliness even as it gives them power.

Bonus Language: Aklo or Sylvan.

Trance Covenants: *frightful violence* (1st), *immortal resilience* (6th; cold iron), *gift of glory III* (11th; Dexterity and Charisma), *faith-stealing strike II* (16th), *lord of pain* (20th).

Recommended Trance Powers: The following trance powers complement the Unseelie Court path: effortless grace, evasion, greater meditative focus, meditative focus, rage power (increased damage reduction, intimidating glare, low-light vision, no escape, roused anger, superstition, swift foot, terrifying howl, unexpected strike), spirit boon (eerie spell-like ability, frightful presence, hand of the spirit guide, psychic assault, soul-touching spell-like ability, spell resistance, steal thought, terrifying gaze, transcendent voice).

Walking Dead Path

Dervishes of the walking death path emulate the incredible resilience and tenacity of corporeal undead. Under the guidance of corporeal undead, these dervishes learn to augment their own physical prowess at the expense of their living foes.

Bonus Language: Any one of Abyssal, Common, or Infernal.

Trance Covenants: *gift of glory I* (1st; Strength or Constitution), *death's caress* (6th), *soul stealer* (11th), *darksense* (16th), *lord of fear* (20th).

Recommended Trance Powers: The following trance powers complement the walking dead path: rage power (animal fury, clear mind, fearless rage, increased damage reduction, internal fortitude, intimidating glare, low-light vision, night vision, roused anger, superstition, terrifying howl), spirit boon (eerie spell-like ability, frightful presence, malicious limb, psychic assault, spell resistance, telepathy, terrifying gaze, undead servitude).

Dervish Spell List

Dervishes have access to the following spells, which are gained as spell-like abilities. Spells marked with an asterisk (*) are found in this book.

1st-Level Dervish Spells—*adjuring step, animate rope, anticipate peril, auditory hallucination, bane, bleed, bless, borrow skill, break, bungle, calm animals, cause fear, chill touch, command, compel hostility, comprehend languages, conditional favor, cultural adaptation, dancing lantern, daze monster, deathwatch, demand offering, detect chaos/good/evil/law, detect magic, detect poison, detect psychic significance, detect secret doors, detect snares and pits, diagnose disease, discern next of kin, disrupt undead, doom, endure elements, fabricate disguise, faerie fire, feather fall, forbid action, fumbletongue, ghost sound, grasping corpse, grave words, guidance, heightened awareness, hold portal, identify, ill omen, jitterbugs, jump, karmic blessing, know direction, liberating command, light, linebreaker, line in the sand, lock gaze, longstrider, mage armor, mage hand, magic boulder, magic stone, magic weapon, memorize page, memory lapse, mending, message, mindlink, open/close, protection from chaos/evil/good/law, psychic reading, read magic, remove fear, resistance, restful sleep, returning weapon, sanctify corpse, see alignment, sift, stabilize, telekinetic projectile, telepathic projection, thunderstomp, touch of fatigue, unprepared combatant, unseen servant, unwitting ally, ventriloquism, virtue, warding weapon, wrath.*

2nd-Level Dervish Spells—*absurdity, adoration, air step, amplify stench, animal trance, anticipate thoughts, arcane lock, aversion, babble, bestow weapon proficiency, blessing of luck and resolve, buoyancy, calm spirit, certain grip, chill metal, command undead, commune with birds, compassionate ally, consecrate, control vermin, darkness, death candle, death knell, desecrate, detect anxieties, detect desires, detect magic (greater), detect mindscape, endure elements (communal), enemy's heart, enshroud thoughts, enthrall, find traps, flickering lights, focused scrutiny, ghostbane dirge, ghost whip, ghost wolf, glide, guiding star, heat metal, honeyed tongue, instant armor, instigate psychic duel, knock, levitate, locate object, magic siege engine, minor dream, misdirection, miserable pity, object reading, oppressive boredom, perceive cues, phantom driver, phantom steed, pilfering hand, protection from chaos/evil/good/law (communal), purge spirit, reckless infatuation, returning weapon (mass), sacred space, scare, see invisibility, sense fear, sense madness, sentry skull, shield of faith, shield other, speak with animals, spectral hand, spider climb, status, telekinetic*

assembly, tongues, touch of idiocy, true strike, undetectable alignment, unnatural lust, unshakable chill, voluminous vocabulary, whispering loreARG, whispering wind, zone of truth.

3rd-Level Dervish Spells—*ablative barrier, align weapon, analyze aura, arcane sight, audiovisual hallucination, aura of cannibalism, aura sight, battle trance, bear's endurance, blood blaze, borrow corruption, bull's strength, cackling skull, calm emotions, cast out, cat's grace, chain of perdition, damnation, daylight, deeper darkness, dimensional anchor, dispel magic, divine favor, eagle's splendor, enchantment foil, ethereal fists, fester, fox's cunning, fly, geas (lesser), ghostbane dirge (mass), healing thief, helping hand, heroism, hostile levitation, locate weakness, magic circle against chaos/evil/good/law, magic weapon (greater), mantle of calm, mental barrier I, meticulous match, mindscape door, nereid's grace, owl's wisdom, pack empathy, phantasmal affliction, phantom chariot, phantom steed (communal), pierce disguise, placebo effect, raging rubble, resist energy, rest eternal, screaming flames, sealed life, seek thoughts, sessile spirit, speak with dead, speak with haunt, spider climb (communal), spiritual weapon, suggestion, tactical acumen, telekinetic charge, telekinetic maneuver, terrible remorse, thaumaturgic circle, thought shield I, thunderstomp (greater), tongues (communal), transfer regeneration, vision of hell, water walk, witness.*

4th-Level Dervish Spells—*air walk, anti-incorporeal shell, aura alteration, aura of doom, ban corruption, banish seeming, battlemind link, bestow curse, blink, chaos hammer, compelling rant, conditional curse, contagious zeal, contingent action, crushing despair, dance of a hundred cuts, daze (mass), death ward, debilitating portent, demanding message, detect scrying, dimension door, discern lies, dismissal, dispel chaos/evil/good/law, earth glide, enemy hammer, entrap spirit, expel spirits*, fear, freedom of movement, glimpse of truth, ghost brand, good hope, hollow heroism, holy smite, holy sword, hypercognition, locate creature, mage's faithful hound, mad sultan's melody, magic siege engine (greater), mental barrier II, nondetection, order's wrath, overland flight, pessimism, prayer, remove curse, resist energy (communal), shadow step, shared wrath, spiritual ally, telekinesis, telepathic bond, telepathy, thoughtsense, thought shield II, trace teleport, truespeak, unholy blight, water walk (communal).*

Favored Class Options

The following options are available all characters who have the dervish as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add +1 to Acrobatics checks to avoid attacks of opportunity, and to Perform (oratory).

Anpur: Gain 1/6 of a trance power.

Anumus: Gain +1 to Diplomacy and Intimidate vs. fey, outsiders and undead.

Atheling: Increase the dervish's total number of rounds of whirling trance by 1.

Avoodim: Gain +1 to Diplomacy and Intimidate vs. fey, outsiders and undead.

Blue: Gain 1/4 of a 1st-level spell-like ability; upon taking this bonus four times, the spell-like ability can be cast once per day. Accumulations of four iterations of this bonus can be used for another 1st-level spell-like ability, or to increase the number of times of use per day of the previously chosen spell-like ability.

Boggard: Gain 1/6 of a trance power.

Boggie: Add +1 to the DC of Intimidate attempts against you.

Catfolk: Add 1 foot to the dervish's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the dervish's fast movement class feature, and applies under the same conditions as that feature.

Deigen: Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Dhosari: Add +1 to Acrobatics checks to avoid attacks of opportunity, and to Perform (dance) checks.

Dragonblood: Gain 1/6 of a trance power.

Dromite: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Duergar: Add +1 to the dervish's CMD vs. trip or grapple.

Dwarf: Increase the dervish's total number of rounds of whirling trance by 1.

Elan: Gain +1 to Diplomacy and Intimidate vs. fey, outsiders and undead.

Elf: Add 1 foot to the dervish's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the dervish's fast movement class feature, and applies under the same conditions as that feature.

Enigmon: Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Eventual: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Femanx: Gain 1/4 of a 1st-level spell-like ability; upon taking this bonus four times, the spell-like ability can be cast once per day. Accumulations of four iterations of this bonus can be used for another 1st-level spell-like ability, or to increase the number of times of use per day of the previously chosen spell-like ability.

Fetchling: Gain +1 to Diplomacy and Intimidate vs. fey, outsiders and undead.

Feykissed: Add +1 to Acrobatics checks to avoid attacks of opportunity, and to Perform (acting) checks.

Forlarren: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Furnace Elf: Gain 1/4 of a 1st-level spell-like ability; upon taking this bonus four times, the spell-like ability can be cast once per day. Accumulations of four iterations of this bonus can be used for another 1st-level spell-like ability, or to increase the number of times of use per day of the previously chosen spell-like ability.

Gathlain: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Gnoll: Add +1 to the dervish's CMD vs. grapple.

Gnome: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Goblin: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Gripli: Add 1 foot to the dervish's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the dervish's fast movement class feature, and applies under the same conditions as that feature.

Half-cyclops: Add +1 to the dervish's CMB when performing bull rush or reposition.

Half-elf: The dervish gains two additional languages known.

Half-giant: Add +1 to the dervish's CMB when performing bull rush or reposition.

Half-harpy: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Half-human: Add +1 to the dervish's CMD vs. trip or grapple.

Half-ogre: Add +1 to the dervish's CMB when performing bull rush or reposition.

Half-orc: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Half-rakshasa: Gain +1 to Intimidate and Sense Motive vs. fey, outsiders and undead.

Halfling: Add +1/4 dodge bonus to the dervish's AC against larger attackers during a whirling trance.

Human: Increase the dervish's total number of rounds of whirling trance by 1.

Ifrit: Gain 1/6 of a trance power.

Ith'n ya'roo: Add +1 to the DC of Intimidate attempts against you.

Kitsune: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Kobold: Add +1 to the DC of Intimidate attempts against you.

Krip'ar: Add +1/4 dodge bonus to the dervish's AC against larger attackers during a whirling trance.

Kval: Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Living Ghoul: Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Lizardfolk: Add +1 to the DC of Intimidate attempts against you.

Maenad: Add +1 to the dervish's CMD vs. trip.

Mahrog: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Muse: Gain +1 to Diplomacy and Intimidate vs. fey, outsiders and undead.

Nagaji: Add +1 to the DC of Intimidate attempts against you.

Numistian: The dervish gains two additional languages known.

Oakling: Add +1 to the dervish's CMD vs. trip or grapple.

Obitu: Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Ogrillon: Add +1 to the dervish's CMB when performing bull rush or reposition.

Ophidian: Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Oread: Add +1 to the dervish's CMD vs. trip or grapple.

Qi'tar: Gain 1/6 of a trance power.

Polkan: Add 1 foot to the dervish's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the dervish's fast movement class feature, and applies under the same conditions as that feature.

Ratfolk: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Sahuagin: Add +1 to the DC of Intimidate attempts against you.

Samsaran: Gain 1/4 of a 1st-level spell-like ability; upon taking this bonus four times, the spell-like ability

can be cast once per day. Accumulations of four iterations of this bonus can be used for another 1st-level spell-like ability, or to increase the number of times of use per day of the previously chosen spell-like ability.

Saurian: Gain 1/6 of a trance power.

Skinwalker: Add +1 to the DC of Intimidate attempts against you.

Skulk: Add +1 to the dervish's CMD vs. trip or grapple.

Squole: Add +1 to the DC of Intimidate attempts against you.

Strix: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Strivog (drow): Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Svirneblin: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Sylph: Gain 1/6 of a trance power.

Taddol: Add +1 to the dervish's CMD vs. trip or grapple.

Tengu: The dervish gains two additional languages known.

Tiefling: Gain +1 to Diplomacy and Intimidate vs. fey, outsiders and undead.

Undine: Gain 1/6 of a trance power.

Urisk: Add 1 foot to the dervish's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the dervish's fast movement class feature, and applies under the same conditions as that feature.

Xax: Add 1/4 to the dervish's effective level to determine the benefits of whirling finesse.

Xeph: Add 1 foot to the dervish's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the dervish's fast movement class feature, and applies under the same conditions as that feature.

Xelusine (drow): Add +1 to the dervish's Knowledge (planes) and Knowledge (religion)

Xesa: Add 1/6 to the dervish's level for the purposes of determining covenant benefits.

Zendiqi: Increase the dervish's total number of rounds of whirling trance by 1.

Zif: Gain 1/4 of a 1st-level spell-like ability; upon taking this bonus four times, the spell-like ability can be cast once per day. Accumulations of seven iterations of this bonus can be used for another 1st-level spell-like ability, or to increase the number of times of use per day of the previously chosen spell-like ability.

Chapter 2: archetypes



The following archetypes augment other classes with covenant magic or alter the class features of classes introduced in this book.

Metaphysical alchemist (alchemist)

Metaphysical alchemists use insights gleaned from spirits to advance toward enlightenment or augment themselves spiritually. Their alchemical products help them biologically unlock the forgotten doorways in the mind that once could engage in congress with things beyond the mortal senses.

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

Spirit Boons: At 1st level, a metaphysical alchemist gains a spirit boon as the covenant mage class feature (page 7). He gains another at 3rd, 7th, 11th, 15th, and 19th level. Treat his metaphysical alchemist level as his covenant mage level (including to determine whether he qualifies for adept, intermediate, advanced, and transcendental boons), and use his Intelligence modifier to calculate any save DCs (instead of Charisma). He must meet the prerequisites to gain a spirit boon. A metaphysical alchemist cannot gain spirit boons that affect spell-like abilities, Psychic Shackles, or Soul Poppet. This ability replaces the bomb class feature.

Spirit Guide (Sp): At 1st level, a metaphysical alchemist gains a spirit guide (see page 7). However, the spirit guide does not grant the *guidance* spell effect.

Detect Spirits (Sp): At 2nd level, a metaphysical alchemist gains the *detect spirits* class feature of the covenant mage (page 9). Treat his metaphysical alchemist level as his covenant mage level. This ability replaces poison resistance +2 and the competence bonus to create alchemical items using Craft (alchemy).

Magic Circle against Spirits (Sp): At 4th level, a metaphysical alchemist gains the *magic circle against spirits* class feature of the covenant mage (page 11). Treat his metaphysical alchemist level as his covenant mage level. This ability replaces poison resistance +4 and +6.

Quell Spirits (Sp): At 6th level, a metaphysical alchemist

gains the quell spirits class feature of the covenant mage (page 11). Treat his metaphysical alchemist level as his covenant mage level. However, a metaphysical alchemist uses her Intelligence modifier to calculate the Will save DC (instead of Charisma). This ability replaces swift poisoning and poison immunity.

abyssal annihilator (antipaladin)

Abyssal annihilators become living demons after closely consorting with demonic entities. They are more concerned with accessing powerful magic to slay the weak followers of good than using brute force, though not hesitant to use naked steel to achieve his goals.

Languages: An abyssal annihilator learns Abyssal automatically.

Abyssal Covenants: An abyssal annihilator can form the covenants of the abyssal hordes dervish path without taking a Covenant Supplicant feat or purification ritual; he needs only provide the proper offering to a willing patron that meets the requirements.

Abyssal Smite: At 1st level, an abyssal annihilator can call upon the powers of chaos and evil to perform an abyssal smite. As a swift action, the abyssal annihilator designates a target in line of sight. If the target is good or lawful, the abyssal annihilator gains the abyssal blade covenant; it functions only against the target. Attacks with the weapon ignore the target's damage reduction and any critical hit is automatically confirmed.

The abyssal smite remains in effect until the target of the smite is dead or the abyssal annihilator rests and regains his uses of this ability. Any abyssal smite covenant's benefits are determined using the abyssal annihilator's Hit Dice in place of a patron's. At 6th level, 11th level, 16th, and 20th level, it gains the appropriate trance covenant from the abyssal hordes dervish path (page 49) when using abyssal smite; their benefits to attacks and defense apply only against the targeted creature.

Abyssal Hordes Spell-Like Abilities: At 5th level, an abyssal annihilator can cast the spell-like abilities from the abyssal hordes covenant mage influence once per day each, but only during the round he activates an abyssal smite. He can cast only those spells he is a high enough level to cast, treating his covenant mage level as his antipaladin level – 3. He determines his caster level

for these abilities in the same fashion. The save DCs are Charisma-based. This class feature replaces divine bond.

Trance Warrior (Barbarian)

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

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

Battle Trance (Su): Rather than succumbing to the inherent rage that normally enhances barbarians, trance warriors tap into a deep, communal and primal force that provides them with mystical combat prowess. At 1st level, a trance warrior gains the ability to enter a battle trance. This includes the ability to use trance spell-like abilities once per trance. Treat her trance warrior level as her covenant mage level. Unlike trance, battle trance gives a +2 insight bonus to Strength and Charisma, and +4 insight bonus to Constitution instead of the usual bonuses. However, she does not gain trance covenants while in a trance. While a trance warrior does not gain any trance covenants while in battle trance, she may make permanent covenants for those from her influence as though she were a covenant mage (that is, she does not need to gain Covenant Supplicant feats to gain them, but must still pay for offerings); add her trance warrior levels to her covenant mage level, if any, to determine her covenant mage level for access to these covenants. This ability replaces damage reduction, rage, indomitable will, tireless rage, and the rage powers gained at 4th, 10th, and 16th levels.

Influence (Su): At 1st level, the trance warrior gains a covenant mage influence. Treat her trance warrior level as her covenant mage level. She gains a bonus language, and at 20th level gains that influence's fundamental influence ability. If a trance warrior has levels in another class that also has the influence or path ability, the influence must be the same for all such classes.

Spirit Guide (Sp): At 1st level, a trance warrior gains a spirit guide as a covenant mage of her trance warrior level. She can use the *guidance* spell-like ability—with improved effectiveness against spirits—every time she enters a battle trance.

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

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

Supernal Battle Trance (Su): At 20th level, the trance warrior can tap into the cosmic ideal behind the patrons of her powers, allowing her to gain even more insight from her battle trances. The ability score bonuses from her battle trance increase to +6 for both Strength and Charisma, and +8 to Constitution. Her fast healing in battle trance increases to 3. This ability replaces mighty rage.

Spirit Sage (Bard)

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

Influence (Su): At 1st level, the spirit sage gains a covenant mage influence. Treat his spirit sage level as his covenant mage level. He gains a bonus language, and at 20th level gains that influence's fundamental influence ability. If a spirit sage has levels in another class that also has the influence ability, the influence must be the same for all such classes. While a spirit sage does not gain any trance covenants while in a trance, he may make permanent covenants for those from his influence as though he were a covenant mage (that is, he does not need to gain Covenant Supplicant feats to gain them, but must still

pay the offering); add his spirit sage levels to his covenant mage level, if any, to determine his covenant mage level for access to these covenants.

Spell List: At 1st level, in addition to the spells gained by bards as they gain levels, a spirit sage adds the following spells to his spell list: *detect chaos/evil/good/law*, *protection from chaos/evil/good/law* (1st), *magic circle against chaos/evil/good/law*, *thaumaturgic circle* (3rd), *dismissal*, *dispel chaos/evil/good/law* (4th), *banishment* (6th). These spells are added as soon as he is capable of casting them.

Trance (Su): While a spirit sage may not be able to aid his allies with song or epic poetry, their spiritual allies more than make up for it by aiding the spirit sage in combat, enabling them to enter a heightened state of awareness and prowess. At 1st level, a spirit sage gains the ability to enter a trance as a covenant mage (see page 8). Treat his spirit sage levels as covenant mage levels for this purpose. However, he does not gain trance covenants or trance spell-like abilities while in a trance. Unlike a covenant mage, a spirit sage can control his voice and can cast spells with verbal spell components while in a trance. This ability replaces bardic performance.

Spirit Guide (Sp): At 3rd level, a spirit sage gains a spirit guide as a covenant mage. Treat his spirit sage levels as his covenant mage levels for this purpose.

Séance: At 4th level, a spirit sage gains the ability to perform a séance as the covenant mage class feature (see page 11). Treat his spirit sage levels as covenant mage levels for this purpose.

Spirit Binding: At 8th level, a spirit sage can bind spirits as the covenant mage class feature. Treat his spirit sage levels as covenant mage levels to determine its effects.

Spirit Boon: At 8th level and again at 18th level, the spirit sage gains a spirit boon as a covenant mage of his spirit sage level. If the spirit sage also has levels in another class that grants spirit boons, add together the levels in those classes for the purposes of spirit boons.

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

Supernal Trance (Su): At 20th level, the spirit sage can tap into the cosmic ideal behind the patrons of his

powers, allowing him to gain even more insight from his trances. The ability score bonuses from his trance increase to +8 each. His fast healing in a trance increases to 3.

Divine Emissary (Cleric)

Divine emissaries are rare clerics blessed with a connection to her god's divine servants (angels, demons, devas, devils, and the like) allowing her to manifest their powers through her own mortal frame.

Channel the Divine: At 1st level, a divine emissary can channel the power of her deity's servants. She expends one use of channel energy to gain a trance covenant as a covenant mage matching one of her deity's domains from the following list. She gains the covenant's benefit for a number of rounds equal to her Charisma bonus (minimum 1 round). She can choose any trance covenant for which she has a high enough level, but only one at a time. She treats her cleric levels as covenant mage levels for the purpose of these trance covenants.

If the divine emissary has levels in covenant mage, add her levels in both classes together to determine the effects of her covenants and to determine which covenant she can gain with this ability, but not to determine which covenants she gains from her trance covenant mage ability.

Air: Stormbound.

Animal: Natural.

Artifice: Ancestors.

Chaos: Primal chaos.

Charm: Dark hedonism, seelie court.

Community: Ancestors, seelie court.

Darkness: Kyton enlightenment.

Death: Restless souls, walking dead.

Destruction: Abyssal hordes, primal chaos.

Earth: Stony silence.

Evil: Abyssal hordes, daemonic oblivion, dark hedonism, diabolical, walking dead.

Fire: Smokeborn.

Glory: Angelic choirs, Elysian blessings, heavenly hosts, legends.

Good: Angelic choirs, Elysian blessings, heavenly hosts, nirvana.

Healing: Lifegiver.

Knowledge: Legends, lore.

Law: Eternal order.

Liberation: Occult, transformative.

Luck: Ancestors, seelie court, unity.
Madness: Abyssal hordes, dark tapestry, transformative.
Magic: Occult.
Nobility: Ancestors.
Plant: Natural.
Protection: Angelic choirs, enlightened warrior.
Repose: Sacred duty.
Rune: Occult.
Scalykind: Draconic.
Strength: Enlightened warrior.
Sun: Angelic choirs, smokeborn.
Travel: Time.
Trickery: Trickery.
Void: Dark tapestry.
War: Abyssal hordes, enlightened warrior, heavenly hosts, primal chaos.
Water: Fathomless.
Weather: Stormbound.

This ability replaces the channel energy dice gained at 1st, 5th, 9th, 13th, and 17th levels. At 1st level, she can use channel energy only for this purpose; she gains the ability to channel positive or negative energy at 3rd level (1d6 at 3rd level, 2d6 at 7th, 3d6 at 11th, 4d6 at 15th, and 5d6 at 19th).

Blood Shaman (Covenant Mage)

Blood shamans are covenant mages who gain their power from the blood in their veins. These individuals are often filled with pride from their ancestral lineage or a burning desire to prove themselves of worth to their kin.

Bloodline: A blood shaman gains a sorcerer bloodline. He must choose a bloodline that matches his influence. He gains the bloodline powers at 1st, 3rd, 9th, and 15th level, but not any other aspects of the bloodline, and does not cast spells as a sorcerer, except as noted. He does not gain the bloodline arcana, bonus feats, and so on. Treat his blood shaman level as his sorcerer level. The bloodline powers are useable whether he is in a trance or not. If the blood shaman has levels of sorcerer, the bloodline must match, which might require changing that for one class or the other. Add the levels of covenant mage and sorcerer together to determine when the blood shaman gains the indicated bloodline powers and their effects, but not any other aspect of the bloodline. The

bloodline must suit the influence, as indicated below, or be the arcane bloodline (which suits all influences).

Abyssal Hordes: Abyssal.
Ancestors: Imperious (human only), kobold (kobold only).
Angelic Choirs: Celestial.
Dark Hedonism: Maestro, rakshasa.
Dark Tapestry: Aberrant, serpentine, starsoul.
Deathly Fear: Shadow, undead.
Diabolical: Infernal.
Draconic: Draconic.
Elysian Blessings: Celestial.
Enlightened Warrior: Destined.
Faith Slayer: Rakshasa.
Fathomless: Aquatic, marid, elemental (water).
Heavenly Hosts: Celestial.
Kyton Enlightenment: Shadow.
Legends: Destined, dreamspun.
Lore: Destined.
Natural: Fey, verdant.
Nirvana: Celestial.
Occult: Accursed, destined, ectoplasm, psychic, rakshasa, serpentine.
Primal Chaos: Protean.
Qlippothic Redeemer: Abyssal.
Restless Souls: Ectoplasm, undead.
Sacred Duty: Destined, impossible.
Seelie Court: Fey, verdant.
Smokeborn: Efreeti, elemental (fire).
Stony Silence: Deep earth, elemental (earth), shaitan.
Stormbound: Boreal, djinni, elemental (air), stormborn.
Time: Destined.
Trickery: Dreamspun, fey, shadow.
Unity: Destined, ectoplasm, impossible.
Unseelie Court: Fey, verdant.
Walking Dead: Ghoul, undead.

Trance: A blood shaman does not gain the benefits of trance covenants during a trance, although he retains the ability to enter into such covenants without taking a feat.

Expanded Spell List: A blood shaman adds bloodline spells to the covenant mage spell list, as follows. 1st-, 2nd- and 3rd-level bloodline spells become covenant mage spells of those levels, 4th- and 5th-level bloodline spells become 4th-level covenant mage spells, 6th- and

7th-level bloodline spells become 5th-level covenant mage spells, and 8th-and 9th-level bloodline spells become 6th-level covenant mage spells. If a bloodline spell is already on the covenant mage spell list, the covenant mage spell list takes precedence for that particular spell. If a spell has expensive material components, he must provide them when using the spell as a spell-like ability. If an added spell is used as a spell-like ability known, he cannot use it more than 3 times per day, even if he could otherwise use it an unlimited number of times.

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

Hex medium (Covenant Mage)

Hex mediums bargain with spirits, arguably servants or emissaries of their patrons, who grant them secrets of witchcraft in lieu of typical spirit boons.

Hexes: At 1st level, a hex medium gains a witch hex. She gains another at every even level thereafter (2nd, 4th, 6th, and so on), except at level 20. Treat her covenant mage level as her witch level. She uses her Charisma modifier to calculate any save DCs instead of Intelligence. She must meet the prerequisites to gain a hex, major hex or grand hex. A hex medium cannot activate any hex while in a trance, however. This ability replaces the spirit boon class feature.

Master of the Occult (Covenant Mage)

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

lies in addition to the covenants known to all covenant mages.

Bind Spirit: A master of the occult can seal pacts with pact spirits. His binder level equals his master of the occult level, and he binds pact spirits as a pact magic occultist (*Pact Magic Unbound, Volume 1*) of the same level, but can only bind one such spirit at a time. This ability replaces the spirit boon class feature.

Constellation Alignment: At 1st level, a master of the occult aligns with two constellations. He cannot seal pacts with any spirit whose constellation opposes other aligned constellations. (Exception: Masters of the occult with the Dark Tapestry influence do not count the Dark Beyond constellation as opposed to their other constellation.) Also, he is treated as a binder of 1/2 his level when making binding checks with, and using the granted abilities of, unaligned spirits. He must choose a constellation that matches his influence. The following list recommends constellations for particular influences.

Abyssal Hordes: Fiend, Thief.

Ancestors: Hero, Noble, Thief.

Angelic Choirs: Angel, Tree.

Daemonic Oblivion: Fiend, Skull.

Dark Hedonism: Beast, Fiend.

Dark Tapestry: Dark Beyond, Mage, Scholar, Seer.

Deathly Fear: Dragon, Fiend, Mage, Skull.

Diabolical: Fiend, Noble.

Draconic: Dragon, plus any other.

Elysian Blessings: Angel, Thief.

Enlightened Warrior: Hero, Seer.

Eternal Order: Hero, Noble.

Faith Slayer: Dragon, Mage.

Fathomless: Dragon, Mage.

Heavenly Hosts: Angel, Noble.

Kyton Enlightenment: Fiend, Noble.

Legends: Hero, Mage, Scholar, Seer.

Lifegiver: Angel, Tree.

Lore: Scholar, Seer.

Natural: Beast, Tree.

Nirvana: Angel, Hero, Tree.

Occult: Mage, Seer.

Primal Chaos: Beast, Thief.

Qlippothic Redeemer: Scholar, Thief.

Restless Souls: Mage, Skull.

Sacred Duty: Hero, Seer, Tree.

Seelie Court: Mage, Thief, Tree.

Smokeborn: Dragon, Mage.
Stony Silence: Dragon, Mage.
Stormbound: Dragon, Mage.
Time: Mage, Seer.
Transformative: Hero, Mage, Tree.
Trickery: Mage, Thief.
Unity: Scholar, Seer.
Unseelie Court: Beast, Mage, Thief.
Walking Dead: Skull, Thief.

Revelation Medium (Covenant Mage)

Revelation mediums are gifted oracular revelations of divine power instead of the spirit influences most covenant mages gain.

Revelations: At 1st level, a revelation medium gains an oracle revelation. She gains another at 3rd, 7th, 11th, 15th, and 19th level. Treat her covenant mage level as her oracle level. She must meet the prerequisites to gain the revelation. This class feature replaces all spirit boons. A revelation medium is restricted as to which revelations she may choose; she must choose revelations from a mystery that matches her influence. The following list includes which mysteries are available for particular influences. Alternatively, any revelation medium can choose to instead select all her revelations from the lore mystery. If an influence lists multiple mysteries, all the revelation medium's revelations must come from the same mystery.

Abyssal Hordes: Apocalypse (fire giant), battle, bones.
Ancestors: Ancestor.
Angelic Choirs: Battle, heavens, life.
Daemonic Oblivion: Apocalypse (fire giant), battle, bones.
Dark Hedonism: Intrigue, life.
Dark Tapestry: Apocalypse (fire giant), dark tapestry, heavens.
Deathly Fear: Bones, dark tapestry.
Diabolical: Battle, bones.
Draconic: Lore, nature.
Elysian Blessing: Heavens, life.
Enlightened Warrior: Ancestor, battle.
Eternal Order: Battle, metal.
Faith Slayer: Battle, bones.
Fathomless: Waves.

Heavenly Hosts: Battle, heavens, life.
Kyton Enlightenment: Bones, life.
Legends: Ancestor.
Lifegiver: Life.
Lore: Must choose lore.
Natural: Nature, wood.
Nirvana: Nature, life.
Occult: Occult.
Primal Chaos: Apocalypse (fire giant), battle.
Qlippothic Redeemer: Heavens.
Restless Souls: Ancestor, bones.
Sacred Duty: Ancestor, life, occult.
Seelie Court: Life, nature, wood.
Smokeborn: Flame.
Stony Silence: Metal, stone.
Stormbound: Wind.
Time: Time.
Transformative: Nature.
Trickery: Heavens, intrigue.
Unity: Ancestor, occult, outer rifts.
Unseelie Court: Apocalypse (fire giant), heavens, nature, wood.
Walking Dead: Bones.

Technophobe (Covenant Mage)

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

Influence: A technophobe must have one of the following influences: fathomless, natural, restless souls, seelie court, smokeborn, stony silence, stormbound, unseelie court, or walking dead.

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

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

Trance Spell-like Abilities: Whenever a technophobe medium gains access to a trance spell-like ability, he may opt to gain the one listed here for that level in place of that granted by his influence. Once made, this choice cannot be changed. He may replace up to six spell-like abilities this way. He must replace at least three spell-like abilities this way by the time he reaches 18th level. The list is as follows: *detect radiation* (2nd), *protection from technology* (4th), *discharge* (6th), *magic circle against technology* (8th), *rebuke technology* (10th), *destroy robot* (12th), *antitech field* (14th), *greater discharge* (16th), *infuse robot* (18th).

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

Technophobe Spirits

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

Technophobe spirits are fey or undead with Int 6 or higher and some spells, spell-like or supernatural abilities which relate to protecting themselves against or harming advanced technology such as robots, lasers, and radioac-

tivity. GMs should feel free to swap an existing creature's spells or spell-like abilities for technophobe spells to create a technophobe spirit; any exchanges should be for equivalent spell levels. For example, a nymph's *summon nature's ally IV* spell might be replaced by *rebuke technology*, a pixie's *detect chaos* and *detect thoughts* spell-like abilities could become *detect radiation* and *protection from technology*, and a ghost spellcaster might have any number of technophobe spells.

Masked Covenanter (Covenant Mage or Dervish)

Masked covenanters wear masks representing the spirits they have bound into their service, enabling them to switch between different spirit influences with time.

Covenant Mask: At 1st level, a masked covenanter gains a mask representing her influence or path. She must don the mask as part of the action to enter a trance.

At 3rd level, the masked covenanter chooses another influence or path and creates (or is gifted) a matching covenant mask. A masked covenanter can don either covenant mask as part of the action to enter a trance. Her trance grants her the trance covenants of the matching influence or path. If she is a covenant mage, she also gains the matching influence's spell-like abilities. At 7th level and every four levels thereafter, the masked covenanter can choose an additional influence or path and acquire a matching mask. If a mask is lost or destroyed, the masked covenanter can acquire a new one with either three days of work or three days of bargaining through her spirit guide. This ability alters trance or whirling trance and influence or path. For a covenant mage, it also replaces the spirit boons gained at 3rd level and 11th level. For a dervish, it also replaces the trance powers gained at 4th level and 10th level.

Blood Visionary (Dervish)

Blood visionaries are dervishes who awaken their spiritual senses because of the blood in their veins. These individuals are often filled with pride from their lineage or a burning desire to prove themselves of worth to their kin.

Bloodline: A blood visionary gains a bloodrager bloodline. The bloodline must suit the path, as indicated below, or be the arcane bloodline (which suits all paths).

He does not gain the bloodline spells or bonus feats.

Abyssal Hordes: Abyssal.
Ancestors: Arcane.
Angelic Choirs: Celestial.
Dark Hedonism: Arcane.
Dark Tapestry: Aberrant.
Deathly Fear: Undead.
Diabolical: Infernal.
Draconic: Draconic.
Elysian Blessings: Celestial.
Enlightened Warrior: Destined.
Faith Slayer: Arcane.
Fathomless: Elemental (water).
Heavenly Hosts: Celestial.
Kyton Enlightenment: Kyton.
Lore: Arcane, Destined.
Natural: Fey.
Nirvana: Celestial.
Occult: Destined.
Primal Chaos: Arcane.
Qlippothic Redeemer: Abyssal.
Restless Souls: Undead.
Sacred Duty: Destined.
Seelie Court: Fey.
Smokeborn: Elemental (fire).
Stony Silence: Elemental (earth).
Stormbound: Elemental (air).
Time: Destined.
Trickery: Arcane, Fey.
Unity: Destined.
Unseelie Court: Fey.
Walking Dead: Undead.

Bloodline Powers: A blood visionary gains the bloodline powers for his bloodline at 1st, 4th, 8th, 12th, 16th, and 20th level, but not any other aspects of the bloodline. Treat his dervish level as his bloodrager level. The bloodline powers that would normally function only in a bloodrage instead function in his whirling trance. This replaces trance covenants and the trance power gained at 4th level.

Path Covenants: A blood visionary does not gain the benefits of trance covenants during a whirling trance, although he retains the ability to enter into such covenants without taking a feat.

Expanded Spell List: A blood visionary adds the matching bloodline spells to the dervish spell list. If a bloodline

spell is already on the dervish spell list, the dervish spell list takes precedence for that particular spell. If a spell has expensive material components, he must provide them when using the spell as a spell-like ability. If an added spell is used as a spell-like ability known, he cannot use it more than 3 times per day, even if he could otherwise use it an unlimited number of times.

Divine Dancer (Dervish)

Divine dancers refine their whirling trance into an act of ecstatic dance honoring their patron deity.

Whirling Dance (Ex): A divine dancer's whirling trance has the effects of one of the following bardic performances of her choice instead of granting her covenants when she begins the trance, as if she were a bard of her dervish level at the indicated dervish level: distraction (1st), fascinate (1st), inspire courage (1st), inspire competence (6th), inspire greatness (11th), soothing performance (16th), inspire heroics (20th). This ability alters whirling trance and replaces path and trance covenants.

Invoking Dance (Su): At 5th level, a divine dancer can use her whirling dance to cast divine spells on behalf of her deity. She chooses one of her deity's domains when she gains this ability. Once per trance, she can cast a domain spell as a spell-like ability of a spell level she can cast.

At 15th level, a divine dancer can cast the 5th-level domain spell this way by tripling the casting time (minimum 3 rounds).

Trance Powers: The following trance powers complement the divine dancer archetype: effortless grace, greater meditative focus, meditative focus, sacred circumambulation, whirling awareness.

Mendicant (Dervish)

Mendicants are dervishes whose dedication to the denial of the flesh and concentration on the higher world allow them to contact divine servants or their deity directly with their whirling trances.

Reflective Trance (Su): A mendicant's whirling trance does not provide a bonus to Constitution or on Perception checks. Instead, his whirling trance provides a bonus to Wisdom and on Fortitude saving throws. This alters whirling trance.



Unarmed Combatant (Ex): A mendicant can make unarmed strikes as the unchained monk ability.

Vow of Poverty (Ex): A mendicant swears a vow of poverty. He can own at most two sets of clothing, one weapon for self-defense, a holy symbol, one book or other text, simple eating utensils, simple food and drink, any components necessary for spellcasting, and one other item of sentimental value. When adventuring, he collects his share of treasure normally, but donates it all to temples or divine servants without using it. He gains the benefits of the *immaterial enhancement* covenant according to his level regardless of the exact amount he has thus far donated. He can apply the weapon attunement bonus to his unarmed strikes. If he violates any of these taboos, he loses all supernatural and spell-like dervish abilities until he receives atonement.

Trance Powers: The following trance powers complement the mendicant archetype: feat of agility, meditative focus, mystic interconnectedness, sacred circumambulation, spiraling serenity, spirit boon, spirit-ridden.

Whirling Dragoon (Dervish)

Whirling dragoons serve as elite, fleet cavalry, guiding their fellow soldiers with speedy horseback scouting as well as ecstatic visions.

Skills: A whirling dragoon gains Handle Animal (Cha) as a class skill but does not gain Diplomacy, Linguistics, or Sense Motive as class skills.

Fast Rider (Ex): A whirling dragoon increases the speed of any mount she rides by 10 feet. This ability replaces fast movement.

Guiding Mount (Ex): A whirling dragoon's spirit guide takes the form of an unusually intelligent pony or light horse with Intelligence of at least 6. She can benefit from its *guidance* only while riding it or adjacent to it. It otherwise functions as a typical combat trained mount of its type and can easily whirl with the dragoon during a whirling trance. If she uses a spirit boon or trance power that requires the absence of her spirit guide, her mount must instead concentrate as a standard action reach round to maintain the effect. The whirling dragoon can move no more than her guiding mount's speed while mounted on the guiding mount when it is concentrating in this way. If the guiding mount dies, it can form a new

body after 1 week.

At 2nd level, the guiding mount gains the abilities of a druid's animal companion as if the whirling dragoon were a druid of half her dervish level. It can become a camel, horse, ostrich, pony, or wolf, provided she can ride it. This choice can be changed once per week. At 7th level, the whirling dragoon's effective druid level for this purpose is equal to her dervish level. This ability alters spirit guide and replaces uncanny dodge and the trance power gained at 7th level.

Otherworldly Guide (Ex): At 4th level, the whirling dragoon's guiding mount is treated as a magical beast for the purpose of what spells and abilities can affect it. She can apply one of the following simple templates to it, which must be in keeping with her path: aerial creature (stormbound), aqueous creature (fathomless), celestial creature (good paths), chthonic creature (stony silence), dark creature (shadow and undead paths), entropic creature (chaotic paths), fiendish creature (evil paths), fiery creature (smokeborn), primordial creature (neutral and fey paths), or resolute creature (lawful paths). This ability replaces alacrity.

Elusive Mount (Ex): The whirling dragoon's elusive ability functions only while she is mounted but their benefits also apply to its mount. This alters elusive.

Trance Powers: The following trance powers complement the whirling dragoon archetype: circling strikes, circling whirlwind, effortless grace, evasion, spirit boon, improved evasion, tornado strikes, whirling awareness.

Animist Druid (Druid)

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

Influence: As a standard action, an animist druid can gain trance covenants as if she were a covenant mage in a trance. She gains no ability bonus or other benefit of trance. She can dismiss these trance covenants as a free

action.” She gains a bonus language, and at 20th level gains that influence’s fundamental ability. If an animist druid has levels in another class that also has the influence ability, the influence must be the same for all such classes (although it need not be the Natural influence).

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

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

In addition to the spells gained by druids as they gain levels, an animist druid adds the following spells to her spell list: *detect chaos/evil/good/law*, *protection from chaos/evil/good/law* (1st), *magic circle against chaos/evil/good/law* (3rd), *dismissal* (4th), *dispel chaos/evil/good/law* (5th), and *banishment* (6th). These spells are added as soon as she is capable of casting them.

Spirit Guide (Sp): At 1st level, an animist druid gains a spirit guide as a covenant mage. Treat her animist druid level as her covenant mage level. She can use the *guidance* spell-like ability—with improved effectiveness against spirits—thrice per day as a swift action. This ability replaces nature bond.

Detect Spirits (Sp): At 2nd level, an animist druid gains the detect spirits ability as a covenant mage of her animist druid level. This ability replaces wild empathy.

Seance: At 3rd level, an animist druid gains the ability to perform a séance (see page 11). Treat her animist druid level as her covenant mage level. However, she uses her Wisdom modifier to calculate the Will save DC (instead of Charisma). A spirit that does not depart on good terms with her inflicts Wisdom damage equal to 1d4 + the spirit’s Wisdom modifier. If the animist druid also has levels of covenant mage, add her animist druid

levels – 2 to her covenant mage levels to determine the effectiveness of her séance ability. This ability replaces trackless step.

Magic Circle Against Spirits (Sp): At 4th level, an animist druid gains the magic circle against spirits ability as a covenant mage of her druid level. This ability replaces wild shape.

Quell Spirits (Sp): At 6th level, an animist druid gains the quell spirits ability of a covenant mage of her druid level. She uses her Wisdom modifier to calculate the Will save DC (instead of Charisma). This ability replaces spontaneous spellcasting.

Expel Spirits (Sp): At 9th level, an animist druid gains the *expel spirits* class feature of a covenant mage of her druid level. She uses her Wisdom modifier to calculate the Will save DC (instead of Charisma). This ability replaces venom immunity.

Inner Eye Fighter (Fighter)

Inner eye fighters augment their fighting techniques with supernatural insights learned from spirits. They may learn their techniques from certain monks (such as the moksha aspirant, below), or martially-minded covenant mages.

Bonus Feats: When an inner eye fighter gains bonus combat feats, he may also choose to gain the Shield against the Supernatural or Supernatural Slayer feats (see page 122) instead. From 2nd level onward, he may choose to gain Covenant Suppliant feats (Least, Minor or Major only; see page 119).

Spirit Guide (Sp): At 2nd level, an inner eye fighter gains the spirit guide class feature as a covenant mage of his fighter level (see page 8). He can use the *guidance* spell-like ability—with improved effectiveness against spirits—as a move action thrice per day. This ability replaces bravery.

Detect Spirits (Sp): At 3rd level, an inner eye fighter gains the detect spirits class feature (page 9) as a covenant mage of his fighter level. This ability replaces armor training 1.

Spirit Boons: At 4th level, an inner eye fighter gains a spirit boon (page 7). He adds his fighter level to the

levels of any other classes that grant spirit boons in order to determine his effective covenant mage level. He must meet any prerequisites (although his fighter level can eventually qualify him to gain adept, intermediate, advanced, and transcendental spirit boons). An inner eye fighter cannot gain spirit boons that affect spell-like abilities, Psychic Shackles, or Soul Poppet. This ability replaces the bonus combat feat gained at 4th level and weapon training 1.

More abilities can be replaced if the inner eye fighter chooses to gain more spirit boons (see below). An inner eye fighter may choose to gain up to three additional spirit boons, but does so at great cost.

At 7th level, the inner eye fighter may choose to gain neither armor training 2 nor his next fighter bonus feat or to gain neither his next fighter bonus feat nor weapon training 2. If he does, he gains a spirit boon at the level he would have otherwise gained the latter of the two class features he forgoes.

At 11th level, the inner eye fighter may choose to gain neither armor training 3 nor his next fighter bonus feat or to gain neither his next fighter bonus feat nor weapon training 3. If he does, he gains a spirit boon at the level he would have otherwise gained the latter of the two class features he forgoes.

At 15th level, the inner eye fighter may choose to gain neither armor training 4 nor his next fighter bonus feat or to gain neither his next fighter bonus feat nor weapon training 4. If he does, he gains a spirit boon at the level he would have otherwise gained the latter of the two class features he forgoes.

Inner eye fighters are not required to gain spirit boons in addition to the one acquired at 4th level, but once the choice is made it cannot be changed. When an inner eye fighter swaps armor training or weapon training for a spirit boon, any sacrificed cumulative class abilities gained at higher levels are reduced commensurately. For example, if an inner eye fighter swaps armor training 1 and 3 and weapon training 1, 2, and 3, he then gains armor training 1 when he would gain armor training 2 (fighter level 7th), armor training 2 when he would gain armor training 4 (fighter level 15th), and weapon training 1 when he would normally gain weapon training 4 (fighter level 17th).

Moksha Aspirant (Monk)

Moksha aspirants seek to perfect their bodies and souls in order to attain a purely spiritual form. These abilities are available to unchained monks as ki powers and to

core monks as an archetype.

Least Path of the Spirit: A moksha aspirant chooses a dervish path aligned with lawful spirits, such as diabolic, enlightened warrior, eternal order, heavenly hosts, kytan enlightenment, or unity. The moksha aspirant can gain the benefit of one of that path's covenants as a swift action by spending 2 points from her ki pool. For these covenants, he uses his moksha aspirant level in place of patron Hit Dice and caster level and uses his Wisdom modifier in place of patron's Charisma modifier. Each covenant's benefits last for 1 minute. The moksha aspirant can access only the path's least covenant with this ability. He can permanently gain this covenant as well as any future covenants he accesses in this fashion simply by paying an offering sufficient for the covenant to an appropriate patron; he needs no covenant supplicant feat or purification ritual.

An unchained monk can gain this ability as a ki power. A core monk gains this ability at 3rd level; it replaces the fast movement increase gained at 3rd level.

Minor Path of the Spirit: The moksha aspirant can use least path of the spirit to access his path's minor covenant. An unchained monk can gain this ability as a ki power if he has the least path of the spirit ki power and is at least 6th level. A core monk gains this ability at 6th level; it replaces the fast movement increase at 6th.

Major Path of the Spirit: The moksha aspirant can use least path of the spirit to access his path's major covenant. An unchained monk can gain this ability as a ki power if he has the least path of the spirit ki power and is at least 10th level. A core monk gains this ability at 11th level; it replaces diamond.

Greater Path of the Spirit: The moksha aspirant can use least path of the spirit to access his path's greater covenant. An unchained monk can gain this ability as a ki power if he has the least path of the spirit ki power and is at least 16th level. A core monk gains this ability at 15th level; it replaces quivering palm.

Superior Path of the Spirit: The moksha aspirant can use least path of the spirit to access his path's superior covenant. An unchained monk can gain this ability as a ki power if he has the least path of the spirit ki power and is at least 20th level. A core monk gains this ability at 19th level; it replaces empty body.

haunted medium (medium)

Haunted mediums commit to channeling one spirit at a time, empowering that spirit to interact with the medium and the world around more fully but sacrificing the opportunity to share its power with allies or to call upon multiple spirits at once.

Spirit Boons: At 2nd level, 8th level, 14th level, and 20th level, a haunted medium gains a covenant mage spirit boon (see page 7). She gains the benefit only while she is channeling a legendary spirit. If the boon requires sending her spirit guide away, she loses the benefits of her channeled legendary spirit for same duration the spirit guide would be sent away. She adds her haunted medium level to her covenant mage level to determine which boons she qualifies for and to determine each boon's benefits. This class feature replaces shared seance, location channel, connection channel, ask the spirits, astral journey, trance of three, and astral beacon.

heavenly herald (paladin)

Heavenly heralds are paladins who channel the power of their deity's divine servants.

Language: A heavenly herald learns Celestial automatically.

Heavenly Covenants: A heavenly herald can form the covenants of the heavenly hosts dervish path without taking a Covenant Supplicant feat or purification ritual; she needs only provide the proper offering to a willing patron that meets the requirements.

Heavenly Smite: At 1st level, a heavenly herald can call upon the powers of good and law to perform a heavenly smite. As a swift action, the heavenly herald designates a target in line of sight. If the target is chaotic or evil, the heavenly herald gains the heavenly blade covenant; it functions only against the target. Attacks with the weapon ignore the target's damage reduction and any critical hit is automatically confirmed.

The heavenly smite remains in effect until the target of the smite is dead or the heavenly herald rests and regains his uses of this ability. Any heavenly smite covenant's benefits are determined using the heavenly herald's Hit Dice in place of a patron's. At 6th level, 11th level, 16th, and 20th level, the heavenly herald also gains the appropriate trance covenant from the heavenly hosts dervish

path (page 52) when using heavenly smite; their benefits to attacks and defense apply only against the targeted creature.

Heavenly Hosts Spell-Like Abilities: A heavenly herald can cast the spell-like abilities from the heavenly hosts covenant mage influence once per day each, but only during the round she activates a heavenly smite. She can cast only those spells she is a high enough level to cast, treating her covenant mage level as her paladin level – 3. She determines his caster level for these abilities in the same fashion. The save DCs are Charisma-based. This class feature replaces divine bond.

animist ranger (ranger)

Animist rangers strike deals with spirits to protect themselves and those they watch after. Animist rangers and animist druids typically originate be from the same culture. Such rangers do not train in the use of armor and weapons as much as other warriors, but instead gain power from the spirits they venerate.

Influence (Su): At 1st level, the animist ranger gains a covenant mage influence (page 5). Treat his animist ranger level as his covenant mage level. He gains a bonus language, and at 20th level gains that influence's fundamental ability, but not trance spell-like abilities. If an animist ranger has levels in another class that also has the influence ability, the influence must be the same for all such classes (although it need not be the Natural influence).

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

Spirit Guide (Sp): At 1st level, an animist ranger gains a spirit guide as the covenant mage class feature (page 8). However, the spirit guide does not grant the guidance spell effect.

Spell List: In addition to the spells gained by rangers as they gain levels, an animist ranger adds the following spells to his spell list: *detect chaos/evil/good/law*, *protection from chaos/evil/good/law* (1st), *magic circle against chaos/*

evillgood/law, *thaumaturgic circle* (3rd), *dispel chaos/evillgood/law* (4th). These spells are added as soon as he is capable of casting them.

Spirit Bargainer (Shaman)

These shamans are touched by interested spirits much like covenant mages, and can bring themselves even closer to the spirit world than most shamans.

Spirit Influence (Su): The shaman's spirit is linked to a covenant mage influence (see page 5) that suits her chosen spirit, as indicated on the following list. The shaman's spirit animal permanently gains the least and minor covenants for that influence instead of her spirit's usual spirit animal benefit. At 12th level, the spirit animal gains the major covenant for that influence. At 18th level, the spirit animal gains the greater covenant for that influence. This ability alters spirit animal and replaces the hexes gained at 12th and 18th levels.

Ancestors: Ancestors, enlightened warrior, restless souls, unity.

Battle: Abyssal hordes, angelic choirs, daemonic oblivion, diabolical, enlightened warrior, eternal order, faith slayer, heavenly hosts, primal chaos.

Bones: Abyssal hordes, daemonic oblivion, deathly fear, diabolical, faith slayer, kyton enlightenment, restless souls, walking dead.

Dark Tapestry: Dark tapestry, deathly fear.

Flame: Smokeborn.

Heavens: Angelic choirs, Elysian blessings, heavenly hosts, qliphothic redeemer, trickery, unseelie court.

Life: Angelic choirs, dark hedonism, Elysian blessings, heavenly hosts, kyton enlightenment, lifegiver, nirvana, sacred duty, seelie court.

Lore: Dark hedonism, diabolical, draconic, enlightened warrior, lore, occult, trickery, unity.

Mammoth: Natural.

Nature: Draconic, natural, nirvana, seelie court, transformative, unseelie court.

Slums: Trickery.

Stone: Stony silence.

Waves: Fathomless.

Wind: Stormbound.

Wood: Natural, seelie court, unseelie court.

Spirit Influence Covenants (Su): At 8th level, the spirit animal can concentrate as a standard action to transfer

any number of its covenants to the shaman for as long as it concentrates and remains within 30 feet of the shaman. This ability replaces the hex gained at 8th level.

Shaman Hexes

The following hexes can be chosen by any shaman who meets the prerequisites.

Spirit Animal Boon (Su/Sp): The shaman can gain a covenant mage spirit boon from her spirit animal. She gains the benefits of that spirit boon as if she were a covenant mage of half her shaman level; this does not allow her to select adept, intermediate, advanced, or transcendental spirit boons. If the boon would cause her spirit guide to be unavailable, instead her spirit animal must concentrate for the duration while remaining within 30 feet of the shaman.

Spirit Covenant (Su): The shaman gains a least or minor covenant appropriate to her spirit (generally using the ephemeral patronage rules) as if she had either Least Covenant Supplicant or Minor Covenant Supplicant. She must meet the prerequisites for the chosen feat (including paying for the purification ritual). The shaman must have a spirit to choose this hex.

Praticos (Sorcerer)

A praticos experiences the influence of spirits related to her ancestry instead of the usual sorcerer bloodline.

Influence: At 1st level, the praticos gains a covenant mage influence (page 5); the influence must match the bloodline. Treat her praticos level as her covenant mage level. She gains a bonus language. She does not gain trance covenants because she cannot enter a trance. If a praticos has levels in another class that also has the influence ability, the influence must be the same for all such classes. The following lists which influences are available for particular bloodlines.

Aberrant: Dark tapestry.

Abyssal: Abyssal hordes, qliphothic redeemer.

Accursed: Occult.

Aquatic: Fathomless.

Arcane: Lore.

Boreal: Stormbound.

Celestial: Angelic choirs, elysian blessings, heavenly host, nirvana.

Deep Earth: Stony silence.

Destined: Enlightened warrior, legends, time, unity.

Djinni: Stormbound.

Draconic: Draconic.

Dreamspun: Legends, trickery.

Ectoplasm: Occult, Restless Souls.

Efreeti: Smokeborn.

Elemental (Air): Stormbound.

Elemental (Earth): Stony silence.

Elemental (Fire): Smokeborn.

Elemental (Water): Fathomless.

Fey: Natural, seelie court, trickery, unseelie court.

Ghoul: Walking dead.

Imperious: Ancestors, legends.

Infernal: Diabolical.

Kobold: Ancestors, draconic.

Maestro: Dark hedonism.

Marid: Fathomless.

Protean: Primal chaos.

Psychic: Occult.

Rakshasa: Dark hedonism.

Serpentine: Dark tapestry, occult.

Shadow: Deathly fear, kyton enlightenment, trickery.

Shaitan: Stony silence.

Starsoul: Dark tapestry.

Stormborn: Stormbound.

Undead: Deathly fear, restless souls, walking dead.

Verdant: Natural, seelie court, unseelie court.

Sorcerer Spells Known: Praticos lose one spell known per spell level, but adds the influence spell-like abilities to her spells known as bonus spells at the caster level they would be gained as covenant mage spell-like abilities. If an influence spell-like ability is the same as a bloodline bonus spell for a particular spell level, then she chooses any spell from the sorcerer spell list as a bonus spell known when the bloodline spell would be gained.

Skills: At 1st level, a praticos adds one type of Knowledge skill to her list of class skills, as long as it is Knowledge (nature, planes or religion). The type of knowledge gained should relate to her influence.

Bonus Feats: When a praticos gains bonus bloodline feats (at 7th, 13th, and 19th level), she may instead choose to gain the Covenant Supplicant feats (Least, Minor or Major only; see page 119).

Death Negotiator (Spiritualist)

When spiritualists bond with phantoms that have spent a long time apart from the afterlife, sometimes the phantoms carry potent and strange death-tinged energies that they can trade to the spiritualist in exchange for a closer link to the mortal world. These spiritualists can form long-lasting magical covenants with their phantoms.

Covenant Bonded Manifestation (Su): At 3rd level, the death negotiator gains a least covenant with her phantom as her patron spirit without taking a feat or performing a purification ritual. The phantom can grant covenants as if it were an undead creature as well its actual type. The death negotiator gains the benefit of the covenant only while using the ectoplasmic bonded manifestation ability, instead of the usual benefits for ectoplasmic bonded manifestation. At any time, the death negotiator can sacrifice 10 hit points from her maximum in a 1-hour ritual to make the covenant permanent; if she does so, the phantom's maximum hit points increase by 5.

At 8th level, the death negotiator gains another least or minor covenant in this way; making it permanent costs 20 hit points and increases the phantom's maximum hit points by 10. Sacrifices for multiple permanent covenants stack.

At 13th level, the death negotiator gains another least, minor, or major covenant in this way; making it permanent costs 40 hit points and increases the phantom's maximum hit points by 20.

At 18th level, the death negotiator gains another least, minor, major, or greater covenant in this way; making a greater covenant permanent this way costs 60 hit points and increases the phantom's maximum hit points by 30.

At 20th level, the death negotiator gains another least, minor, major, greater, or superior covenant in this way and the phantom's Hit Dice are treated as 2 higher for the purpose of covenant patronage; making a superior covenant permanent this way costs 80 hit points and increases the phantom's maximum hit points by 40. This alters ectoplasmic bonded manifestation and replaces empowered consciousness.

Phantom Boon (Su/Sp): At 4th level, the death negotiator's phantom gains a spirit boon as if it were a covenant mage of a level equal to its Hit Dice. Use its statistics, not the death negotiators, to determine the effects of the boon. If the phantom is confined to the death negotia-

tor's consciousness, the death negotiator can activate the spirit boon. Any spirit boon that would occupy a spirit guide instead makes the phantom's benefits unavailable to the death negotiator for the same duration. If the phantom is manifested, it can activate the spirit boon itself but the death negotiator cannot. If the boon would occupy a spirit guide, instead the manifested phantom must spend a standard action concentrating to maintain the effect each round for the same duration. This replaces bonded senses and spiritual interference.

Deal with Death (Su): At 12th level, the death negotiator can bargain with death itself. When the death negotiator would die for any reason, the death negotiator can trade a bit of life-force in exchange for time to grow her soul even stronger, and thus a more tantalizing prize for death. The death negotiator suffers a permanent negative level and returns to a number of hit points equal to her character level. She can negotiate to make the negative level temporary (Fortitude save DC 10 + death negotiator level) with a successful Bluff or Diplomacy check against DC 15 + death negotiator's character level. This negotiation does not require an action or the ability to speak—her immortal soul makes her case directly and instantaneously. If *raise dead* would not be sufficient to revive the death negotiator from this death, she suffers a –4 penalty on this skill check. Once a death negotiator avoids death this way, she cannot do so again until she gains a character level. This ability replaces greater spiritual interference. The death negotiator can gamble with death to negate the negative level with a successful Profession (gambler) check against the same DC; if the check fails, the death negotiator instead gains an additional negative levels.

Contracted Summoner (Summoner)

Some summoners obtain their eidolons as servants in grand bargains that include unlocking the power of covenants for the summoner.

Eidolon Covenants: At 2nd level, the contracted summoner gains a least covenant with her eidolon as her patron spirit without taking a feat or performing a purification ritual. Instead of paying an offering, she permanently loses one 1st-level summoner spell known of her choice. She loses a 2nd-level summoner spell slot at 4th level. Her eidolon can cast the sacrificed spell known once per week using its Hit Dice as its caster level

but must provide any components. The contracted summoner can change the covenant chosen whenever she gains a level.

At 6th level, the contracted summoner gains another covenant of up to minor grade in this way. As payment, she loses a 2nd-level summoner spell slot and a 2nd-level summoner spell known (which the eidolon can then cast once weekly). She loses another 2nd-level spell slot at 15th level.

At 12th level, the contracted summoner gains another covenant of up to major grade in this way. As payment, she loses a 3rd-level summoner spell known (which the eidolon can then cast once weekly) and a 4th-level summoner spell slot.

At 18th level, the contracted summoner gains another covenant of up to greater grade in this way. As payment, she loses a 5th-level summoner spell known (which the eidolon can then cast once weekly) and a 6th-level summoner spell slot.

At 20th level, the contracted summoner's eidolon counts as having 2 additional Hit Dice for the purpose of covenant patronage. In addition, the contracted summoner gains another covenant of up to superior grade in this way. The contracted summoner loses two 6th-level summoner spells known (which the eidolon can then cast once weekly) and two 6th-level summoner spell slots as payment.

This replaces bond senses, maker's call, greater shield ally, merge forms, and twin eidolon.

Spirit-Chosen (Vigilante)

Spirit-chosen vigilantes take on otherworldly personas augmented by a powerful spirit that shares their body or has marked their souls with a fragment of its own great power.

Influence (Su): At 1st level, the spirit-chosen vigilante gains a covenant mage influence or dervish path appropriate to the spirit that has chosen him. This class feature replaces vigilante specialization.

Influence Covenants: A spirit-chosen vigilante can gain a permanent version of his influence's trance covenants without a Covenant Supplicant feat or purification ritual. He must simply make an appropriate offering to his spirit and meet the prerequisites.

Dual Identity: A spirit-chosen vigilante's vigilante identity alignment must be no more steps away from his

spirit's alignment than his social identity alignment is. This alters dual identity.

Vigilante Covenants (Su): At 1st level, 6th level, 10th level, 14th level, and 18th level, the spirit-chosen vigilante gains the benefits of the trance covenants appropriate for his influence as long as he is in his vigilante identity. He uses his statistics in place of the patron's. This class feature replaces the vigilante talents gained at 6th, 10th, 14th, and 18th levels.

Vigilante Talents: A spirit-chosen vigilante can choose the following vigilante talents.

Spirit Boon (Su/Sp): The vigilante gains a spirit guide as the covenant mage class feature if he does not already have one. The spirit guide cannot use *guidance* but can be used to activate spirit boons. The vigilante gains one spirit boon he qualifies for, adding his vigilante level to his covenant mage level for the purpose of spirit boons. The spirit-chosen vigilante can gain this talent more than once.

Spirit Spell-like Abilities (Sp): The vigilante chooses two of his influence's trance spell-like abilities. He must be the minimum level required for each spell-like ability, using the sum of his covenant mage level and his vigilante level. He can cast each spell-like ability once per day as a standard action (unless the spell's usual casting time is shorter), but only while in his vigilante identity. The save DC is 10 + spell level (1/2 minimum covenant mage level) + vigilante's Charisma modifier. The spirit-chosen vigilante can choose this talent more than once, but must choose different spell-like abilities each time.

Covenant-Related Witch Hexes

The following hexes can be chosen by any witch who meets the prerequisites.

Patron Covenant (Hex; Su): The witch gains a least or minor covenant appropriate to her witch patron (generally using the ephemeral patronage rules) as if she had either Least Covenant Supplicant or Minor Covenant Supplicant. She must meet the prerequisites for the chosen feat (including paying for the purification ritual). The witch must have a witch patron to choose this hex.

Spirit Guide Familiar (Hex; Su): The witch's familiar

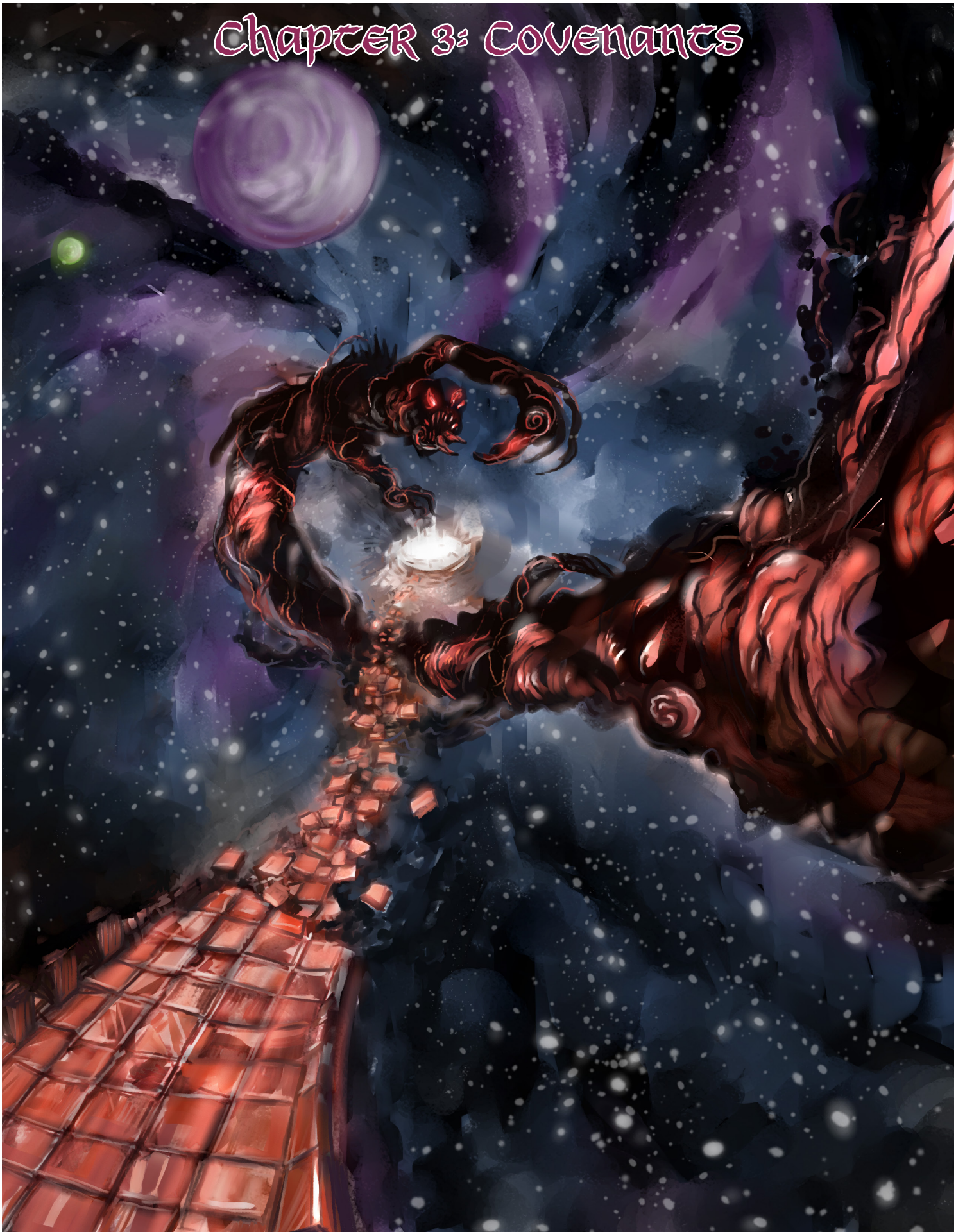
gains the ability to cast *guidance* at will, but only to target the witch. The witch must have a familiar to choose this hex.

Advanced Patron Covenant (Major Hex; Su): The witch gains a major or greater covenant appropriate to her witch patron (generally using the ephemeral patronage rules) as if she had either Major Covenant Supplicant or Greater Covenant Supplicant. She must meet the prerequisites for the chosen feat (including paying for the purification ritual). The witch must have the patron covenant hex and a witch patron to choose this hex.

Spirit Guide Boon (Major Hex; Su/Sp): The witch gains a covenant mage spirit boon (see page 7) as if she were a covenant mage of her witch level – 3. She uses her Intelligence modifier in place of her Charisma modifier for the purposes of this spirit boon. The spirit boon functions only so long as her familiar is within 30 feet. If the boon would require her spirit guide to be absent, instead her familiar must concentrate to maintain the effect reach round as a standard action. The witch must have a familiar and the spirit guide familiar hex to choose this hex.

Grand Patron Covenant (Grand Hex; Su): The witch gains a superior covenant appropriate to her witch patron (generally using the ephemeral patronage rules) as if she had Superior Covenant Supplicant. She must meet the prerequisites for this feat (including paying for the purification ritual). The witch must have the advanced patron covenant major hex, the patron covenant hex, and a witch patron to choose this hex.

Chapter 3: Covenants



Chapter 3:

Covenants

Nearly all cultures tell of mortals who make costly bargains to obtain the aid of otherworldly spirits, learning the secrets of their power and partaking of their very essence. These rituals, usually performed in secret, were rarely recorded until now. Detailed examples and advice on incorporating covenants and the spirits who offer them into a campaign are found in chapter 5.

Covenants

Covenants are bargains struck between mortals and spirits, allowing the mortal to gain some aspect of the spirit's power in exchange for something that the spirit desires. Each covenant grants a supernatural ability unless noted otherwise. Also unless noted otherwise, the save DC of each ability is equal to $10 + 1/2$ patron's Hit Dice + patron's Charisma modifier. The caster level of covenant abilities that emulate spells is equal to the patron's caster level for spell-like abilities (or its Hit Dice, if it has no spell-like abilities). However, because a covenant relies on a distant spirit's power to maintain, the mortal can have only one instance of any noninstantaneous, non-permanent ability active at one time. A new use of the ability ends any previous ability he has active. Abilities that are permanent until triggered as limited in this fashion: one ability at a time, even if it has not yet triggered.

Covenant Mages and Dervishes: Covenant mages, dervishes, and characters using some of the archetypes in this book gain covenants temporarily, without contacting a patron. A covenant mage's trance and a dervish's whirling trance each allows a character to use her statistics in place of the patron's, if they are higher. They need not use the rest of the rules described here unless they wish to gain those covenants permanently or using a patron's statistics and can simply use the covenants as described on the list of covenants starting on page 83.

Cost: Entering into a covenant is a two-step process. Any mortal (referred to as "the supplicant" below) can enter into a covenant if he can take the appropriate feat and provide the required components. No spellcasting ability is required. First, the supplicant must purify himself in a special ceremony and take the appropriate Covenant Supplicant feat (described page 119). Alter-

natively, a covenant mage or dervish can also enter into a covenant without taking a feat, but can only select a trance covenant without a feat and purification ritual. Second, whether or not the supplicant is using a feat, the supplicant must make a ritual offering (most commonly of wealth) to the patron of the covenant. The offering normally takes the form of gold and treasure of a useful or symbolic sort with a minimum total market price. The offering ritual takes 1 hour to perform. The offering required is based upon the grade of the covenant, as indicated below. If the patron is offering the covenant as part of a spell or bargain with a gp cost, such as lesser planar ally, subtract the cost of the spell or bargain from the offering required by the covenant (but not from the cost of the purification ceremony required to take the feat).

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

Note that negotiating a covenant can happen long before the costs are paid, even if the supplicant doesn't yet have a Covenant Supplicant feat. The supplicant gains the benefits as soon as the costs are paid, even if that is significantly after the spirit has departed. The magic of the offering ritual transports any payment to the patron spirit.

Below is a table adding up the total expenditure a character must make to perform a purification ritual (as noted in the individual Covenant Supplicant feats) and make an offering to a patron of the listed Hit Dice (as noted above). Covenant mages and dervishes need not perform a purification ritual or offering to access their trance covenants during a trance, and need pay only the offering to a patron spirit (and not the purification ritual) to get the full version of a trance covenant.

Table: Total Covenant Costs

Patron HD	Covenant Grade				
	Least (gp)	Minor (gp)	Major (gp)	Greater (gp)	Superior (gp)
1	550	—	—	—	—
2	800	—	—	—	—
3	1,050	—	—	—	—
4	1,300	4,000	—	—	—
5	1,550	4,500	—	—	—
6	1,800	5,000	—	—	—
7	2,050	5,500	—	—	—
8	2,300	6,000	17,000	—	—
9	2,550	6,500	18,000	—	—
10	2,800	7,000	19,000	—	—
11	3,050	7,500	20,000	—	—
12	3,300	8,000	21,000	54,000	—
13	3,550	8,500	22,000	56,000	—
14	3,800	9,000	23,000	58,000	—
15	4,050	9,500	24,000	60,000	—
16	4,300	10,000	25,000	62,000	154,000
17	4,550	10,500	26,000	64,000	158,000
18	4,800	11,000	27,000	66,000	162,000
19	5,050	11,500	28,000	68,000	166,000
20	5,300	12,000	29,000	70,000	170,000
21	5,550	12,500	30,000	72,000	174,000
22	5,800	13,000	31,000	74,000	178,000
23	6,050	13,500	32,000	76,000	182,000
24	6,300	14,000	33,000	78,000	186,000
25	6,550	14,500	34,000	80,000	190,000
26	6,800	15,000	35,000	82,000	194,000
27	7,050	15,500	36,000	84,000	198,000

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

Whichever form the transfer takes, the original patron must agree to it. This is often easy to arrange if the old and new patron exist in the same hierarchy, such as

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

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

Variant—Featless Covenants: Under this variant, a supplicant can gain a covenant without a feat by paying four times the usual offering and purification ritual cost. Even if covenants normally require feats, the GM might also allow a supplicant to pay a smaller extra amount or a non-wealth offering in order to gain the covenant's benefit temporarily until he gains the appropriate Covenant Supplicant feat.

Covenant Contracts

A covenant contract includes the details about how a covenant functions, what it costs, and what can end it.

Form: Different spirits prefer different forms for their covenant contracts. Devils are famous for their labyrinthine paper contracts of countless pages, but other lawful spirits such as rakshasas, asuras, kytons, inevitables, axiomites, and even archons favor similar methods. Fey tend to use verbal contracts that use elaborate rhyme, meter, and accompanying music to consistently record exact wording. Undead and spirits with the chaotic subtype like demons, azatas, demodands, and proteans tend to favor simple verbal contracts.

Some spirits, most often fey, choose to imbue the

magic of the covenant into an item called a covenant favor. This item can be anything the spirit touches while forming the covenant save for an artifact. The covenant favor carries the magic of the covenant, and the benefits and drawbacks of the covenant can be transferred along with ownership of the favor. A creature loses the benefits and drawbacks of her covenant immediately upon losing the favor, but the recipient (or thief) of the covenant favor does not gain the benefits or drawbacks until he has possessed it for one day. The supplicant need not carry the favor to maintain the benefits of the covenant as long as it remains on the same plane of existence, but loses possession of it as soon as another creature claims it. If the covenant was paid for by a sacrifice of her own attributes lasting the duration of the covenant (a number of examples are listed in the variant offerings section in Chapter 5), the sacrifice is reversed along with the lost benefits but applied to the new owner as soon as the benefits apply to him. If the covenant favor is destroyed, the covenant is broken.

Offering: A covenant contract always stipulates what offering is required. It might indicate a means to undo the covenant and refund the cost, but this is usually a difficult or unlikely circumstance (such as if the covenant does not do what the patron claims, if the patron is destroyed as the result of events unrelated to the supplicant, or if the patron reneges on the covenant).

Duration: Most covenants last for a finite term. For example, it is popular for fey contracts to last for a year and a day, or until the next year in which the same moon is in the same phase on the anniversary of the signing (generally about 33 years). Devils often term their contracts for nine months or nine years. Duration does not normally affect the cost of a covenant, but if the duration is exceptionally short (generally, a month or less), the spirit might accept a smaller offering.

Exceptions: Some covenants include exceptions: conditions under which the spirit need not provide the covenant's benefit. Often these are for the protection of the patron spirit, such as stipulating that the covenant benefit cannot be used to harm the patron or to directly contravene its interests. Spirits with alignment subtypes often include exceptions that suspend the covenant indefinitely upon the performance of a major act opposing their alignments; if this happens, the covenant can be resumed with an appropriate *absolution* or *atonement* spell.

Penalties: Some covenants provide for situations in which one party will owe the other a penalty, such as a magic item of the wronged party's choice from among the transgressor's property or a payment of energy (paid in the form of one or more permanent negative levels). A payment of vitality grants the wronged party 5 temporary hit points per negative level inflicted that last until the negative levels are removed. Usually, 1 negative level is inflicted per 5 Hit Dice of the patron. Often, a termination clause (see below) includes such a penalty, meant to disincentive either party willingly breaking the covenant.

Termination: All but the most powerful and self-assured spirits insist upon one or more termination clauses for their covenants. If the supplicant pays by means other than an offering of wealth or insists upon steep penalties for the spirit, the spirit may ask for the ability to rescind the covenant. Rescinding the covenant is a standard action that requires line of sight; rescinding it ends the covenant's benefits but also refunds the offering. A covenant ends immediately if the patron dies or is destroyed.

The patron's Link

Forming a covenant costs a small amount of magical energy for most patrons and creates a small liability. This is one reason some patrons are hesitant to form covenants with just anyone. Anyone who has a covenant with a patron functions as if one step more familiar with the patron (and vice versa) for purposes of scrying and teleportation effects. The supplicant's mere presence also grants a +1 bonus to the caster level of any abjuration or calling spell targeting the patron. The patron gains a +1 bonus on attack rolls, caster level, and save DCs to affect the supplicant with spells and attacks.

Most patrons can form at most one covenant of the patron's maximum grade per Hit Die without depleting their magical power in the form of a temporary negative level that lasts until the number of covenants goes below that limit. Lower-grade covenants are less taxing. Patrons of 21 or more Hit Dice rarely feel such restrictions at all.

Ephemeral Patronage: Patrons without well-defined stats, ephemeral spirits incapable of affecting the physical world directly (such as legendary spirits and many ancestor spirits), small place-gods, or some nature spirits revered by shamans provide covenants of minimal potency. These covenants are nonetheless popular because they are generally simpler and safer to arrange than bargains with

more tangible spirits.

An ephemeral patron's effective HD can be any permitted amount chosen by the supplicant and agreed to by the spirit. The patron's effective caster level is equal to this HD. The patron's effective ability scores are each equal to 10 + 1/2 HD (yielding an ability bonus of 1/4 HD). The ephemeral patron has no other abilities or spells except as noted for the patron. For example, a witch's mysterious patron has access to the witch spell list and knows a list of specific spells. A shaman's spirit has access to the shaman spell list as well as its spirit magic spells.

Most patrons simply use their own statistics when forming covenants, but this is not always the case. A patron can choose to offer ephemeral patronage when forming a covenant to make the covenant less taxing for itself or to reduce the cost for a sympathetic supplicant. A patron cannot increase its effective caster level, HD, or abilities by opting for ephemeral patronage. A covenant granted with ephemeral patronage counts as only half a covenant toward the patron spirit's limitations (if any).

List of Covenants

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

Least Covenants

- **Abyssal Blade:** Create a magic scimitar of abyssal energy.
- **Another Face:** Transform into a humanoid.
- **Celestial Alliance:** Gain a celestial or similar servant from the *summon monster* list that you can summon 1/hour.
- **Dark Arcana I:** You can use a 1st-level arcane spell as a spell-like ability 3/day.
- **Dark Hedonist's Servant:** Gain a fiendish or similar servant from the *summon monster* list that you can summon 1/hour.
- **Deathly Blade:** Create a magic khopesh of sacred energy.
- **Demonic Servant:** Gain an entropic, fiendish, or similar servant from the *summon monster* list that you can summon 1/hour.
- **Diabolic Assistant:** Gain a fiendish, resolute, or similar servant from the *summon monster* list that you can summon 1/hour.
- **Elemental Servant:** Summon a creature from the elemental planes 1/hour.

- **Elemental Weapon:** Your melee and ranged weapon attacks deal energy damage.
- **Faith-Stealing Strike I:** You can possibly prevent divine spellcasters from casting for 1 round.
- **Frightful Violence:** Cause enemies caught unprepared by your attacks to become shaken.
- **Gift of Glory I:** Gain a +2 enhancement bonus to an ability score or two.
- **Gift of Skill I:** Gain a moderate competence bonus on three skills.
- **Gift of Treasure, Lesser:** Gain 1,500 gp or more and a +1 luck bonus on skill checks to make money.
- **Heavenly Blade:** Create a magic sword of pure justice.
- **Imbued Armor I:** Add lesser magical enhancements to a suit of armor you own.
- **Immaterial Enhancement:** Sacrifice most wealth to gain supernatural power that replaces many magic items.
- **Inevitable Enforcer:** Gain a resolute or similar servant from the *summon monster* list that you can summon 1/hour.
- **Nature's Weapons:** Create a pair of claws to fight the enemies of nature.
- **Pact of Protection I:** Gain a minor resistance bonus on saving throws and deflection bonus to AC.
- **Perfect Strikes I:** Gain an enhancement bonus to your natural weapon attacks.
- **Proof against Blades I:** Gain a minor deflection bonus to AC and possibly enhancement bonus to natural armor.
- **Robot Killer:** You can detect robots and easily overcome their defenses.
- **Seelie Friendship:** Gain an ally from the *summon nature's ally* list that you can summon 1/hour.
- **Spell Secrets I:** Gain a bonus 1st-level spell known and spell slot; at 13 patron HD, gain another of 2nd level.
- **Stolen Heart:** *Charm person* 3/day, permanently if the target has fewer than half patron's HD.
- **Stone Fist:** Your fists become living stone.
- **Timely Invigoration:** You can heal wounds with a touch.

Minor Covenants

- **Alter Reality:** Gain a single *limited wish*, *wish*, or *miracle*.
- **Archon's Ward I:** Gain constant *protection from evil* plus DR 2/evil or DR 3/evil.

- **Dark Arcana II:** You can use a 2nd-level arcane spell as a spell-like ability 3/day.
- **Death's Caress:** Gain resistance to many things which undead are immune to.
- **Elemental Blessing:** Gain DR 1/—, +2 on skill checks against elementals, and protect yourself and your allies from energy damage.
- **Feel Young:** You can make people feel younger, and ignore aging penalties for a day.
- **Fiendish Sight:** Gain darkvision 60 ft., and see invisibility at higher patron HD.
- **Gift of Glory II:** Gain an enhancement bonus on one or two ability scores.
- **Gift of Hardiness:** Gain a bonus on saving throws against an effect your patron is resistant to.
- **Gift of Skill II:** Gain a large competence bonus on three skills.
- **Gift of Treasure:** Gain 10,000 gp or more and a +2 luck bonus on skill checks to make money.
- **Healing Spirit I:** Intangible spirit automatically heals 1 hit point/patron HD 3/day.
- **Heretical Soul:** Gain resistance to divine spells and spell-like abilities.
- **Imbued Armor II:** Add more magical enhancements to a suit of armor you own.
- **Immortal Resilience:** Gain DR and protection from magical aging.
- **Impossible Feat:** Gain a feat, ignoring one prerequisite.
- **Inviolable Volition:** Resist effects that would prevent you from choosing your actions normally.
- **Merciful Touch:** Heal 1d6 hit points/3 patron HD with a touch.
- **Natural Communication:** You can communicate with animals and plants.
- **Naunet Strike:** Your natural weapons more easily overcome damage resistance.
- **Pact of Protection II:** Gain a moderate resistance bonus on saving throws and deflection bonus to AC.
- **Perfect Strikes II:** Gain an enhancement bonus to your natural weapon attacks.
- **Proof against Blades II:** Gain a moderate deflection bonus to AC and enhancement bonus to natural armor.
- **Quell Aberrations:** You can calm nearby aberrations.
- **Reactive Resistance:** Gain resistance 5 or higher to whatever energy most recently damaged you.
- **Sacred Protection:** Gain resistance to the special at-

tacks of undead creatures.

- **Spell Secrets II:** Gain a bonus 2nd-level spell known and spell slot; at 13 patron HD, gain another of 3rd level.
- **Summon from the Darkness:** Summon an undead servant 1/hour.
- **Truespeech I:** Speak in tongues for 10 minutes per patron HD each day.

Major Covenants

- **Animalistic Fleetness:** Increase movement by 10 feet and full attack when you charge.
- **Archon's Ward II:** Gain constant *magic circle against evil* plus DR /evil.
- **Armed with Cruelty:** Grant magic enhancements to 1 weapon/4 patron HD.
- **Armed with Justice:** Grant magic enhancements to 1 weapon/4 patron HD.
- **Armed with Nature:** Grant magic enhancements to 1 weapon/4 patron HD.
- **Aura of Madness:** You radiate an aura that can confuse your opponents.
- **Cloak of Smoke:** Veil yourself in smoke that provides concealment; expand the smoke for 10 minutes/day to choke nearby foes.
- **Curative Witchcraft:** Gain healing spell-like abilities.
- **Dark Arcana III:** You can use a 4th- or possibly 5th-level arcane spell as a spell-like ability 3/day.
- **Deathbane:** You can use *ghostbane dirge* and *disrupting weapon* 2/day.
- **Death Undone:** Avoid aging for a time and escape death once.
- **Dimensional Stride:** Use *dimension door* as a spell-like ability 3/day or at will.
- **Diseased Strike:** Your melee strikes can inflict a terrible disease on your foes.
- **Elemental Agility:** Move freely through a physical obstacle according to your patron's type.
- **Gift of Glory III:** Gain an enhancement bonus on two ability scores.
- **Healing Spirit II:** Intangible spirit automatically heals 3 hit points/patron HD 3/day.
- **Imbued Armor III:** Add major magical enhancements to a suit of armor you own.
- **Mind-Snaring Gaze:** Stun and read the thoughts of those who meet your gaze, and *dominate person* 1/day.
- **Pact of Protection III:** Gain a formidable resistance

bonus on saving throws and deflection bonus to AC.

- **Perfect Strikes III:** Gain an enhancement bonus to your natural weapon attacks.
- **Possessed Weapon I:** Gain a minor intelligent weapon.
- **Proof against Blades III:** Gain a significant deflection bonus to AC and enhancement bonus to natural armor.
- **Psychopomp Sense:** Sense living and undead things within 30 feet.
- **Resist Magic, Lesser:** Gain SR 16 + 1/3 patron HD.
- **Soul Stealer:** Inflict a negative level and gain 5 temporary hit points each round you hit in melee.
- **Spell Secrets III:** Gain a bonus 4th-level spell known and spell slot; at 17 patron HD, gain another of 5th level.
- **Stunning Voice:** Stun nearby creatures as a swift action with the sound of your voice.
- **Superhuman Perfection I:** Gain a +4 enhancement bonus to all physical ability scores.
- **Superior Mind I:** Gain a +4 enhancement bonus to all mental ability scores.
- **Truespeech II:** Gain the benefits of *tongues* and *speak with animals* constantly.
- **Unnatural Talent:** Take 10 on three skills even when distracted and gain a bonus on checks with those skills.
- **Unnerving Aura:** Cause creatures that approach to become shaken and possibly repel animals, plants, and fey.
- **Unnerving Gaze:** Causes creatures that meet your gaze to possibly become shaken.
- **Unstoppable:** Resist physical conditions that would prevent or impair your bodily movements.
- **Vast Potential I:** Gain a +2 enhancement bonus to all abilities, improving one bonus to +4 per 4 patron HD.

Greater Covenants

- **Astral Secrets:** Use *astral projection* as the spell 1/day.
- **Azata's Gaze:** Your gaze can kill weak evil creatures and cause others to become shaken.
- **Boundless Step:** You can teleport or travel the planes as a move action.
- **Consumptive Aura:** You radiate an aura that causes starvation in those nearby.
- **Countless Wishes:** You are granted a *limited wish* once per day.
- **Darksense:** You gain *true seeing* in dim light or dark-

ness, and can sense the living.

- **Desecrating Aura:** You radiate a strong aura of desecration.
- **Element Incarnate:** Become an elemental creature.
- **Faith-Stealing Strike II:** Cause divine spellcasters to become shaken and possibly unable to cast spells.
- **Flowing Form:** You can change into a wide variety of shapes or exactly resemble one specific individual.
- **Healing Spirit III:** Intangible spirit automatically heals 5 hit points/patron HD 3/day, can reverse death.
- **Imbued Armor IV:** Add greater magical enhancements to a suit of armor you own.
- **Inevitable Recovery:** You gain some regeneration (overcome by chaotic attacks), like an inevitable.
- **Innocuous Demeanor:** Creatures find it hard to attack you.
- **Kyton Recovery:** You gain some regeneration (overcome by good weapons, good spells, silver weapons), like a kyton.
- **Mantle of Light:** Become invisible or visible at will.
- **Phantasmal Hunt:** Mob of illusory allies emanates fear, nauseates and damages foes who fail to disbelieve.
- **Perfect Strikes IV:** Gain an enhancement bonus to your natural weapon attacks.
- **Possessed Weapon II:** Gain an intermediate intelligent weapon.
- **Power of the Possessor:** Possess the bodies of other creatures like a ghost.
- **Protean Grace:** Gain constant *tongues* and *freedom of movement*; use *chaos hammer* 2/day.
- **Protective Aura:** Gain double-strength *magic circle against evil* and *globe of invulnerability*.
- **Resist Magic, Greater:** Gain SR 20 + 1/2 patron HD. Suppress it as a free action.
- **Spell Secrets IV:** Gain bonus 4th-level and 6th-level spells known and spell slots; at 17 patron HD, gain another of 7th level.
- **Superhuman Perfection II:** Gain a +6 enhancement bonus to all physical ability scores.
- **Superior Mind II:** Gain a +6 enhancement bonus to all mental ability scores.
- **Vast Potential II:** Gain a +4 enhancement bonus to all abilities, improving one bonus to +6 per 4 patron HD.
- **Wishes Granted:** Your patron grants you three wishes.

Superior Covenants

- **Demiurge:** Create a permanent demiplane that is able to whisk away target friends or foes.
- **Devastating Curse:** You can create a *cursed earth* effect 1/day and use *major curse* at will.
- **Elemental Dominion:** Control a single element in a variety of ways.
- **False Friend:** Gain an intelligent illusion ally that can create more illusions.
- **Far Traveling:** You can travel to other planets 2/day, and *greater teleport* at will in a trance.
- **Healing Spirit IV:** Intangible spirit automatically uses *heal* 4/day, can reverse death.
- **Lord of Fear:** You radiate a strong aura of fear.
- **Lord of Pain:** Gain immunity to pain, a nausea-causing gaze, and the ability to stagger those you strike.
- **Negative Energy Nexus:** You radiate a strong aura of desecration and deal damage to living creatures within your aura.
- **Plunge into the Pit:** Produce an earthquake that opens a rift into Hell, allowing damned souls to grapple victims and pull them in.
- **Possessed Weapon III:** Gain a powerful intelligent weapon.
- **Qlippoth Blessings:** Gain DR 10/law, a mind-rending gaze, and abilities to more easily overcome demons.
- **Restore Youth:** You can revert someone to their previous age category.
- **Spell Secrets V:** Gain one bonus 8th-level and two bonus 9th-level spells known and spell slots.
- **Spirit's Might:** You become a larger spiritual warrior appropriate to your patron's alignment.
- **Strands of Fortune:** Reroll the saving throws of allies nearby.
- **Stormcaller:** Call a storm with devastating thunderbolts.
- **Telekinetic Might:** *Reverse gravity*, *fly*, and use *telekinesis* as a swift action.
- **Vast Potential III:** Gain a +6 enhancement bonus and at least a +1 inherent bonus to all abilities.

Variant—Upgraded Covenants: At the GM's discretion, a supplicant that is taking a new Covenant Supplicant feat can use it to form a new covenant from the same series of covenants as a covenant he already has. This process is largely identical to transferring a covenant, but when the supplicant is taking his

new Covenant Supplicant feat, he can offer up his old Covenant Supplicant feat as part of the purification ritual to take the feat. If he does, he subtracts the cost of the old feat's purification ritual from the cost of the new feat's ritual the same way as he subtracts the cost of the old covenant's offering from the new covenant's offering. When the supplicant makes the upgraded covenant with his upgraded Covenant Supplicant feat, the old covenant is gone and he can then replace the old Covenant Supplicant feat with any other feat he could have qualified for at the level he originally took it.

Covenants

Covenants are listed in alphabetical order. The following format is used for all covenants.

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

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

Patron Requirements: The requirements a patron must meet to offer the covenant. Sometimes lists examples.

Abyssal Blade [Least]

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

Benefit: As a free action once per day, you can manifest a blade of Abyssal steel. Treat it as a +1 *scimitar*. You are proficient in its use. If the blade is not in your hand at the start of your turn, you can cause it to appear in your hand as a swift action so long as you and it are on the same plane of existence. The blade vanishes at the next nightfall. If your patron has at least 5 Hit Dice, treat the blade as a +1 *bane scimitar*; you choose when you create the blade whether the bane affects good outsiders, lawful outsiders, undead, or fey. At 9 patron HD, the enhancement bonus improves to +2. At 13 patron HD, it improves to +3. At 19 patron HD, it improves to +4.

Patron Requirements: Demon or qlippoth, 2 HD, Int 6.

Alter Reality [Minor]

Your patron alters reality according to your request.

Benefit: When you form this covenant, you make one request. Your patron then uses its power to make your

request a reality, although not necessarily as you imagine it. This is similar to *limited wish*, except that the reality alteration can emulate any 7th-level or lower spell of any class or school of magic or similarly powerful effect. If your patron has at least 10 HD, this is similar to *miracle* or *wish*, as appropriate to the patron, except that the reality alteration can emulate any 9th-level or lower spell of any class or school of magic or any similarly powerful effect. In no case can the wish emulate a spell requiring a material or focus component more expensive than quadruple your offering. Unlike other covenants, if this covenant is broken, even instantaneous or permanent effects risk coming undone. For example, a wished-for item or creature might be stolen or lost.

Patron Requirements: Ability to cast *limited wish*, *miracle*, or *wish* as a spell or spell-like ability; or fey or evil outsider, 5 HD, Int 6, caster level 8th.

Animalistic Fleetness [Major]

Your patron teaches you to move and strike with the speed and confidence of a proud animal.

Benefit: All your movement speeds except for flight without wings increase by 10 feet. This is an enhancement bonus. You can make a full attack at the end of a charge.

Patron Requirements: Fey or outsider, 8 HD, Int 6, pounce ability or the ability to cast *haste*.

Another Face [Least]

Your patron teaches you to contort your form into that of another humanoid.

Benefit: You can assume the form of any Small or Medium humanoid indefinitely once per day or return to your natural form. Activating or dismissing this covenant is a standard action. This functions as the spell *alter self* except that you do not modify your ability scores. Although you cannot normally control your exact appearance, you can choose a single individual when you form this covenant and can resemble that individual closely (which grants a +10 circumstance bonus on Disguise checks to impersonate that individual with *another face*).

Patron Requirements: Fey or outsider, 2 HD, Int 6, either the change shape ability or another spell or ability of the polymorph subschool.

Archon's Ward I [Minor]

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

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

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

Archon's Ward II [Major]

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

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

Patron Requirements: Angel or archon, 9 HD. For example, astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), trumpet archon (14 HD, CR 14).

Armed with Cruelty [Major]

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

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

Patron Requirements: Demon, 9 HD, Int 6.

Armed with Justice [Major]

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

Benefit: Once per day as a free action, you can invite an archon spirit to inhabit up to one weapon wielded by an ally within 30 feet (you count as your own ally) per 4 Hit Dice your patron has for 1 hour per patron Hit Die. The spirits cause each weapon to glow with holy light as bright as a torch. If your patron has 12 or fewer Hit

Dice, the weapons each gain a +2 enhancement bonus. This bonus increases to +3 if your patron has at least 13 HD, or +4 if it has at least 17 HD. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *allying*, *axiomatic*, *brilliant energy*, *conductive*, *dancing*, *defending*, *disruption*, *distance*, *flaming*, *flaming burst*, *ghost touch*, *holy*, *keen*, *mighty cleaving*, *menacing*, *merciful*, *returning*, *seeking*, *speed*, *throwing*. Adding these properties consumes an amount of bonus equal to the property's cost (see *Table: Melee Weapon Special Abilities* and *Table: Ranged Weapon Special Abilities* in the core rulebook). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If you choose an ability that only some weapons can use, that ability has no effect when added to the wrong type of weapon. If a chosen weapon is not magical, at least a +1 enhancement bonus must be added or the spirit grants no benefit to that weapon. The bonus and properties granted by the spirits are determined when you make the covenant and can be changed once per day as a full-round action. An archon spirit departs prematurely, ending the effect for that weapon, if the wielder begins his turn more than 30 feet away from you or if the weapon is not in his hand at the beginning of his turn (a weapon with the *returning* property returns in time to continue the effects of this covenant). Each end of a double weapon counts as a separate weapon for the purposes of this ability. If a weapon is destroyed while possessed by an archon spirit, reduce the number of archon spirits you can call with this ability until the next sunrise.

Patron Requirements: Angel or archon, 9 HD. For example, astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), trumpet archon (14 HD, CR 14).

Armed with Nature [Major]

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

Benefit: This covenant acts exactly like the *armed with justice* covenant (see above), except that fey spirits inhabit the weapons, which shed eerie light like a torch. The following weapon properties are available instead: *bane* (aberrations, one alignment-based outsider type or undead creatures only), *corrosive*, *corrosive burst*, *cunning*, *flame*, *flaming burst*, *frost*, *furious*, *ghost touch*, *hunter*,

icy burst, *keen*, *menacing*, *merciful*, *shock*, *shocking burst*, *speed*, *thundering*, *wounding*. You may choose to affect manufactured weapons and natural attacks. If you have the nature's weapons covenant, the two claws count as one weapon for purposes of this covenant.

Patron Requirements: Fey, 9 HD, Int 6.

Astral Secrets [Greater]

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

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

Patron Requirements: Outsider without native subtype, 13 HD, Int 6.

Aura of Madness [Major]

Your patron grants you the power to confuse your foes.

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

Patron Requirements: Chaotic evil, outsider or fey, 9 HD.

Azata's Gaze [Greater]

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

Benefit: Evil creatures of 5 HD or fewer within 30 feet of you that meet your gaze must succeed at a Will saving throw (DC 10 + 1/2 patron's HD + patron's Charisma modifier) or die; a target that successfully saves is instead shaken for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a Will save or be shaken for 2d10 rounds; a successful save negates. If your patron has at least 17 Hit Dice, range increases to 60 feet. Multiple failed saving throws prolongs the duration but does not worsen the fear condition.

Patron Requirements: Azata, 13 HD.

Boundless Step [Greater]

Your patron teaches you to step through the veil between the worlds of the spirits and that of mortals.

Benefit: You can step between worlds as a move action. This functions as either *dimension door* or *ethereal*

jaunt, depending on whether your patron can *teleport* or become ethereal (your choice, if it can do both). If you change planes with this covenant, you can shift back as a move action. If your patron can travel to the Shadow Plane and has at least 20 Hit Dice, you can choose *shadow walk* instead.

Patron Requirements: Fey or outsider, 13 HD, Int 6, either a teleportation ability or the ability to travel to the Ethereal Plane or Shadow Plane. For example, some kytons and sahkils.

Celestial Alliance [Least]

Your patron promises to send a celestial being to help you in good deeds.

Benefit: When you take this covenant, choose a celestial animal from the *summon monster I* list. As a swift action once per hour, you can summon this monster as if with the spell. Unlike with typical summoning effects, this effect calls a specific individual. Although the original is not permanently harmed (as normal for summoning effects), if the monster is summoned again before the next sunrise, the summoned version of the monster has all the same spells and abilities expended and damage, condition, and effects suffered as it had when the summoning effect last ended. If the summoning ended because the monster was banished or killed, this covenant cannot be used again for 24 hours. Every sunrise, the monster is refreshed and is good as new (although it may be unable to be summoned immediately if it died or was banished and 24 hours has not yet elapsed). When summoned, the monster must appear adjacent to you and is staggered until the start of your next turn. If both you and your patron have 4 or more Hit Dice, you can also choose from the *summon monster II* list. For every 3 Hit Dice both you and your patron have above 4, you can choose from the next highest spell level (*summon monster III* if both you and your patron have 7 HD, *summon monster IV* if both you and your patron have 10 HD, and so on). When you choose a monster of a level one level lower than your maximum, you get two of that monster; when you choose a monster of a level two or more levels lower than your maximum, you get four of that monster. When choosing a monster from a higher-level list, you may also choose a good-aligned outsider instead of a celestial animal. Add the following creatures to the lists of what can be summoned with *summon monster* for the purposes of this covenant: 3rd level—cassisian (angel); 4th level—reptial (agathion); 5th level—choral (angel); 6th level—balisse (angel); 7th

level—movanic deva (angel).

Patron Requirements: Angel, 2 HD, Int 6.

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

Cloak of Smoke [Major]

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

Benefit: You are shrouded by smoke that grants you concealment against attacks. As a swift action, you can cause the smoke to expand to a radius of 20 feet. If you do, it provides concealment to all within (similar to the spell *obscuring mist*), except that you can see through it normally. The smoke moves with you and does not linger after you leave. If it is dispersed by wind, it resumes emanating from you as soon as you are no longer exposed to the wind, although time when the wind keeps it dispersed still counts against its duration. Living creatures that breathe the smoke must succeed on a Fortitude save or become sickened and nauseated for 1 round as they hack and cough with terrible intensity. Those that succeed nonetheless find their vision swimming and are sickened for 1 round. Victims become immune to the aura for 24 hours. The cloak can be expanded for up to 10 minutes per day. The time need not be used at once, but must be used in 1-minute increments.

Patron Requirements: Outsider, fire subtype or smoke special ability, 9 HD, Int 6.

Consumptive Aura [Greater]

Your patron grants you the power of causing hunger.

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

Patron Requirements: 13 HD and one of the following: daemon serving the Horseman of Famine, evil fey, or outsider with the time subtype.



Countless Wishes [Greater]

Your patron grants you wishes without number, but with restrictions.

Benefit: You can use *limited wish* once per day as a spell-like ability. However, you cannot replicate any spell with a material component costing more than 1 gp unless you provide that component.

Patron Requirements: Ability to cast *limited wish* or *wish* as a spell or spell-like ability; or 13 HD, fey or evil outsider, Int 6.

Curative Witchcraft [Major]

Your patron grants you the power to emulate healing spells.

Benefit: You can touch a creature to remove an affliction or injury from it as a spell-like ability. This functions as *cure serious wounds*, *neutralize poison*, or *remove disease* (your choice). You can use this ability at will but cannot target the same creature again in the same day with your healing touch. At 13 patron Hit Dice, your touch can function as *cure critical wounds*. At 21 patron Hit Dice, your touch can function as *breath of life*.

Patron Requirements: Fey or outsider, 9 HD, Int 6, spell or ability of the healing subschool.

Dark Arcana I [Least]

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

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

Patron Requirements: Evil outsider, 2 HD, Int 6, ability to cast a spell or spell-like ability of at least 1st level.

Dark Arcana II [Minor]

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

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

modifier.

Patron Requirements: Evil outsider, 5 HD, Int 6, ability to cast a spell or spell-like ability of at least 2nd level.

Dark Arcana III [Major]

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

Benefit: From among the wizard spell list, any arcane spell list your patron uses, and your patron's spell-like abilities, choose a 3rd- or 4th-level spell. At a standard action three times per day, you can use the chosen spell as a spell-like ability. If the spell has a costly material component, you must provide that component each time you use this ability. The save DC is 10 + spell level + patron's Charisma modifier. If your patron has at least 13 Hit Dice, you may instead choose a 5th-level spell.

Patron Requirements: Evil outsider, 9 HD, Int 6, ability to cast a spell or spell-like ability of at least 4th level.

Dark Hedonist's Servant [Least]

Your patron grants you command over a dark hedonism spirit.

Benefit: This covenant acts as *celestial alliance*, except that you can choose a fiendish animal. When choosing a monster from a higher-level list, you may also choose an oni, rakshasa or yaksha instead of a fiendish animal. Add the following creatures to the lists of what can be summoned for the purposes of this covenant: 3rd—rak-tavarna (rakshasa), spirit oni, yakkha; 4th—kuwa (oni); 5th—dandasuka (rakshasa), ja noi (oni), yamabushi tengu (oni); 6th—marai (rakshasa), nogitsune (oni), ogre mage (oni); 7th—dvarapala yaksha, rakshasa.

Patron Requirements: Oni, rakshasa, or yaksha; 2 HD; Int 6.

Darksense [Greater]

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

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

Patron Requirements: Corporeal undead, 13 HD, ability to use *true seeing*.

Deathbane [Major]

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

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

Patron Requirements: Good outsider, 9 HD.

Deathly Blade [Least]

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

Benefit: As a free action once per day, you can manifest a blade of deathly steel. Treat it as a +1 *khopesh*. You are proficient in its use. If the blade is not in your hand at the start of your turn, you can cause it to appear in your hand as a swift action so long as you and it are on the same plane of existence. The blade vanishes at the next nightfall. If your patron has at least 5 Hit Dice, treat the blade as a +1 *undead bane khopesh*. At 9 patron HD, the enhancement bonus improves to +2. At 13 patron HD, it improves to +3. At 19 patron HD, it improves to +4.

Patron Requirements: Psychopomp, 2 HD, Int 6. For example, catrina (6 HD, CR 5), esobok (4 HD, CR 3), kere (12 HD, CR 10), memitim (16 HD, CR 15), morigna (18 HD, CR 13), nosoi (3 HD, CR 2), shoki (10 HD, CR 9), vanth (9 HD, CR 7), viduus (5 HD, CR 4), or yamaraj (25 HD, CR 20).

Death's Caress [Minor]

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

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

Patron Requirements: Undead, 5 HD, Int 6.

Death Undone [Major]

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

Benefit: You must unambiguously identify any creature to benefit from this bargain. If the creature is dead, your patron returns it to life, as the spell *true resurrection*. If a *wish* would be required to retrieve the soul first, that requirement is bypassed by this covenant. If the creature is not dead when the pact is formed, she is resurrected in the described manner 10 minutes after she next dies. The chosen creature does not age and cannot die from

old age for a length of time equal to her race's age of maturity (15 years for humans). The covenant is broken when the *resurrection* occurs, allowing you to form a new covenant with the same or another patron.

Patron Requirements: Outsider or undead, 9 HD, Int 6.

Demiurge [Superior]

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

Benefit: When you form this covenant, your patron creates for you a permanent demiplane with up to five features, as the spell *create greater demiplane*. The demiplane's volume may be up to twenty 20-foot cubes per Hit Die of your patron. Since this is a supernatural ability, it cannot be dispelled, but a wish or miracle can unravel the demiplane if you fail a Will save against the spell. If the demiplane is unraveled, your patron can create a new one if you spend an hour in communion with it the following day and make a new offering equal to half the cost of this covenant. The demiplane must have a portal to a location on the ethereal plane, astral plane, or material plane that you have visited before as one of its features. When you use the demiplane's ability to eject creatures of your choice, you can choose up to eight creatures at once instead of the usual limit of one at a time. As a standard action up to three times per day, you can cause your demiplane to swallow up eight or fewer targets within 90 feet of you. Each target is deposited into a random place in the demiplane that will not damage it. If no such place exists in the demiplane is sent to the least dangerous place. A Will save negates the effect. A victim that will be sent to a dangerous place because there is no safe place gets a +4 bonus on its saving throw.

Patron Requirements: Angel, titan, or ability to create a demiplane; 17 HD; Int 6.

Demonic Servant [Least]

Your patron grants you command over a demonic spirit.

Benefit: This covenant acts as *celestial alliance*, except that you can choose an entropic or fiendish animal. When choosing a monster from a higher-level list, you may also choose a chaotic evil outsider instead of an entropic or fiendish animal. Add the following creatures to the lists of what can be summoned for the purposes of this covenant: 4th—schir (demon). 5th—incubus (demon).

Patron Requirements: Demon, 2 HD, Int 6.

Desecrating Aura [Greater]

Your patron grants you the power to bolster undead creatures.

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

Patron Requirements: Nightshade, 13 HD.

Devastating Curse [Superior]

Your patron instructs you in the secret of devastating curses.

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

Patron Requirements: Daemon or div, 17 HD, Int 6.

Diabolic Assistant [Least]

Your patron grants you command over a hellish creature.

Benefit: This covenant functions like *celestial alliance* except you choose a fiendish animal or resolute animal. When choosing a monster from a higher-level list, rather than a good-aligned outsider, you may also choose hell hound or a devil instead of a fiendish or resolute animal, if either are options at that higher level. Add the following creatures to the lists of what can be summoned with *summon monster* for the purposes of this covenant: 3rd—imp (devil). 4th—accuser devil.

Patron Requirements: Devil, 2 HD, Int 6. For example, accuser devil (4 HD, CR 3), barbed devil (12 HD, CR 11), bearded devil (6 HD, CR 5), belier devil (17 HD, CR 16), bone devil (10 HD, CR 9), contract devil (13 HD, CR 10), erinyes (9 HD, CR 9), handmaiden devil

(15 HD, CR 14), horned devil (15 HD, CR 16), ice devil (14 HD, CR 13), immolation devil (18 HD, CR 19), imp (3 HD, CR 2), pit fiend (20 HD, CR 20).

Dimensional Stride [Major]

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

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

Patron Requirements: Fey or outsider, 8 HD, Int 6, ability to use a *teleportation* spell or spell-like ability.

Diseased Strike [Major]

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

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

Patron Requirements: Evil outsider with the ability to cause disease and 9 HD; or corporeal undead with 8 HD.

Element Incarnate [Greater]

Your patron infuses your body with its elemental essence.

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

Patron Requirements: Outsider with the aquatic (treat as water for this purpose), air, cold (treat as air for this purpose), earth, fire, or water subtypes; 12 HD; Int 6. For example, cetaceal agathion (17 HD, CR 15; water), brijidine azata (19 HD, CR 17; earth or fire), cold rider

(13 HD, CR 8; air), omox demon (13 HD, CR 12; water), ghawwas div (14 HD, CR 10; water), elder elemental (any type; 13 HD, CR 9), marid genie (12 HD, CR 10; water), jinushigami kami (24 HD, CR 20; earth), nereid (12 HD, CR 10; water), fire yai oni (17 HD, CR 15; fire), ice yai oni (16 HD, CR 14; air), water yai oni (22 HD, CR 18; water), rusalka (20 HD, CR 12; water), wendigo (18 HD, CR 17; air), winterwight (20 HD, CR 17; air).

Elemental Agility [Major]

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

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

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

Patron Requirements: Outsider with the elemental subtype, 9 HD, Int 6.

Elemental Blessing [Minor]

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

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

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

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

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

Patron Requirements: Air, aquatic, cold, earth, fire, and/or water subtype; 5 HD; Int 6.

Elemental Dominion [Superior]

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

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

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

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

- Change the target or area of a spell, spell-like ability, or supernatural attack using a chosen energy type or element. Treat it as if it were just created or used there, but without extending the duration. You gain no other control over the effect. The controller of the effect (if any) can resist with a Will save if within the effect's range. The target or area reverts after 1 round unless you continue using an immediate action each round to prolong the change.
- Choose the next action of a creature with the chosen subtype from among the choices available for the spell *command*. The creature can resist with a Will save. This is a mind-affecting compulsion effect.
- Gain the effects of *freedom of movement* for the purpose of interacting with examples of the chosen energy and chosen element and creatures with the chosen subtype for 1 round (you can continue the duration by continuing to use immediate actions this

way).

- Move an object made of or infused with a chosen element or energy as if with the spell *telekinesis* for 1 round (you can continue the duration by continuing to use immediate actions this way).

Patron Requirements: Air, aquatic, cold, earth, fire, or water subtype; 17 HD; Int 6.

Elemental Servant [Least]

Your patron grants you command over an elemental spirit.

Benefit: This covenant acts as *celestial alliance*, except that you can choose an animal with the aerial creature simple template, aqueous creature simple template, chthonic creature simple template, or fiery creature simple template instead of a celestial animal. When choosing a monster from a higher-level list, you may also choose a genie or any other outsider with the aether, air, earth, elemental, fire, or water subtypes. Add the following creatures to the lists of what can be summoned for the purposes of this covenant: 3rd—wysp; 4th—janni (genie); 5th—djinni (genie; can't cast *wind walk* or *major creation*); 6th—efreeti (genie), shaitan (genie; can't cast *wall of stone* or *stone tell*); 7th—marid (genie).

Patron Requirements: Aether, air, earth, fire, or water subtype or ability to summon an elemental creature; 2 HD; Int 6.

Elemental Weapon [Least]

Your patron teaches you to attack with its element.

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

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

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

Patron Requirements: Air, aquatic, cold, earth, fire, or water subtype; 2 HD; Int 6.

Faith-Stealing Strike I [Least]

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

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

Patron Requirements: Asura or demodand, 2 HD, Int 6; or thanatotic titan (23 HD, CR 22).

Faith-Stealing Strike II [Greater]

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

Benefit: When you damage a creature capable of casting divine spells with a natural attack or melee weapon, that creature must succeed at a Will saving throw or be shaken and unable to cast any divine spells for 1d4 rounds. If the save is successful, the creature struck is merely shaken for 1 round. At 17 patron HD, your attacks ignore the damage reduction of divine spellcasters and other servants of deities.

Patron Requirements: Asura or demodand, 13 HD, Int 6; or thanatotic titan (23 HD, CR 22).

False Friend [Superior]

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

Benefit: You gain a living illusion as a companion. The illusion can take the form of any spirit that shares a type (and subtype, if outsider) with your patron as well as any humanoid and can change forms as a standard action. This illusion acts as a spell of a level equal to half your patron's Hit Dice as if your patron were the caster, but when it is dispelled, it reappears adjacent to you after 1d4 rounds. Although the false friend can be perceived with all senses, it allows a Will save to be disbelieved when creatures interact with it (DC = 10 + 1/2 patron's HD + patron's Charisma modifier). Only your death can permanently destroy the false friend. The false friend uses your modifiers on all rolls and checks and acts on your turn. As a standard action, it can produce *hallucinatory terrain*, *major image*, *shadow conjuration*, or *shadow evocation* as 4th-level spell-like abilities (DC 14 + patron's Charisma modifier). If the patron has 20 or

more Hit Dice, the false friend can also produce *mirage arcana* or *seeming* and treats its abilities as 5th-level spell-like abilities (DC 15 + patron's Charisma modifier). It threatens creatures in adjacent spaces that have not disbelieved it and can thus grant a flanking bonus. It cannot otherwise affect creatures or objects. Whenever the false friend creates an illusion, any other illusions it had created vanish. Creatures that have disbelieved the false friend gain a +4 bonus on Will saves to disbelieve the illusions it creates.

Patron Requirements: 17 HD, Int 6, ability to create an illusion or mind-affecting effect.

Far Traveling [Superior]

Your patron instructs you in the secret of traveling vast distances.

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

Patron Requirements: Outsider native to the Dark Tapestry, 17 HD, Int 6.

Feel Young [Minor]

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

Benefit: With a touch, you can grant the benefit of either *lesser restoration* or *lesser age resistance*. This ability can be used three times per day. If your patron has 9 HD and the time subtype (or if you are a 9th-level covenant mage with the time influence), the covenant instead acts as *age resistance*. If your patron has 13 HD and the time subtype (or if you are a 13th-level covenant mage with the time influence), the covenant instead acts as *greater age resistance*.

Patron Requirements: Non-evil outsider or outsider with the time subtype, 5 HD.

Fiendish Sight [Minor]

Your patron grants you a portion of its senses.

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

Patron Requirements: Evil outsider, 5 HD, Int 6.

Flowing Form [Greater]

Your patron teaches you to contort your form into many shapes.

Benefit: You can assume many other forms indefinitely at will. This functions as the spell *polymorph*. Although you cannot normally control your exact appearance, you can choose a single individual when you form this covenant and can resemble that individual closely (which grants a +10 circumstance bonus on Disguise checks to impersonate that individual with flowing form).

Patron Requirements: Fey or outsider, 12 HD, Int 6, either the change shape ability or another spell or ability of the polymorph subschool.

Frightful Violence [Least]

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

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

Patron Requirements: Fey or undead, sneak attack ability. For example, bogeyman (17 HD, CR 10), fuath gremlin (1 HD, CR 1), jinkin gremlin (1 HD, CR 1), nuglub gremlin (3 HD, CR 2), pugwampi gremlin (1 HD, CR 1/2), vexgit gremlin (1 HD, CR 1), mite (1 HD, CR 1/4), or bog nixie (2 HD, CR 3).

Gift of Glory I [Least]

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

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

Patron Requirements: Fey or outsider, 2 HD, Int 6, chosen ability score 13.

Gift of Glory II [Minor]

Your patron adds some of its own ability to yours.

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

Patron Requirements: Fey or outsider, 5 HD, Int 6, chosen ability score 13.

Gift of Glory III [Major]

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

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

Patron Requirements: Fey or outsider, 9 HD, Int 6, chosen ability score 13.

Gift of Hardiness [Minor]

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

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

Patron Requirements: 5 HD, Int 6, immunity or racial saving throw bonus against chosen condition.

Gift of Skill I [Least]

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

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

Patron Requirements: Fey or outsider, 2 HD, Int 6, chosen skill 1 rank.

Gift of Skill II [Minor]

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

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

Patron Requirements: Fey or outsider, 5 HD, Int 6, chosen skill 5 ranks.

Gift of Treasure [Minor]

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

Benefit: You gain a +2 luck bonus on Appraise checks, Craft checks, and skill checks made to directly and immediately acquire wealth. For example, this bonus applies to Perform and Profession checks to make money, Diplomacy checks to perform any business transaction in which you receive money, and Sleight of Hand checks made to steal money or valuables.

In addition, you gain a pot of 10,000 gp in gems and coins. For every Hit Die your patron has beyond 5, the pot contains an additional 1,000 gp. Although the wealth itself is not magical, an equal (or greater) value of your assets (usually assets purchased with the wealth) vanish or are otherwise lost when the covenant is broken.

Patron Requirements: 5 HD, Int 6.

Gift of Treasure, Lesser [Least]

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

Benefit: This covenant is similar to *gift of treasure*, but you gain a +1 luck bonus on the listed skill checks and the treasure is worth only 1,000 gp plus 500 gp per patron Hit Die.

Patron Requirements: Int 6.



Healing Spirit I [Minor]

Your patron sends a minor watchful spirit to save you and your allies from death.

Benefit: An intangible spirit watches over your apparent allies within 40 feet (including you). It uses the same sensory limitations as *magic mouth*. As an immediate, move, or standard action, you can mentally command it to heal up to three specific creatures you pinpoint, to heal up to three creatures meeting conditions you describe, or to disregard a previous command. If fewer than the chosen number of creatures meet the condition within 40 feet, the spirit waits to heal any creatures that next meet that condition at the start of your turn each round. The spirit heals each target by a number of hit points equal to the patron's Hit Dice. Acceptable conditions include being weak (at 3 or fewer hit points), disabled (at 0 hit points), and dying (being at negative hit points). The spirit automatically targets you first if you are at negative hit points. The spirit's healing can be used three times per day total; if it would target more creatures than its maximum at once, it prioritizes the one with the fewest total hit points and the closest among those with equal hit points. If this is a trance covenant, it can heal each target only once per day, even across multiple trances.

Patron Requirements: Fey or outsider, 5 HD, Int 6, ability to lay on hands or cast a healing spell or spell-like ability.

Healing Spirit II [Major]

Your patron sends a major watchful spirit to save you and your allies from death.

Benefit: This covenant functions as *healing spirit I* except it restores 3 hit points per patron HD.

Patron Requirements: Fey or outsider, 9 HD, Int 6, ability to lay on hands or cast a healing spell or spell-like ability.

Healing Spirit III [Greater]

Your patron sends a major watchful spirit to save you and your allies from death.

Benefit: This covenant functions as *healing spirit I* except it restores 5 hit points per patron HD. This healing functions even for allies that died within the previous round, as per *breath of life*.

Patron Requirements: Fey or outsider, 13 HD, Int 6, ability to lay on hands or cast a healing spell or spell-like ability.

Healing Spirit IV [Superior]

Your patron sends a major watchful spirit to save you and your allies from death.

Benefit: This covenant functions as *healing spirit I* except it restores 10 hit points per patron HD and provides all the benefits of *heal* other than healing hit point damage. The spirit's healing can be used four times per day. This healing functions even for allies that died within the previous round, as per *breath of life*.

Patron Requirements: Fey or outsider, 16 HD, Int 6, ability to lay on hands or cast a healing spell or spell-like ability.

Heavenly Blade [Least]

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

Benefit: As a free action once per day, you can manifest a blade of heavenly steel. Treat it as a +1 *longsword*. You are proficient in its use. If the blade is not in your hand at the start of your turn, you can cause it to appear in your hand as a swift action so long as you and it are on the same plane of existence. The blade vanishes at the next nightfall. If your patron has at least 5 Hit Dice, treat the blade as a +1 *bane longsword*; you choose when you create the blade whether the bane affects evil outsiders, chaotic outsiders, undead, or fey. At 9 patron HD, the enhancement bonus improves to +2. At 13 patron HD, it improves to +3. At 19 patron HD, it improves to +4.

Patron Requirements: Angel or archon, 2 HD. For example, astral deva angel (15 HD, CR 14), cassisian angel (2 HD, CR 2), monadic deva angel (14 HD, CR 12), movanic deva angel (12 HD, CR 10), planetar angel (17 HD, CR 16), solar angel (22 HD, CR 23), harbinger archon (3 HD, CR 2), hound archon (6 HD, CR 4), lantern archon (2 HD, CR 2), legion archon (8 HD, CR 7), shield archon (9 HD, CR 10), star archon (19 HD, CR 19), or trumpet archon (14 HD, CR 14).

Heretical Soul [Minor]

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

Benefit: You gain a +3 bonus on saving throws against divine spells or spell-like abilities cast by servants of a deity. If your patron has at least 9 Hit Dice, the bonus increases to +4. At 13 patron HD, it increases to +5. In addition, at 13 patron HD, any attempts to scry on you using divine magic automatically fail; the caster can see the scryed area normally, but you simply do not appear.

Patron Requirements: Asura or demodand, 5 HD, Int 6.

Imbued Armor I [Least]

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

Benefit: When you gain this covenant, choose a suit of armor you own. You may also choose a set of clothing, treating it as armor with no armor bonus, armor check penalty, or arcane spell failure. If your patron has 4 or fewer Hit Dice, the armor gains a +1 enhancement bonus. At 5 to 8 patron HD, the patron instead grants the armor a +1 enhancement bonus and causes it to grant you a +1 resistance bonus on saving throws as long as you wear it. At 9 to 12 patron HD, the patron grants the armor a +2 enhancement bonus and a +1 resistance bonus. At 13 or more HD, the patron grants the armor a +2 enhancement bonus and a +2 resistance bonus. These enhancement bonuses can be added to the armor, stacking with existing armor bonuses if this is a trance covenant for you (to a maximum of +5), or they can be used to add any of the following armor properties: *fortification*, *ghost touch*, *invulnerability*, *spell resistance*. Adding these properties consumes an amount of bonus equal to the property's cost (see *Table: Armor Special Abilities*). These properties and enhancement bonus are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the covenant is made and cannot be changed unless a new covenant is formed. As normal, you cannot cause the armor to have an enhancement bonus higher than +5; any bonus beyond that must be converted into special properties.

Patron Requirements: Outsider, 2 HD, Int 6.

Imbued Armor II [Minor]

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

Benefit: As *imbued armor I*, except as noted here. If your patron has 6 or fewer HD, the armor gains a +2 enhancement bonus and a +2 resistance bonus. At 9 patron HD, it grants a +3 enhancement bonus and a +2 resistance bonus. At 13 patron HD, it grants a +3 enhancement bonus and a +3 resistance bonus.

Patron Requirements: Outsider, 5 HD, Int 6.

Imbued Armor III [Major]

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

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

Patron Requirements: Outsider, 9 HD, Int 6.

Imbued Armor IV [Greater]

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

Benefit: As *imbued armor I*, except as noted here. If your patron has 16 or fewer HD, the armor gains a +9 enhancement bonus and a +5 resistance bonus. At 17 patron HD, it grants a +10 enhancement bonus and a +5 resistance bonus.

Patron Requirements: Outsider, 13 HD, Int 6.

Immaterial Enhancement [Least]

Your patron unlocks the potential for supernatural power within you as long as you abstain from most worldly wealth.

Benefit: You gain magical benefits as indicated by your level and the total amount of offering you have given your patron. You must have met both requirements before gaining a benefit.

Supplicant Level	Offering Required (Total)	Benefit
1st	200 gp	<i>Guidance</i> at will (self only)
2nd	450 gp (650 gp)	Resistance +1
3rd	1,350 gp (2,000 gp)	Armor attunement +1, weapon attunement +1
4th	3,500 gp (4,500 gp)	Deflection +1
5th	3,750 gp (8,250 gp)	Mental prowess +2
6th	5,000 gp (13,250 gp)	Physical prowess +2
7th	6,000 gp (19,250 gp)	Armor attunement +1/+1, resistance +2, toughening +1, weapon attunement +1/+1
8th	9,000 gp (28,250 gp)	Armor attunement +2, weapon attunement +2

9th	11,250 gp (39,500 gp)	Deflection +2, resistance +3
10th	14,500 gp (54,000 gp)	Mental prowess +4
11th	18,000 gp (72,000 gp)	Physical prowess +4
12th	23,000 gp (95,000 gp)	Mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2
13th	29,000 gp (124,000 gp)	Armor attunement +2/+2 or +3, resistance +5, weapon attunement +2/+2 or +3
14th	48,500 gp (162,500 gp)	Armor attunement +3/+3 or +4, mental prowess +6/+2 or +4/+4, weapon attunement +3/+3 or +4
15th	50,000 gp (212,500 gp)	Deflection +3, physical prowess +6/+2 or +4/+4, toughening +3
16th	65,000 gp (277,500 gp)	Armor attunement +4/+3 or +5, deflection +4, mental prowess +6/+2/+2 or +4/+4/+2, physical prowess +6/+2/+2 or +4/+4/+2, toughening +4, weapon attunement +4/+3 or +5
17th	85,000 gp (362,500 gp)	Deflection +5, mental prowess +6/+4/+2 or +4/+4/+4, physical prowess +6/+4/+2 or +4/+4/+4, toughening +5
18th	107,500 gp (470,000 gp)	3 legendary gifts
19th	137,500 gp (607,500 gp)	5 legendary gifts (8 total)
20th	175,000 gp (782,500 gp)	7 legendary gifts (15 total)

Resistance: At 2nd level, the character gains a +1 resistance bonus on all saving throws. This bonus increases to +2 at 7th level, to +3 at 9th level, to +4 at 12th level, and to +5 at 13th level.

Armor Attunement: The character can attune herself to one suit of armor or one shield in her possession; she can change that attunement once per day. If she selects a normal set of clothing as her armor, it counts as having a starting enhancement bonus of +0. The attuned suit of armor gains a +1 enhancement bonus at 3rd level. At 7th level, she can split her attunement between a suit of armor and a shield, granting each a +1 enhancement bonus. At 8th level, she can grant a suit of armor or a shield a +2 enhancement bonus (instead of granting each a +1 enhancement bonus). At 13th level, she can either grant a suit of armor or a shield a +3 enhancement bonus or grant each a +2 enhancement bonus. At 14th

level, she can either grant a suit of armor or a shield a +4 enhancement bonus or grant both a +3 enhancement bonus. At 16th level, she can either grant a suit of armor or a shield a +5 enhancement bonus or grant one a +4 enhancement bonus and the other a +3 enhancement bonus.

Weapon Attunement: The character can attune herself to any one weapon in her possession, and can change that attunement once per day. The attuned weapon gains a +1 enhancement bonus at 3rd level. At 7th level, the character can split her attunement between two weapons, granting each a +1 enhancement bonus. At 8th level, she can grant a single weapon a +2 enhancement bonus instead of granting two weapons a +1 enhancement bonus each. At 13th level, she can either grant a single weapon a +3 enhancement bonus or grant two weapons a +2 enhancement bonus each. At 14th level, she can either grant a single weapon a +4 enhancement bonus or grant two weapons a +3 enhancement bonus each. At 16th level, she can either grant a single weapon a +5 enhancement bonus or grant one weapon a +4 enhancement bonus and another weapon a +3 enhancement bonus.

Deflection: The character gains a +1 deflection bonus to AC at 4th level; this bonus increases to +2 at 9th level, to +3 at 15th level, to +4 at 16th level, and to +5 at 17th level.

Mental Prowess: At 5th level, the character chooses one mental ability score (Intelligence, Wisdom, or Charisma) to gain a permanent +2 enhancement bonus. At 10th level, this bonus increases to +4. At 12th level, the character chooses a second mental ability score to gain a permanent +2 enhancement bonus. At 14th level, the character increases one of these enhancement bonuses by 2. At 16th level, she chooses a third mental ability score to gain a permanent +2 enhancement bonus.

Physical Prowess: At 6th level, the character chooses one physical ability score (Strength, Dexterity, or Constitution) to gain a permanent +2 enhancement bonus. At 11th level, this bonus increases to +4. At 12th level, the character chooses a second physical ability score to gain a permanent +2 enhancement bonus. At 15th level, the character increases one of these enhancement bonuses by 2. At 16th level, she chooses a third physical ability score to gain a permanent +2 enhancement bonus.

Toughening: At 7th level, the character gains a +1 enhancement bonus to natural armor. This bonus increases to +2 at 12th level, to +3 at 15th level, to +4 at 16th level, and to +5 at 17th level.

Legendary Gifts: The character gains three legendary

gifts at 18th level, five more at 19th level, and seven more at 21st level. Select these legendary gifts from the following list.

Legendary Ability: Gain a +1 inherent bonus to any ability score. You can select this legendary gift multiple times, and it stacks up to +5 in any one ability score.

Legendary Armor: Your enhancement bonus from armor attunement increases by 2. If you are attuned to a suit of armor and a shield, you can either increase both bonuses by 1 or increase one bonus by 2. The enhancement bonus on a single attuned item can't exceed +5, but you can use the excess to add special abilities to the armor or shield (see *Magic Weapons and Armor*). You can select this legendary gift multiple times; it stacks up to +10 on any one suit of armor or shield.

Legendary Body: Increase your bonuses from physical prowess to +6/+6/+4. This counts as two legendary gifts.

Legendary Body 2: Increase your bonuses from physical prowess to +6/+6/+6. You must already have legendary body to select this legendary gift.

Legendary Mind: Increase your bonuses from mental prowess to +6/+6/+4. This counts as two legendary gifts.

Legendary Mind 2: Increase your bonuses from mental prowess to +6/+6/+6. You must already have legendary mind to select this legendary gift.

Legendary Shieldmaster: Gain a +5 enhancement bonus from armor attunement for both your armor and your shield. You can select this legendary gift multiple times, choosing a different attuned suit of armor or shield each time.

Legendary Twin Weapons: Gain a +5 enhancement bonus from weapon attunement for two weapons at the same time. This counts as two legendary gifts. You can select this legendary gift multiple times, adding an additional attuned weapon with a +5 enhancement bonus each time.

Legendary Weapon: Your enhancement bonus from weapon attunement increases by 1. If you are attuned to more than one weapon, you can increase only one weapon's enhancement bonus in this way. The enhancement bonus on a single weapon can't exceed +5, but you can use the excess to add magic abilities of an equal bonus (such as flaming) to weapons. You can select this legendary gift multiple times, and it stacks up to +10 for any one weapon.

Patron Requirements: Fey or outsider, 2 HD, Int 6.

Special: To take this covenant, you must donate most of your wealth to your patron or a cause the patron stipulates (sometimes an allied church or cult). You must continue to collect wealth normally, and may not pass

on your share of earned wealth to anyone other than the cause indicated in your covenant.

Adaptation: This covenant is not appropriate for campaigns that use the automatic bonus progression variant from alternate rulebook, as the benefits are redundant.

Immortal Resilience [Minor]

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

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

If your patron has damage reduction penetrated by silver, your damage reduction is penetrated by that material instead of cold iron. Certain other creatures closely associated with creatures harmed by silver, such as devils, also grant damage reduction penetrated by silver rather than cold iron.

Patron Requirements: Fey or outsider, 5 HD, Int 6.

Impossible Feat [Minor]

Your patron helps you master a feat you are not ready for.

Benefit: You gain any one feat as a bonus feat, ignoring one prerequisite, provided your patron meets that prerequisite and you have at least as many Hit Dice as your patron. This might result in you gaining a feat you cannot use, if that prerequisite is needed for the feat's benefit to function. For example, if you bypassed the prerequisite of Extra Channeling but did not have a channel energy ability to gain extra uses of, the feat would give you no benefit.

Patron Requirements: 5 HD, Int 6, must meet the missing feat prerequisite.

Inevitable Enforcer [Least]

Your patron grants you command over a lawful spirit.

Benefit: This covenant acts as **celestial alliance**, except that you can choose a resolute animal. When choosing a monster from a higher-level list, you may also choose a lawful outsider instead of a resolute animal. Add the following creatures to the lists of what can be summoned for the purposes of this covenant: 3rd—arbiter (inevitable); 5th—hound archon with the advanced simple template; 6th—axiomite; 7th—zelekhut (inevitable).

Patron Requirements: Lawful neutral outsider, 2 HD, Int 6.

Inevitable Recovery [Greater]

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

Benefit: You gain regeneration 3 (chaotic). This does not stack with any fast healing you may have. At 17 patron HD, the regeneration improves to 5 (chaotic).

Patron Requirements: Inevitable, 13 HD, Int 6.

Innocuous Demeanor [Greater]

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

Benefit: You seem to be so harmless and innocuous that creatures cannot directly attack you, even with a harmful targeted spell or supernatural ability, unless they succeed on a Will save (DC 10 + 1/2 patron's HD + patron Charisma modifier). This ability operates much like a *sanctuary* effect except that when you break it by attacking, only creatures who perceived the attack become able to attack you without a saving throw. Mindless creatures are immune to this affect.

Patron Requirements: Fey or outsider, 13 HD, Int 6.

Inviolable Volition [Minor]

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

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

Patron Requirements: Non-lawful outsider, 5 HD, Int 6.

Kyton Recovery [Greater]

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

Benefit: You gain regeneration 3 (good weapons, good spells, and silver weapons). This does not stack with any fast healing you may have. At 17 patron HD, the regeneration improves to 5 (good weapons, good spells, and silver weapons).

Patron Requirements: Kyton, 13 HD.



Lord of Fear [Superior]

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

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

Patron Requirements: 17 HD, ability to create a fear effect.

Lord of Pain [Superior]

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

Benefit: As a free action once per round, you can momentarily transform yourself into a termagant kyton of your size. All creatures who can see you from within 30 feet are exposed to your gaze attack and must succeed at a Will saving throw to negate its effects. A creature that succumbs to your gaze while you are transformed becomes nauseated for 1d4 rounds as its mind attempts to comprehend the horrors it has witnessed. If you have this ability and *unnerving gaze*, the latter is subsumed into this ability (that is, the creature does not become shaken as well) but the gaze has a radius of 40 feet. You are immune to nonlethal damage and pain effects. While in a trance, any creature struck by your melee attacks (whether natural or manufactured) must make a Fortitude save (DC 10 + 1/2 patron's HD + patron Constitution modifier) or become staggered until the end of your next turn; the duration does not stack.

Patron Requirements: Kyton, 17 HD.

Mantle of Light [Greater]

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

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

Patron Requirements: Nereid (12 HD, CR 10); or fey or outsider, 13 HD, Int 6, ability to become invisible.

Merciful Touch [Minor]

Your patron channels divine mercy to let you heal others with a touch.

Benefit: You can touch a creature to heal it. Your touch restores 1d6 hit points per three patron Hit Dice. Targeting another creature is a standard action, but targeting yourself is a swift action. You can use this ability at will but cannot target the same creature again in the same day with your merciful touch. At 9 patron Hit Dice, your touch also removes either the fatigued condition or the sickened condition. At 13 patron Hit Dice, you can opt to choose from the following list: dazed, diseased (as *remove disease*). At 17 patron Hit Dice, you can opt to choose from the following list: cursed (as *remove curse*), exhausted, nauseated, poisoned (as *neutralize poison*).

Patron Requirements: Fey or outsider, 5 Hit Dice, Int 6, ability to lay on hands or cast a healing spell or spell-like ability.

Mind-Snaring Gaze [Major]

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

Benefit: You gain a gaze attack. Whenever a creature within 30 feet meets your gaze, you automatically detect the presence or absence of thoughts, as if with the spell *detect thoughts*. When you do so, you can concentrate as an immediate action. If you do, you learn its Intelligence score. If that score is 26 or higher and at least 10 points higher than your own, you are stunned for 1 round and the effect ends. Otherwise, the victim must succeed on a Will save (DC 10 + 1/2 patron HD + patron Charisma modifier) or be stunned for 1 round, during which it maintains eye contact with you. You cannot target the same creature again for 24 hours. If you maintain eye contact with the target until your turn, you can continue the stunning and read the target's surface thoughts (which have not changed since you activated this ability) by concentrating as a standard action. The foe can end the stunned condition and prevent having its mind read by succeeding on a new Will save. You cannot continue concentrating for longer than 1 round. You can also communicate telepathically with the creature that has most recently failed a Will save against this gaze within the past day as long as you are both on the same plane of existence. As a standard action once per day, you can attempt to dominate a person with whom you have this telepathic connection, as *dominate person*. This is a spell-like ability with spell level equal to half your patron's HD. The save DC is 10 + 1/2 patron's HD + patron's

Charisma modifier.

Patron Requirements: 9 HD, Int 6, telepathy or *dominate person* or *dominate monster* as a supernatural or spell-like ability.

Natural Communication [Minor]

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

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

Patron Requirements: Fey, 5 HD, Int 6.

Nature's Weapons [Least]

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

Benefit: As a free action once per day, your hands turn into +1 *claws*, that deal 1d4+1 points of damage if you are Medium (1d3+1 if you are Small). You are proficient in their use. The claws vanish at the next nightfall. If your patron has at least 5 Hit Dice, treat the claws as +1 *bane claws*; you choose when you activate this ability whether the bane affects aberrations, evil outsiders, fey, or undead. At 9 patron HD, the enhancement bonus improves to +2. At 13 patron HD, it improves to +3. At 19 patron HD, it improves to +4. If you already have claws, then you gain Improved Natural Attack (claws), plus the enhancements, when you activate this ability. If you have more than two arms, this covenant only affects two of them.

Patron Requirements: Fey, 2 HD, Int 6.

Naunet Strike [Minor]

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

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

Patron Requirements: Protean, 5 HD.

Negative Energy Nexus [Superior]

Your patron makes you a nexus of negative energy.

Benefit: As *desecrating aura*, except as noted here. Your aura becomes a small nexus of negative energy, as if it is a small negative-dominant plane. Your aura is not suppressed by *consecrate*, although it suppresses *consecrate*. Within the aura, living creatures take 1d6 points of negative energy damage each round. At 0 hit points or lower, they crumble into ash. This energy does not heal or harm undead creatures. If you also have the *desecrating aura* covenant, you lose its normal benefit but instead increase the radius of your negative energy nexus by 10 feet.

Patron Requirements: Nightshade, 17 HD.

Pact of Protection I [Least]

Your patron offers you minor protection from all harm.

Benefit: You gain a +1 deflection bonus to your AC and a +1 resistance bonus on all saving throws. At 6 patron Hit Dice, your resistance bonus on saving throws improves to +2. At 13 patron Hit Dice, your deflection bonus to AC improves to +2. At 20 patron Hit Dice, your resistance bonus on saving throws improves to +3.

Patron Requirements: Fey or undead, 2 HD, Int 6, must have a deflection bonus to AC or the ability to cast an abjuration spell-like ability.

Pact of Protection II [Minor]

Your patron offers you moderate protection from all harm.

Benefit: You gain a +2 deflection bonus to your AC and a +2 resistance bonus on all saving throws. At 7 patron Hit Dice, your resistance bonus on saving throws improves to +3. At 12 patron Hit Dice, your deflection bonus to AC improves to +3. At 17 patron Hit Dice, your resistance bonus on saving throws improves to +4. At 24 patron Hit Dice, your deflection bonus to AC improves to +4.

Patron Requirements: Fey or undead, 4 HD, Int 6, must have a deflection bonus to AC or the ability to cast an abjuration spell-like ability.

Pact of Protection III [Major]

Your patron offers you great protection from all harm.

Benefit: You gain a +4 deflection bonus to your AC and a +5 resistance bonus on all saving throws. At 13 patron Hit Dice, your deflection bonus to AC improves to +5.

Patron Requirements: Fey or undead, 8 HD, Int 6, must have a deflection bonus to AC or the ability to cast

an abjuration spell-like ability.

Perfect Strikes I [Least]

Your patron teaches you to harden your body to deliver deadly unarmed strikes and natural attacks.

Benefit: Your first natural weapon attack each round (including unarmed strikes) gains a +1 enhancement bonus. Instead of applying an enhancement bonus, you can apply an appropriate weapon special ability of the same value. With more patron Hit Dice, you can replace divide points between enhancement bonus and/or one or more abilities provided the total effective value is the same. You need not apply a +1 enhancement bonus before applying weapon special abilities to your natural weapons in this manner. At 3 patron Hit Dice, this bonus applies to all your natural weapon attacks. At 7 patron Hit Dice, the bonus increases to +2 for your first natural weapon attack each round. At 15 patron Hit Dice, the bonus increases to +2 for all your natural weapon attacks.

Patron Requirements: Fey or outsider, natural weapon, 1 HD, Int 6.

Perfect Strikes II [Minor]

Your patron teaches you to more fully harden your body to deliver deadly unarmed strikes and natural attacks.

Benefit: All your natural weapons (including unarmed strikes) gain a +2 enhancement bonus. Instead of applying part or all of the enhancement bonus, you can apply one or more appropriate weapon special abilities of the same total value. You need not apply a +1 enhancement bonus before applying weapon special abilities to your natural weapons in this manner. At 11 patron HD, the bonus increases to +3 for your first natural weapon attack each round. At 14 patron HD, the bonus increases to +3 for all your natural weapon attacks. At 20 patron HD, the bonus increases to +4 for your first natural weapon attack each round.

Patron Requirements: Fey or outsider, natural weapon, 5 HD, Int 6.

Perfect Strikes III [Major]

Your patron teaches you to more fully harden your body to deliver deadly unarmed strikes and natural attacks.

Benefit: All your natural weapons (including unarmed strikes) gain a +4 enhancement bonus. Instead of applying part or all of the enhancement bonus, you can apply one or more appropriate weapon special abilities of the

same total value. You need not apply a +1 enhancement bonus before applying weapon special abilities to your natural weapons in this manner. Choose any such substitution when you gain this covenant (or if you gain it as a trance covenant, when you gain a level). At 12 patron HD, your enhancement bonus for your first unarmed strike attack of each round is increased to +5. At 16 patron HD, all your natural weapon attacks instead gain a +5 enhancement bonus.

Patron Requirements: Fey or outsider, natural weapon, 9 HD, Int 6.

Perfect Strikes IV [Greater]

Your patron teaches you to more fully harden your body to deliver deadly unarmed strikes and natural attacks.

Benefit: All your natural weapons (including unarmed strikes) gain a +7 enhancement bonus. Your first natural weapon attack's enhancement bonus is increased to +8. Instead of applying part or all of the enhancement bonus, you can apply one or more appropriate weapon special abilities of the same total value. You need not apply a +1 enhancement bonus before applying weapon special abilities to your natural weapons in this manner. Choose any such substitution when you gain this covenant (or if you gain it as a trance covenant, when you gain a level). At 17 patron HD, your enhancement bonus for all your natural weapon attacks is increased to +8. At 21 patron HD, your enhancement bonus for your first natural weapon attack each round is increased to +9.

Patron Requirements: Fey or outsider, natural weapon, 13 HD, Int 6.

Phantasmal Hunt [Greater]

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

Benefit: Once per day as a swift action, you can create an illusory procession of hunters that may appear as lost spirits, unearthly hounds, bloodthirsty fey riders, undead pirates sailing spectral vessels, or other unsettling shapes. It fills one 20-foot cube per three patron Hit Dice, which must be contiguous. Each enemy with fewer Hit Dice than your patron that can see or hear the phantasmal hunt from within 60 feet must succeed on a Will save or be shaken for 5d6 rounds. Foes with 4 or fewer Hit Dice are panicked instead of shaken.

As a standard action, you can cause the phantasmal hunt to move up to 60 feet. A foe that begins its turn within the area occupied by the hunt must succeed on a Will save to disbelieve it. If it disbelieves the illusion, it

is immune to the effects of the hunt for 1 day (if it was suffering from its fear effect, the effect ends for it). If the foe does not disbelieve, the hunters make an attack that resembles the victim's deepest fears and the victim cannot make another Will save to disbelieve it on subsequent rounds until it has new evidence that the illusion is not real. It automatically suffers 6d6 damage that counts as bludgeoning, piercing, and slashing and must succeed on a Fortitude save or be nauseated for 1 round. The phantasmal hunt is an illusion (phantasm) [fear, mind-affecting] effect.

Patron Requirements: 13 HD, Int 6, ability to create an illusion or fear effect.

Plunge into the Pit [Superior]

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

Benefit: Once per day, as a standard action, you can utter a foul syllable that causes an infernal earthquake to rip through the area. This ability is similar to the spell *earthquake*. Fissures open adjacent to all creatures that are not directly over fissures and remain open for 1 minute. Each fissure is as large as the space of the adjacent creature. The rifts that open this way contain portals that send anyone who falls in directly to the city of Dis on the plane of Hell (they suffer a fall of 40 feet first as normal, and suffer appropriate damage when they land in Hell). A mass of countless damned souls reaches up out of the rifts, attempting to grapple and pull in all enemies within 80 feet of the surface affected by the earthquake. The mass grapples as a Colossal individual creature with the grab special ability whose space and reach fill the area within 80 feet of the surface, save that it cannot gain the grappled condition and suffers no penalty for grappling multiple foes at once. Its CMB and CMD for grapple checks use your patron's Hit Dice in place of its base attack bonus, with a +12 bonus for its Strength score (35) and a +8 bonus for being Colossal (its Dexterity is 10, granting no bonus to the CMD). Each round, a creature that begins its turn grappled by the souls suffers 4d6 points of force damage and is pulled 40 feet closer to the nearest fissure. The mass of souls cannot be damaged or affected by most attacks, although it can be banished by spells and effects such as *dispel evil* or *banishment* as if it were a lawful evil creature with Hit Dice equal to your patron's, AC 2 + patron's Charisma bonus (minimum +1), and a Will save bonus equal to your patron's base Will save bonus, and a Wisdom bonus of +0 (its Wisdom score is 10).

Patron Requirements: Devil, 17 HD, Int 6.

Possessed Weapon I [Major]

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

Benefit: When you gain this covenant, choose a nonmagical weapon you own. Your patron possesses the weapon, causing it to act much like an intelligent item. While possessed, the weapon gains a +1 enhancement bonus. While possessing the item, your patron retains its mental ability scores (to a maximum of 20 each), alignment, languages, and Intelligence-, Wisdom-, and Charisma-based skills. If your patron has 13 to 16 Hit Dice, the weapon gains a +2 enhancement bonus instead. At 17 HD, the patron grants the weapon a +3 enhancement bonus. These enhancement bonuses can be added to the weapon, to a maximum of +5, or they can be used to add any of the following weapon properties: *allying*, *brilliant energy*, *conductive*, *dancing*, *defending*, *disruption*, *distance*, *flaming*, *flaming burst*, *ghost touch*, *keen*, *mighty cleaving*, *menacing*, *returning*, *seeking*, *speed*, *throwing*. Adding these properties consumes an amount of bonus equal to the property's cost (see *Table: Weapon Special Abilities* in the core rulebook). At least a +1 enhancement bonus must be added before any other properties can be added. The weapon also gains up to 10,000 gp worth of improved senses, intelligent item powers, and/or special purpose items dedicated powers, plus 2,000 gp for every Hit Die above 9. The item's Ego is equal to Intelligence modifier + Wisdom modifier + Charisma modifier + 1/3 Hit Dice + any modifiers from added intelligent item powers. The bonus and properties granted by the spirit is determined when the covenant is made and cannot be changed unless a new covenant is formed. Because the patron cannot continue its other plans for as long as it is bound in the weapon, these covenants always have a short term and must have a special purpose as defined in the intelligent magic item rules—although immortal spirits may define “short” more generously than short-lived mortals, and may make covenants contingent on the special purpose being fulfilled in some important way. When the covenant ends, the possessed weapon is left with the same weapon properties the spirit granted it, but it is no longer intelligent and loses all intelligent item powers.

You may choose a nonmagical amulet instead of a weapon, in which case the amulet becomes an *amulet of mighty fists* and the enhancement bonus and melee weapon properties apply to the wearer's natural weapons.



An enhancement bonus need not be added before melee weapon properties are added if the covenant is linked to an amulet. When applied to an amulet this way, the enhancement bonus is reduced by 1, to a minimum of +0 (such an amulet has only intelligent item powers).

Patron Requirements: Outsider or incorporeal undead, 9 HD, Int 6.

Possessed Weapon II [Greater]

Your patron possesses a weapon and grants it greater powers.

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

If you bind this covenant to a nonmagical amulet, it functions as an *amulet of mighty fists* +4 (potentially substituting the enhancement bonus for melee weapon properties) with the same amount of improved senses, intelligent item powers, and/or special purpose item dedicated powers indicated above. At 17 or more patron HD, it instead functions as an *amulet of mighty fists* +5.

Patron Requirements: Outsider or incorporeal undead, 13 HD, Int 6.

CREATING YOUR OWN COVENANTS

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

Possessed Weapon III [Superior]

Your patron possesses a weapon and grants it superior powers.

Benefit: This covenant acts as *possessed weapon I*, except as follows. The weapon gains up to 200,000 gp worth of improved senses, intelligent items powers, and/or special purpose item dedicated powers plus 10,000 gp for every Hit Die your patron possesses above 17. At 19 or fewer patron HD, the weapon gains a +7 enhancement bonus. At 20 patron HD, it gains a +8 enhancement bonus. If you bind this covenant to a nonmagical amulet, it functions as an *amulet of mighty fists* +6 (despite the item

usually being limited to +5, and potentially substituting enhancement bonus for melee weapon special properties) with the same amount of improved senses, intelligent item powers, and/or special purpose item dedicated powers indicated above.

Patron Requirements: Outsider or incorporeal undead, 17 HD, Int 6.

Power of the Possessor [Greater]

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

Benefit: Twice per day, you can merge yourself with an adjacent creature on the same plane or a coexistent plane (the Ethereal and Shadow Planes are coexistent with the Material Plane). This ability is similar to the spell *greater possession*. The target can resist this ability with a successful Will save. A creature that successfully saves is immune for 24 hours.

Patron Requirements: Undead, 13 HD, Int 6, ability to possess another creature without leaving its own body behind. For example, bhuta (14 HD, CR 11), dybbuk (18 HD, CR 15), or ghost of at least 13 HD.

Proof Against Blades I [Least]

Your patron promises not to let you shed blood, hardening your skin and turning away attacks.

Benefit: You gain a +1 deflection bonus to your AC. At 4 patron Hit Dice, you also gain a +1 enhancement bonus to your natural armor. At 12 patron Hit Dice, your deflection bonus to AC improves to +2. At 19 patron Hit Dice, your enhancement bonus to natural armor also improves to +2.

Patron Requirements: Fey or undead, 2 HD, Int 6, must have a deflection bonus to AC or the ability to cast an abjuration spell-like ability.

Proof Against Blades II [Minor]

Your patron promises not to let you shed blood, hardening your skin and turning away attacks.

Benefit: You gain a +2 enhancement bonus to natural armor and a +2 deflection bonus to AC. At 11 patron Hit Dice, your deflection bonus to AC improves to +3. At 19 patron Hit Dice, your enhancement bonus to natural armor also improves to +3. At 26 patron Hit Dice, your deflection bonus to AC improves to +4.

Patron Requirements: Fey or undead, 4 HD, Int 6, must have a deflection bonus to AC or the ability to cast an abjuration spell-like ability.

Proof Against Blades III [Major]

Your patron promises not to let you shed blood, hardening your skin and turning away attacks.

Benefit: You gain a +3 enhancement bonus to natural armor and a +4 deflection bonus to AC. At 11 patron Hit Dice, your enhancement bonus to AC improves to +4. At 16 patron Hit Dice, your deflection bonus to AC improves to +5. At 23 patron Hit Dice, your enhancement bonus to natural armor improves to +5.

Patron Requirements: Fey or undead, 8 HD, Int 6, must have a deflection bonus to AC or the ability to cast an abjuration spell-like ability.

Protean Grace [Greater]

Your patron shares with you the secrets of its race.

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

Patron Requirements: Protean, 13 HD.

Psychopomp Sense [Major]

Your patron teaches you to expand your senses like a psychopomp.

Benefit: You can sense everything living and undead within 30 feet as if with blindsense and estimate their health as if with *deathwatch*. You cannot sense nonliving things such as constructs or most objects, but you can sense living things that are not creatures, such as most plants. If your patron has at least 13 Hit Dice, you can perceive everything living and undead within 15 feet as if with blindsight.

Patron Requirements: Psychopomp, 8 HD.

Protective Aura [Greater]

Your celestial patron shares its protective aura with you.

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

Patron Requirements: Outsider, 12 HD, protective aura special ability. For example, cetaceal agathion (17 HD, CR 15), draconal agathion (24 HD, CR 20), leonal agathion (14 HD, CR 12), astral deva angel (15 HD, CR 14), monadic deva angel (14 HD, CR 12), planetar

angel (17 HD, CR 16), or solar angel (22 HD, CR 23).

Qlippoth Blessings [Superior]

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

Benefit: As a standard action you can assault the senses of all living creatures within 30 feet with visions of a horrific and mind-rending shape. Creatures that succumb are stunned for 1d4 rounds (Will negates). This ability is a mind-affecting gaze attack.

Additionally, you gain DR 10/law, and a +10 racial bonus on caster level checks to penetrate the spell resistance of any demon. Your attacks ignore the damage reduction of demons.

Patron Requirements: Qlippoth, 17 HD.

Quell Aberrations [Minor]

Your patron grants you the power to calm aberrations.

Benefit: You can attempt to calm nearby aberrations as a standard action. This covenant acts exactly like the quell spirits class ability of the covenant mage (page 11), except that it only affects aberrations. Unlike quell spirits, it does not require speaking calmly and clearly, and therefore can be used in a trance (as well as outside of a trance).

Patron Requirements: Fey or outsider, 5 HD, Int 6.

Reactive Resistance [Minor]

Your patron shares a bit of its own protective magic with you, promising you will never be burned the same way twice.

Benefit: Whenever you are dealt damage by acid, cold, electricity, fire, or sonic energy, you gain resistance to that energy. The resistance begins at the end of the turn on which you were damaged and lasts for a number of rounds equal to your patron's Charisma modifier (minimum 1 round). The resistance is equal to the lower of your patron's Hit Dice and your Hit Dice rounded down to the nearest 5.

Patron Requirements: Outsider, 5 HD, Int 6, and either adaptive resistance or resistance or immunity to at least four energy types.

Resist Magic, Lesser [Major]

Your patron shares with you its spell resistance.

Benefit: You gain spell resistance equal to 16 + 1/3 patron's Hit Dice. It interferes even with spells your allies cast on you (although not your own spells), but you can

suppress it until the start of your next turn as a standard action.

Patron Requirements: Fey or outsider, 9 HD, Int 6, spell resistance 20.

Resist Magic, Greater [Greater]

Your patron shares potent spell resistance with you.

Benefit: You gain spell resistance equal to 20 + 1/2 patron's Hit Dice. It interferes even with spells your allies cast on you (although not your own spells), but you can suppress it until the start of your next turn as a free action even if it's not your turn.

Patron Requirements: Fey or outsider, 13 HD, Int 6, spell resistance 29.

Restore Youth [Superior]

Your patron grants you the ability to make people younger.

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

In addition, you can avert future suffering, as the spell *akashic form*, once per day as a spell-like ability.

Patron Requirements: Outsider with the time subtype, 17 HD, Int 6.

Robot Killer [Least]

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

Benefit: You may detect any robot within 60 feet by concentrating as a standard action. This works like *detect undead*, except that it detects robots instead of undead creatures. You fight robots with weapons, unarmed attacks or natural weapons as if those robots had no hardness.

Patron Requirements: Technophobe spirit (see technophobe covenant mage archetype), 2 HD, Int 6.

Sacred Protection [Minor]

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

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

Patron Requirements: Psychopomp, 5 HD, Int 6.

Seelie Friendship [Least]

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

Benefit: When you take this covenant, choose an ally from the *summon nature's ally I* list. As a swift action once per hour, you can summon this ally as if with the spell. Unlike with typical summoning effects, this effect calls a specific individual. Although the original is not permanently harmed (as normal for summoning effects), if the ally is summoned again before the next sunrise, the summoned version of the ally has all the same spells and abilities expended and damage, condition, and effects suffered as it had when the summoning effect last ended. If the summoning ended because the ally was banished or killed, this covenant cannot be used again for 24 hours. Every sunrise, the ally is refreshed and is good as new (although it may be unable to be summoned immediately if it died or was banished and 24 hours has not yet elapsed). When summoned, the ally must appear in the nearest open space to you and is staggered until the start of your next turn. If both you and your patron have 4 or more Hit Dice, you can also choose from the 2nd-level list. For every 3 Hit Dice both you and your patron have above 4, you can choose from the next highest spell level (3rd-level if both you and your patron have 7 HD, 4th-level if both you and your patron have 10 HD, and so on). When you choose an ally of a level one level lower than your maximum, you get two of that ally; when you choose an ally of a level two or more levels lower than your maximum, you get four of that ally. Add the following creatures to the lists of what can be summoned with *summon nature's ally* for the purposes of this covenant: *Summon nature's ally I*: sprite. 2nd-level: atomie, faun, nixie. 4th-level: unicorn. 5th-level: pixie (can use magic arrows only 1/day). 7th-level: nymph. Any ally you summon with this covenant has the blessing of the Seelie Court, granting it a permanent +4 enhancement bonus to Strength and Constitution.

Patron Requirements: Fey associated with the Seelie court, 1 HD, Int 6.

Soul Stealer [Major]

Your patron teaches you to steal bits of your enemies' souls.

Benefit: The first time each round that you hit with a natural or manufactured melee weapon, you can inflict a temporary negative level on your target. If the attack was a critical hit, you instead bestow two negative levels. When you inflict a negative level this way, you gain 5 temporary hit points that last for 1 hour (or 10, if you inflicted two with a critical hit). Every 24 hours thereafter, the victim can attempt a Fortitude saving throw (DC 10 + 1/2 patron HD + patron's Charisma modifier). Success on this saving throw removes the negative level.

Patron Requirements: Undead or outsider, 8 HD, Int 6, energy drain ability.

Spell Secrets I [Least]

Your patron shares with you the secrets of basic magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 1st-level spell that appears on your class spell list or any 0-level spell. Treat the chosen spell as if it were on your class spell list and among your spells known as a 1st-level spell and gain a bonus 1st-level spell slot that can only be used to cast the chosen spell. If your patron has at least 5 Hit Dice, you gain another 1st-level spell known and bonus spell slot in the same manner. At 13 patron HD, you gain a 2nd-level spell known and bonus spell slot in this fashion; the spell may be up to 2nd level if it already appears on your class spell list, or up to 1st level otherwise.

You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class). However, if you attempt to use this covenant to cast a spell of a level you could not otherwise cast, you must make a caster level check (DC 1 + patron's HD) to succeed. If you fail, the spell slot is expended without its normal effect and you must make a DC 5 Wisdom check to avoid a mishap as if you were activating a scroll (see *Scroll Mishaps* in the core rulebook). A natural 1 on this Wisdom check is always a failure, regardless of modifiers.

Patron Requirements: 2 HD, Int 6, ability to cast a spell or spell-like ability of at least 1st level.

Spell Secrets II [Minor]

Your patron shares with you the secrets of middling magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 2nd-level spell that appears on your class spell list or any 1st-level spell. Treat the chosen spell as if it were on your class spell list and among your spells known as a 2nd-level spell and gain a bonus 2nd-level spell slot that can only be used to cast the chosen spell. If your patron has at least 13 Hit Dice, you gain a 3rd-level spell known and bonus spell slot in this fashion; the spell may be up to 3rd level if it already appears on your class spell list, or up to 2nd level otherwise.

You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patron Requirements: 5 HD, Int 6, ability to cast a spell or spell-like ability of at least 2nd level.

Spell Secrets III [Major]

Your patron shares with you the secrets of advanced magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose a 4th-level spell that appears on your class spell list or any 3rd-level spell. Treat the chosen spell as if it were on your class spell list and among your spells known as a 4th-level spell and gain a bonus 4th-level spell slot that can only be used to cast the chosen spell. If your patron has at least 17 Hit Dice, you gain a 5th-level spell known and bonus spell slot in this fashion; the spell may be up to 5th level if it already appears on your class spell list, or up to 4th level otherwise.

You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patron Requirements: 9 HD, Int 6, ability to cast a spell or spell-like ability of at least 4th level.

Spell Secrets IV [Greater]

Your patron shares with you the secrets of superior magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities,

choose a 4th-level spell that appears on your class spell list or any 3rd-level spell. Then, choose a 6th-level spell that appears on your class spell list or any 5th-level spell. Treat the chosen spells as if they were on your class spell list and among your spells known as a 4th-level spell and a 6th-level spell, respectively. You also gain a bonus 4th-level spell slot and 6th-level spell slot that can only be used to cast the chosen spell. If your patron has at least 17 Hit Dice, you gain a 7th-level spell known and bonus spell slot in this fashion; the spell may be up to 7th level if it already appears on your class spell list, or up to 6th level otherwise.

You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patron Requirements: 13 HD, Int 6, ability to cast a spell or spell-like ability of at least 6th level.

Spell Secrets V [Superior]

Your patron shares with you the secrets of extraordinary magic.

Benefit: This covenant only benefits supplicants who can cast spells. From among the witch spell list, any spell list your patron uses, and your patron's spell-like abilities, choose an 8th-level spell that appears on your class spell list or any 7th-level spell. Then, choose two more spells; each may be up to 9th level if it appears on your spell list, or up to 8th level otherwise. Treat the chosen spells as if they were on your class spell list and among your spells known as an 8th-level spell and two 9th-level spells, respectively. You also gain a bonus 8th-level spell slot and two bonus 9th-level spell slots that can only be used to cast the appropriate chosen spell.

You can cast spells gained through this covenant even if they are of spell levels you do not normally have access to, but only if you have a high enough ability score (as determined by your spellcasting class), and if you do, you risk failure as described in *spell secrets I*.

Patron Requirements: 17 HD, Int 6, ability to cast a spell or spell-like ability of at least 9th level.

Spirit's Might [Superior]

Your patron infuses you with the cosmic essence of its alignment, making you larger, stronger, and more intimidating.

Benefit: You permanently gain the benefits of *divine vessel* according to your patron's alignment except that your spell resistance is only equal to 6 + patron's Hit

Dice. You can return to your mortal form or resume the transformation as a standard action.

Patron Requirements: Outsider with the chaos, evil, good, or lawful subtype, 17 HD, Int 6.

Stolen Heart [Least]

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

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

Patron Requirements: Chaotic fey or outsider, 2 HD, Int 6, mind-affecting ability.

Stone Fist [Least]

Your patron infuses your hands with the essence of stone.

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

Patron Requirements: Earth subtype, 2 HD, Int 6.

Stormcaller [Superior]

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

Benefit: As a swift action once per day, you can unleash an inhuman shout to conjure a storm as *control weather*, but it manifests in 1d4 rounds. Starting on the round the storm manifests, and as long as you remain under the open sky in the area of the storm, you can unleash another shout as a swift action to call a thunderbolt to strike a spot you have line of sight to within 1,000 feet. The bolt fills a 5-foot-radius cylinder from the sky to the

ground and deals 1d10 electricity damage per 2 patron Hit Dice to all creatures and unattended objects it strikes. Creatures in the cylinder can make a Reflex save for half damage. Creatures wearing metal armor suffer a -4 penalty on this saving throw. All creatures within 60 feet of the center of the bolt must make a Fortitude save to avoid being deafened for 1 minute by the accompanying thunder. If the bolt destroys a barrier, it continues past the barrier. The bolt only strikes a creature sheltered from the storm if it first destroys every obstacle blocking line of effect between the creature and the sky. Whether or not you are beneath the magical storm, as a swift action, you can fill a 10-foot cube adjacent to your space with crackling lightning that deals 1d6 electricity damage per 2 patron Hit Dice and does not cause deafness (Reflex save for half damage similar to the thunderbolt). You can call electricity with this covenant (in any form) only once every 1d4 rounds.

Patron Requirements: Outsider with the air subtype or fey, 17 HD, Int 6.

Strands of Fortune [Superior]

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

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

Patron Requirements: Norn (20 HD, CR 18) or Int 6, 17 HD, and either mythic power or hero points.

Stunning Voice [Major]

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

Benefit: At will as a standard action, you can begin to sing an unearthly melody, which is so haunting and beautiful that it stuns all who hear it from within 10 feet for 1 round unless they succeed on a Will save. Maintaining the song on subsequent rounds is a free action. Any creature that rolls the saving throw, whether successful or not, is immune to this effect for one day. You cannot use this covenant ability at the same time as you maintain a bardic performance with a vocal element or cast a spell with verbal components. If your patron has 17 or more Hit Dice, the range of this ability increases to 20 feet.

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

Summon from the Darkness

[Minor]

Your patron teaches you to command the restless spirits of the dead.

Benefit: This covenant functions as *celestial alliance* except that you can summon undead instead of monsters from the summon monster list. Choose the undead from the following list: 1st—beheaded, human skeleton; 2nd—crawling hand, ectoplasmic human, festrog; 3rd—draugr, guardian phantom armor; 4th—attic whisperer, giant phantom armor, shadow; 5th—ghul, mummy, wraith; 6th—bodak, duppy, greater shadow; 7th—Leng ghoul, witchfire.

Patron Requirements: Extraplanar undead, 4 HD, Int 6.

Superhuman Perfection I [Major]

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

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

Patron Requirements: Fey or outsider, 9 HD, Int 6.

Superhuman Perfection II [Greater]

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

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

Patron Requirements: Fey or outsider, 13 HD, Int 6.

Superior Mind I [Major]

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

Benefit: You gain a +4 enhancement bonus to Intelligence, Wisdom, and Charisma. If this covenant is made permanent, choose two skills in which your patron has at least 1 rank. You always have ranks in each of those skills equal to your patron's Hit Dice or your Hit Dice, whichever is higher.

Patron Requirements: Fey or outsider, 9 HD, Int 6.

Superior Mind II [Greater]

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

Benefit: You gain a +6 enhancement bonus to Intelligence, Wisdom, and Charisma. If this covenant is made permanent, choose three skills in which your patron has

at least 1 rank. You always have ranks in each of those skills equal to your patron's Hit Dice or your Hit Dice, whichever is higher.

Patron Requirements: Fey or outsider, 13 HD, Int 6.

Telekinetic Might [Superior]

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

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

Patron Requirements: 17 HD, Int 6, ability to use telekinesis or a similar ability.

Timely Invigoration [Least]

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

Benefit: You can heal any living creature you touch (including yourself) by accelerating their body's healing process. This acts like a *cure light wounds* spell. This healing is demanding, and a creature healed with it is fatigued. If the creature was already fatigued, it becomes exhausted instead. Only willing creatures can be healed with this ability. Once a creature has benefited from this covenant, it cannot benefit from it again for 24 hours. At 5 patron HD, the covenant heals as *cure moderate wounds*. At 11 patron HD, the covenant heals as *cure serious wounds*. At 19 patron HD, the covenant heals as *cure critical wounds*.

Patron Requirements: Outsider, 2 HD, and either the time subtype or the ability to cast a *cure* spell.

Truespeech I [Major]

Your patron teaches you to speak with all speaking creatures.

Benefit: You speak in *tongues* as the spell for 10 minutes per patron HD each day. These minutes need not be used consecutively, but must be used in 10-minute increments.

Patron Requirements: Outsider, 5 HD, truespeech ability.

Truespeech II [Major]

Your patron teaches you to speak with all creatures.

Benefit: You gain *speak with animals* and *tongues* as constant abilities.

Patron Requirements: Outsider, 9 HD, truespeech ability.

Unnatural Talent [Major]

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

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

Patron Requirements: Fey or outsider, 9 HD, Int 6, three skills 9 ranks.

Unnerving Aura [Major]

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

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

Patron Requirements: Undead, 9 HD, Int 6.

Unnerving Gaze [Major]

Your patron grants you a gaze attack that unnerves others.

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

Patron Requirements: Kyton, 8 HD, Int 6.

Unstoppable [Major]

Your patron teaches you to charge right through barriers and magic.

Benefit: You gain a dodge bonus to combat maneuver defense against grapple, trip, and Stand Still combat maneuvers equal to half your patron's Hit Dice. While you are nauseated or paralyzed, you can act as if you were staggered. The duration is unchanged and only remedies for the true original condition are effective. You can run and charge through difficult terrain, although it still slows you. If a physical barrier would block your movement or attacks, you can attempt one Strength check to destroy the barrier without using an action. You gain a bonus on this Strength check equal to your patron's Hit Dice. If a magical effect would block your movement or attacks, you can make one attempt against each to dispel it, as *dispel magic*, without using an action. You can only attempt to dispel each effect once with this covenant.

Patron Requirements: Incorporeal or Huge or larger fey or undead, 9 HD, Int 6.

Vast Potential I [Major]

Your patron uses its supernatural power to perfect your every attribute.

Benefit: You gain at least a +2 enhancement bonus to all ability scores. For every 4 Hit Dice your patron has, one ability score's enhancement bonus improves to +4. If this covenant is made permanent, choose one skill in which your patron has at least 1 rank (or two, if Intelligence gains a +4 bonus). You always have ranks in that skill equal to your patron's Hit Dice or your Hit Dice, whichever is higher.

Patron Requirements: Fey or outsider, 8 HD, at least 13 in all ability scores.

Vast Potential II [Greater]

Your patron uses its supernatural power to perfect your every attribute.

Benefit: You gain at least a +4 enhancement bonus to all ability scores. For every 4 Hit Dice your patrons has, one ability score's enhancement bonus improves to +6. If this covenant is made permanent, choose two skills in which your patron has at least 1 rank (or three, if Intelligence gains a +6 bonus). You always have ranks in that skill equal to your patron's Hit Dice or your Hit Dice, whichever is higher.

Patron Requirements: Fey or outsider, 12 HD, at least 15 in all ability scores.

Vast Potential III [Superior]

Your patron uses its supernatural power to perfect your every attribute.

Benefit: You gain a +6 enhancement bonus and a +1 inherent bonus to all ability scores. For every three patron Hit Dice above 16, one inherent bonus increases to +2 (choose a different one each time at 19 HD, 22 HD, and so on). If you gain vast potential III as a trance covenant, the inherent bonuses remain even when you are not in a trance. If this covenant is made permanent, choose three skills in which your patron has at least 1 rank. You always have ranks in that skill equal to your patron's Hit Dice or your Hit Dice, whichever is higher.

Patron Requirements: Fey or outsider, 16 HD, at least 19 in all ability scores. For example, asurendra (asura, HD 22, CR 20), balor (demon, HD 20, CR 20), belier devil (HD 17, CR 16), bythos (aeon, HD 18, CR 16), danava (titan, HD 26, CR 24), demon lords, elohim (HD 22, CR 23), empyreal lords, empyrean (angel, HD 25, CR 20), eremite (kyton, HD 20, CR 20), glaistig (HD 25, CR 21), immolation devil (HD 18, CR 19), jinushigami (kami, HD 24, CR 20), keketar (protean, HD 23, CR 17), kimenhul (sankil, HD 25, CR 20), lipika (aeon, HD 24, CR 18), maharaja (rakshasa, HD 20, CR 20), nemesis devil (HD 18, CR 18), pit fiend (devil, HD 20, CR 20), planetar (angel, HD 17, CR 16), pleroma (aeon, HD 24, CR 20), seilenos (HD 23, CR 19), solar (angel, HD 22, CR 23), solar pitri (manasaputra, HD 24, CR 22), thulgant (qliphoth, HD 20, CR 18), vrolikai (demon, HD 19, CR 19), wendigo (HD 18, CR 17), yamaraj (psychopomp, HD 25, CR 20).

Wishes Granted [Greater]

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

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

Patron Requirements: Ability to cast *wish* as a spell or spell-like ability; or fey or evil outsider, 13 HD, Int 16.

Chapter 4: Chapter Options



Feats

The following feats complement the covenant mage class, the dervish class, or the covenant magic rules available to all characters. Some of these feats are story feats and some are mythic feats.

Mythic Feats

Only characters with mythic tiers or creatures with mythic ranks can take these feats. If a creature becomes non-mythic, it no longer gains the benefit of these feats, but it doesn't lose them permanently. If the creature becomes mythic again, it regains the use of all the mythic feats it once had.

Many mythic feats enhance non-mythic feats with the same name. When a creature has a mythic version of a feat, that feat is denoted with a superscript "M" in the feat line of its stat block.

Story Feats

A story feat reflects a goal—often an all-consuming one—that shapes your life. Each story feat incorporates a trigger event (which comes from either a campaign occurrence or your background), an immediate benefit, a goal, and a further benefit for achieving that goal.

Story feats are marked with the story keyword. Each feat has at least two possible prerequisites, representing conditions most likely met during play or a background that fits the feat. You need to meet only one of these prerequisites. Anytime you gain a new feat, you may take a story feat, but you can have only one uncompleted story feat at a time. Story feats are designed for PCs, but can be taken by NPCs and monsters as well.

Unlike typical feats, story feats have nebulous prerequisites, and you should choose one only after talking with the GM. The GM should weave a story feat into the greater story of the campaign and even adjust it as needed to fit the campaign's long-term goals and the specifics of your background. Story feats should work organically within the story of the campaign, rather than be chosen purely for their mechanical benefits.

Like the prerequisites, the completion conditions for a story feat might require GM adjudication. If the events of the campaign are not likely to resolve the story implied by the story feat, the GM should consider shifting the goal to something you can achieve. Establishing a meaningful story arc is more important than adhering to the letter of the feat.

Because a story feat represents both your motivation and character development, the GM should make an effort to incorporate elements related to the feat into the ongoing campaign. These can be direct elements, like the appearance of a villain or hated creature, or indirect elements, such as rumors of the fate of a lost relative or NPCs who are impressed by a PC's artistic endeavors. A good rule of thumb is to work in a reference to each PC's story feat once every three to five sessions.

In most cases, allies can assist in completing a story feat. At the GM's discretion, if you do not take a leadership role in tasks or conflicts related to your own story feat, you might need to complete additional goals to resolve the story feat, or might even be denied completion altogether.

Covenant Suppliant Feats

The five Covenant Suppliant feats listed below can be selected by any character or creature willing to make the additional sacrifices (monetary, personal, or otherwise) necessary to make a covenant with an otherworldly source. Characters with the covenant mage class or dervish class do not need feats to gain their trance covenants; they automatically gain these covenants during their trances. In addition, covenant mages and dervishes can make full versions of their trance covenants without feats or purification rituals; an offering to a patron is enough.

Covenant Suppliant, Least

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

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

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

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

Normal: You cannot form covenants unless you are a

covenant mage or dervish. A covenant mage or dervish can only form covenants that he can simulate with his trance or whirling trance.

Covenant Supplicant, Minor

You can make bargains with minor spirits.

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

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

Covenant Supplicant, Major

You can make bargains with major spirits.

Prerequisites: Character level 9th, must perform a purification ritual taking 8 uninterrupted hours and requiring rare incense, oils, herbs, and other costly components worth 9,000 gp.

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

Covenant Supplicant, Greater

You can make bargains with greater spirits.

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

Benefit: This feat is similar to Least Covenant Supplicant, except as noted here. Instead of a least covenant, you may form a minor, major, or greater covenant. You gain a +3 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when interacting with fey, outsiders, and undead. This bonus also applies on any skill

checks made to research a covenant contract, infernal contract, or similar bargain. This bonus does not stack with that provided by any other Covenant Supplicant feats.

Covenant Supplicant, Superior

You can make bargains with spirit lords.

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

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

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

Eldritch Querant (Story)

You seek a truth or magical gift only a spirit can bestow.

Prerequisites: Knowledge (nature, planes, or religion) 1 rank, and either the Desperate Wish background or must have failed to gain something important to you

despite assistance from mortals of at least 10th level.

Benefit: You gain a +2 bonus on Knowledge (nature, planes, or religion) checks to identify fey, outsiders, and undead. If you have at least 10 ranks in any of those skills, your bonus with that skill increases to +4.

Goal: Make a major, greater, or superior covenant that helps you accomplish your goal.

Completion Benefit: Once per day, you can gain an answer to one question if with the spell *commune* as a full-round action; if you do not have a patron deity, the question is answered by the spirit patron of your covenant, which might have more limited knowledge or reason to mislead you.

Extra Trance

You can use your trance ability more than normal.

Prerequisites: Battle trance, trance, or whirling trance class feature.

Benefit: You can use battle trance, trance, or whirling trance (choose one, if you have multiple abilities) for 6 additional rounds per day.

Special: You can gain Extra Trance multiple times. Its benefits stack.

Extra Spirit Boon

You have learned the secrets of a new spirit boon.

Prerequisites: Spirit boon class feature.

Benefit: You gain one additional spirit boon. You must meet all the prerequisites for this spirit boon; however, you are treated as being 4 levels lower than your actual level for purposes of selecting this spirit boon and for determining its benefits. For example, a 7th-level covenant mage can gain a spirit boon with a minimum level of 1st or 3rd, but not one with a minimum level of 7th or higher.

Special: You can gain Extra Spirit Boon multiple times.

Extra Trance Power

You have glimpsed a new way to use your whirling trance.

Prerequisites: Trance power class feature.

Benefit: You gain one additional trance power. You must meet all the prerequisites to select it.

Special: You can gain Extra Trance Power multiple times.

Flexible Spell-Like Ability

You gained some flexibility in your spell-like abilities.

Prerequisites: Ability to cast spell-like abilities chosen

from a class spell list (such as a covenant mage or dervish).

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

Normal: A covenant mage or dervish cannot change her spell-like abilities known.

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

Metamagic Spell-Like Ability

You can use metamagic to alter your spell-like abilities.

Prerequisites: Ability to cast spell-like abilities with caster level 4th.

Benefit: Choose a metamagic feat you meet the prerequisites for and choose a spell-like ability. You need not possess that feat. You can't choose a spell-like ability if the sum of its spell level and the metamagic feat's spell level increase is greater than half your caster level. Three times per day, you can cast the chosen spell-like ability as if modified by the chosen metamagic feat. This doesn't allow you to cast the spell-like ability more times per day than normal.

Normal: Spell-like abilities can't be modified by metamagic feats.

Special: You can gain Metamagic Spell-Like Ability multiple times, choosing the same or different spell-like ability and metamagic feat each time.

Moment of Self-Possession

You can pull yourself back to the physical world briefly during a trance without ending it.

Prerequisites: Wis 13 and battle trance, trance, or whirling trance class feature.

Benefit: You can briefly pause your battle trance, trance, or whirling trance (choose one, if you have multiple abilities) for 1 round as a free action once per trance. While your trance is paused, you gain none of the benefits and suffer none of the drawbacks, but the round still counts against your limited number of rounds for the day.

Selective Covenant

You can exclude creatures from your powers.

Prerequisites: One or more covenants, Cha 13.



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

Special: This feat functions like the Selective Channeling feat if the covenant or spell-like ability functions as the channel energy class feature. This feat functions as Selective Spell if the covenant or spell-like ability functions as a spell. You must possess 10 ranks in Spellcraft to use this feat as Selective Spell.

Selective Covenant (Mythic)

When you exclude creatures from your magic, it becomes more potent against other targets.

Prerequisites: Selective Covenant, one or more covenants, Cha 13.

Benefit: Whenever you use Selective Covenant to exclude creatures from your spell-like ability or covenant, each other non-mythic creature in the area suffers a –1 penalty on its next saving throw against that spell-like ability or covenant for each creature excluded. You can expend one use of mythic power to exclude a number of additional creatures equal to half your mythic tier.

Shield against the Supernatural

You are naturally good at resisting supernatural powers.

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

Spell-Like Staff Aptitude

You are adept at using staves despite your unfamiliarity with spells.

Prerequisites: Covenant mage spell-like abilities, item activation class feature.

Benefit: You can expend two daily uses of one of your highest-level spell-like abilities to charge a staff if you can emulate any spells in the staff as spell-like abilities or covenant mage class features. Your spell-like ability caster level must be equal to or greater than twice the spell level of the highest-level spell in the staff. You cannot expend uses of spell-like abilities without daily limits (such as trance spell-like abilities) this way.

Normal: A covenant mage of 14th level or higher can expend one daily use of one of her highest-level spell-like abilities to charge a staff if that spell-like ability is at least as high a spell level as the highest-level spell in the staff and she can emulate one of the spells in the staff.

Spiritual Defiance (Story)

You resent the spirits who influence you and seek to break their hold.

Prerequisites: Influence ability, trance ability, and either the Unwilling Awakening background or must have been influenced by a spirit whose interests oppose your own.

Benefit: Once per day, you can choose not to gain your trance covenants and trance spell-like abilities when you enter a trance. If you do, your bonuses from your trance increase by 2 for the duration of that trance.

Goal: Decisively defeat an appropriate number of spirits of your influence who have opposed or attempted to influence you, at least one of which must be a challenging foe.

Completion Benefit: When you make friendly contact with a spirit associated with any influence who would be a challenging foe, you can perform a day-long ritual with that spirit's willing assistance to change your trance covenants and trance spell-like abilities to match that influence. The change lasts until you perform a new ritual.

Supernatural Slayer

You possess great skill in killing supernatural entities.

Prerequisites: Combat Reflexes, Shield Against the Supernatural.

Benefit: Creatures that use supernatural abilities (other than those activated as swift, immediate, or free actions) while in your threatened area provoke attacks of opportunity from you.

Supernatural Slayer (Mythic)

You instinctively attack magical foes even at a distance.

Prerequisites: Combat Reflexes, Shield Against the Supernatural, Supernatural Slayer.

Benefit: Non-mythic creatures that use supernatural abilities (other than those activated as swift, immediate, or free actions) within 30 feet of you provoke attacks of opportunity from you, even if they are outside your threatened area. You can move up to your speed toward that creature as an immediate action before making this attack of opportunity. You can also make this attack of opportunity with a ranged weapon you have in hand (or a ranged weapon you can retrieve with a free hand and mythic Quick Draw).

You can make this attack of opportunity against a mythic creature, but only by spending two uses of mythic power.

Transcendence Seeker (Story)

You aspire to transcend your mortal limits and become one of the spirits.

Prerequisites: One or more covenants (including trance covenants) and either the Witness to Transfiguration background or must have had friendly contact with a fey, outsider, or undead that was once mortal.

Benefit: Choose either a covenant mage influence or a dervish path that includes a covenant you have. You can gain another covenant from that influence or path from an ephemeral patron, provided your character level is at least the level indicated for that covenant. You must pay the usual offering (but not the purification ritual) unless you are already a covenant mage of that influence or dervish of that path.

Goal: While you are on another plane of existence tied to a spirit of the chosen influence or path that would be a challenging foe, make friendly contact with that spirit. During that time, succeed on three consecutive Knowledge (nature, religion, or planes) checks as appropriate for that spirit against DC 30.

Completion Benefit: You gain another covenant you qualify for from the chosen influence or path. You must pay the usual offering (but not the purification ritual) unless you are already a covenant mage of that influence or dervish of that path.

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

Traits

The following traits reflect a background spent in contact with spirits such as fey, outsiders, and undead. They are appropriate for anyone who dabbles in covenant magic, but especially for covenant mages and dervishes.

Covenant Knack (Magic): A covenant or other spirit magic transformed your life at a critical age. Perhaps fey appeared at your naming to bestow a gift, or an azata whispered comforting words while hiding you from a hungry monster as a child. Choose fey, undead, or one outsider subtype. At any time, you can make one least covenant with a spirit of that type or subtype. You must pay twice the usual offering for that covenant.

Divinely Warned (Faith): You met your spirit guide when it brought a cryptic warning from your deity against a terrible mistake, and you have learned to listen closely to it. Once per day, you can meditate on one question about the future with your spirit guide to learn an answer from your deity or its agent as if with the spell *divination*. Your chance of a meaningful answer is 30% + 3% per character level. You must have a spirit guide to gain this trait.

Fey Scion (Magic): Long habitation in fey realms or a fey ancestor has marked you with fey magic, making you slightly more than mortal. You gain a +1 trait bonus on saving throws against spells and abilities that would not affect you if your type was fey (such as *daze* or *hold person*). The first time each day that you begin your turn with 0 or fewer hit points, you heal 1 hit point (this stabilizes you).

Guided by Discipline (Combat): You have been urged down the path of self-negation and mysticism by the voices of guiding spirits since you were very young. Once per day, you can take 10 on a Dexterity-based skill check, even if you are distracted or in combat.

Mystic Speech (Social): You have been conversing with spirits since you were a small child, perhaps with the assistance of a spirit guide. You gain two of the following as automatic languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, Protean, Terran, Sylvan.

Near-Death Experience (Faith): You nearly died and gained insight from an unexpected spiritual experience. Ever since, you have not been afraid of death. You gain a +2 trait bonus on saving throws against death effects and fear effects.

Out-of-Body Experience (Magic): During your first brush with the spirit world, your body died or nearly died but was revived. Ever since, your soul has not been entirely connected with your body. Once per day, as long as you are at 0 or fewer hit points, you can cast *clairaudience/clairvoyance* with a range of 10 feet per character level as an immediate action. The duration is concentration, up to 1 minute per character level. You can activate this trait even if you are unconscious or dead. You can use a standard action to concentrate on it without losing hit points, even if you are unconscious or dead. The effect ends at most 1 round after you are brought above 0 hit points or after you die.

Spirit Aspirant (Faith): Spirits you admired in your youth flouted or ignored the teachings of mortal faiths, leading you to question those faiths and learn about the cosmic ideals that guide the spirits. Your own philosophy now lies beyond petty mortal religions. Treat your level as 2 levels higher for the purpose of determining the benefits of covenants, to a maximum of your Hit Dice.

Spiritual Mediator (Social): Your proudest moment in your youth was when you identified and resolved a haunting or other conflict between an offended spirit and clueless mortal. Fey, outsiders, and undead with an Intelligence score of 6 or greater do not attack you without at least 1 round of parley unless you attack or take other aggressive action such as casting protective or enhancement spells or seeking advantageous footing (although they might attack your allies). You gain a +3 trait bonus on Diplomacy checks made to call for parley during combat.

Spirit Urging (Combat): After a close encounter with a person or event of momentous importance to the course of history, spirits have taken an interest in your future. The spirits' urging alerts you to danger, although they sometimes encourage you to do things you don't agree with. Once per day, you can enter a trance or whirling trance as part of rolling initiative (which applies its benefit, if any, to your initiative check) even if you are surprised. If you don't enter whirling trance, you instead get a +1 trait bonus on your initiative check.

Survivor of the Undead (Magic): You narrowly survived being fed on by a vampire, ghoul, or other undead creature, and the experience changed you. You gain a +1 trait bonus on saving throws against mind-affecting effects and effects that allow Fortitude saving throws unless they also affect objects or undead creatures.

Tenacious Contemplative (Magic): You initially pushed yourself harder than was safe in your efforts to see beyond the material plane, but gained endurance in the process. Increase the number of rounds of trance (including battle trance and whirling trance) you can use each day by 3.

Touched by the Eternal (Magic): You were blessed or cursed by the hand of an outsider. You gain a +1 trait bonus on saving throws against effects that would not affect you if your type was outsider (such as daze or charm person). You need to eat, drink, and sleep only half as much

as other creatures of your race. This does not reduce the amount of time you must rest before regaining arcane spell slots.

Unsettling Childhood (Magic): You dealt with eerie spiritual phenomena when you were too young to know how strange it was, and strange things still do not unsettle you. You gain a +3 trait bonus on saving throws against fear effects created by fey, outsiders, and undead.

Drawbacks

The following drawbacks reflect a background spent in contact with spirits such as fey, outsiders, and undead. If your campaign allows drawbacks, selecting a drawback enables you to select an additional trait.

Alien Sensibilities: You are more accustomed to dealing with immortal spirits than with mortals, whom you have never understood very well. You suffer a –2 penalty on Wisdom- and Charisma-based skill checks made to interact with living creatures other than fey and outsiders (including Perception checks to recognize disguised mortals or notice hiding mortals). If you fail a Perception or Sense Motive check to catch a mortal pretending to be a fey, outsider, or undead by 2 or less, you nonetheless get a hunch that there is something odd about the supposed spirit.

Borrowed Time: You should have died long ago, but a blessing from a curious or manipulative spirit keeps your soul tethered to your body. Due to the supernatural way you survived, you are never far from death's door. Whenever you are dealt damage, you lose 1 additional hit point at the start of your next turn. This is not a bleed effect and does not occur when you lose hit points from bleed effects or from the dying condition.

Harrowed Soul: You suffered a harrowing ordeal that left you sensitive to circumstances that remind you of it. The GM chooses enclosed spaces, open air, darkness, fey, outsiders, undead, smoke, water, or heights, as appropriate for your past. Whenever you are exposed to the chosen circumstance or stimulus, you become shaken for as long as you are exposed and for 1 hour afterward. A successful Will save against DC 20 negates the condition for that exposure.

Spells

The following spells are associated with interacting with covenant-related spirits, and can be helpful in establishing covenants or controlling those beings involved with the process.

Alien Offering

School conjuration (calling) [chaotic]

Level bard 6, witch 7, wizard 7

Components V, S, M (offerings worth 1,250 gp plus payment)

Target one or two called aberrations, totaling no more than 12 Hit Dice, which can't appear more than 30 ft. apart

This spell functions like *lesser alien offering* except you call up to two aberrations of 12 or fewer total HD.

Alien Offering, Lesser

School conjuration (calling) [chaotic]

Level bard 4, medium 3, witch 5, wizard 5

Casting Time 10 minutes

Components V, S, M (offerings worth 500 gp plus payment)

Range close (25 ft. + 5 ft./2 levels)

Target one called aberration with 6 Hit Dice or fewer

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions like *lesser planar ally* except you entice an aberration of 6 or fewer HD with strange and unsettling offerings. Like *lesser planar ally*, this spell is unpredictable. It is up to the alien forces beyond the stars and nearby aberrations to determine what aberration answers your call. You must succeed on a Knowledge (dungeoneering) check against DC 20 + target's HD to entice the aberration into appearing, after which you can make your offering and negotiate payment and service to be rendered. The maximum HD of aberration you can call with this spell is equal to your skill check result – 20. This cannot allow you to exceed the spell's maximum; a result of 20 or less means you can't call any aberration at all. The aberration can simply refuse to serve if it does not like your offer, in which case neither the offering nor the payment are expended but the aberration creature might attack you if it is offended or hungry enough. Each time you cast this spell, there is a 60% chance that an unwanted and hostile aberration with CR equal to

your character level appears (whether or not you successfully called an aberration and made a bargain) within the next 24 hours and attacks you. This chance is reduced by 3% per caster level.

Alien Offering, Greater

School conjuration (calling) [chaotic]

Level witch 9, wizard 9

Components V, S, M (offerings worth 2,500 gp plus payment)

Target one, two, or three called aberrations, totaling no more than 18 Hit Dice, which can't appear more than 30 ft. apart

This spell functions like *lesser alien offering* except you call up to three aberrations of 18 or fewer total HD.

Confine Spirits

School abjuration

Level covenant mage 6, hedge witch 7, medium 4, shaman 7, witch 7

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target a point in space and up to one spirit (fey, outsider, or undead)/3 caster levels, no two of which is more than 30 feet apart

Duration 1 day/level

Saving Throw Will negates or none; see text; **Spell Resistance** yes

You hedge one or more spirits into a single location around the target point in space with a radius of 30 feet. Each target spirit can avoid being bound with a successful Will save. The affected spirits cannot leave by any means, willingly or not; even teleportation effects and planar travel simply fail to transport them. No creature or force can pass the perimeter while carrying them and automatically drop any bound spirit unless the creature consciously chooses to be stopped altogether by the ward. Bound spirits can still attack through the ward, even with melee attacks, so long as the attack does not depend upon them leaving the area. The binding blocks planar travel except that of summoned creatures returning from where they came. You can target creatures on the Ethereal Plane, provided you can see them or the spell is cast as a trap (see below).

This spell can be cast as a magical trap. If the spell is cast without any spirit targets, the next spirit or spirits to come within 30 feet of the targeted point in space must succeed at a Will saving throw or be confined. As

a magic trap, the passive *confine spirits* can be noticed with a successful Perception check against DC 25 + spell level and a rogue or other character with trapfinding can disarm it with a successful Disable Device check against the same DC. If you have lived in the location where the spell is cast for at least 1 month and the spirit enters willingly, it receives no saving throw to avoid being bound (although it can still benefit from spell resistance).

This spell can be made permanent with *permanency* by cast a caster of at least 15th level with diamond dust worth 17,500 gp.

Mythic: If you expend one use of mythic power when you cast this spell, the creature targets can be any distance apart as long as each is within 30 feet of the chosen point in space. Add half your tier to the save DC against non-mythic targets and to the skill check DCs to notice and disarm the magical trap version.

Draconic Bargain

School conjuration (calling)

Level bard 5, wizard (sorcerer only) 6

Casting Time 10 minutes

Components V, S, M (offerings worth 2,000 gp plus payment)

Range close (25 ft. + 5 ft./2 levels)

Target one called dragon with 12 Hit Dice or fewer

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions like *lesser planar ally* except you entice a dragon of 12 or fewer HD and of sympathetic alignment to assist you with delicious offerings and payments of treasure. Unless you succeed at a Knowledge (arcana) check to appeal to another sort of dragon, you can only attempt to call dragons of an alignment within one step of yours with this spell. The DC of this Knowledge check is 20 + dragon's HD. Even if you succeed, the dragon that appears is determined by which dragons sense your calling and are intrigued by your offerings or stated goals; you cannot control what dragon appears. The dragon can simply refuse to help if it does not like your offer, in which case neither the offering nor the payment are expended but the dragon might attack you if it is offended or opposed enough to your goals.

Each time you cast this spell, there is a 60% chance that you draw the attention of a dragon opposed to the one you called and of a similar or higher CR, who might oppose you in any number of ways. This chance is reduced by 3% per caster level.

Draconic Bargain, Greater

School conjuration (calling)

Level wizard (sorcerer only) 9

Components V, S, M (offerings worth 4,000 gp plus payment)

Target one called dragon with 18 Hit Dice or fewer

This spell functions like *draconic bargain* except you call a dragon of 18 or fewer HD. A dragon of 13 or more HD expects to be paid twice per Hit Die as much as a dragon of fewer HD.



Entice Undead

School conjuration (calling)

Level cleric, medium 4, shaman 7, wizard 7

Components V, S, M (offerings worth 1,250 gp plus payment)

Targets one or two called undead, totaling no more than 12 Hit Dice, which can't appear more than 30 ft. apart.

This spell functions similarly to *lesser entice undead*, except that you entice an undead creature of 12 HD or fewer from the darkness or two undead totaling no more than 12 Hit Dice.

Entice Undead, Greater

School conjuration (calling)

Level cleric 9, shaman 9, wizard 9

Components V, S, M (offerings worth 2,500 gp plus payment)

Targets one, two, or three called undead, totaling no more than 18 Hit Dice, which can't appear more than 30 ft. apart

This spell functions similarly to *lesser entice undead*, except that you entice an undead creature of 18 HD or fewer from the darkness or up to three undead totaling no more than 18 Hit Dice.

Entice Undead, Lesser

School conjuration (calling)

Level cleric 5, medium 3, shaman 5, spiritualist 5, wizard 5

Casting Time 10 minutes

Components V, S, M (offerings worth 500 gp plus payment)

Range close (25 ft. + 5 ft./2 levels)

Target one called undead with 6 Hit Dice or fewer

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions similarly to *lesser planar ally*, except that you entice an undead creature of 6 HD or fewer from the Shadow Plane to assist you with an offering of blood or something else it finds appealing. Like *lesser planar ally*, this spell is unpredictable. It is up to the dark forces of the night and nearby undead to determine what undead answers your call. You must succeed on a Knowledge (religion) check against DC 20 + target's HD to entice the undead into manifesting, after which you can make your offering and negotiate payment and service to be rendered. The maximum HD of undead you can call with this spell is equal to your skill check result – 20.

This cannot allow you to exceed the spell's maximum; a result of 20 or less means you can't call any undead at all. The undead can simply refuse to serve if it does not like your offer, in which case neither the offering nor the payment are expended but the undead creature might attack you if it is offended or hungry enough.

Expel Spirits

School abjuration

Level covenant mage 4, dervish 4, hedge witch 5, inquisitor 5, medium 3, shaman 5, spiritualist 6, summoner 6, witch 5

Casting Time 1 standard action

Components V, S

Range touch

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

Duration 1 round/level or until discharged

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

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

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

Mythic: If you expend one use of mythic power when you cast this spell, the deflection bonus to AC against spirits (fey, outsiders, and undead) is increased to +6. In addition, if using this spell to drive an extraplanar spirit back to its home plane, you gain a bonus equal to half your mythic tier to your melee touch attack and to your caster level check to overcome the creature's spell resistance (if any). If the target is a non-mythic extraplanar spirit, it does not receive a saving throw against the spell. If you use this spell to dispel a spirit's spell, it can dispel any one spell cast by a fey, outsider, or undead of any school of magic or dispel up to two such enchantments.

Mythic Covenants

Even relatively small covenants have a tendency to become the stuff of legend. The following rules are useful for those who use the rules from a mythic rule-book. Many mythic covenant mages and a few mythic dervishes take the archmage or hierophant paths, since they can use path abilities that apply to spells (other than those that add, cost, or modify spell slots) to empower their spell-like abilities. Mythic covenant mages commonly take the mythic spellcasting universal path ability to strengthen their favorite spell-like abilities.

1st-tier Universal abilities

Any mythic character can select these path abilities.

Endless Covenant (Su): Choose a covenant you possess, including a trance covenant. You internalize its power, no longer depending on an external patron. You use your own statistics in place of the patron's in any ways that yours are better. The covenant becomes permanent and cannot be ended even by the death of the patron, although then you only use your statistics rather than the patron's. You can select this ability multiple times; choose a different covenant each time.

Mythic Spirit Boon (Su): When determining the effects of your spirit boon class feature, treat your covenant mage level as 4 higher than it actually is. This does not grant you access to additional spirit boons. If a spirit boon can be used only a limited number of times per day, you can expend two uses of mythic power in place of a daily use of that spirit boon.

Mythic Spirit Guide (Sp): When your spirit guide would grant you *guidance*, you can opt to instead gain a use of mythic power that lasts until your trance ends. You must have a spirit guide to select this ability.

Mythic Trance (Su): As a free action, you can expend one use of mythic power to regain 1/4 your maximum number of rounds of trance (minimum 4 rounds). The next spell-like ability you cast before the start of your next turn ignores the spell resistance of non-mythic creatures. Non-mythic enemies are denied their Dexterity bonus to their AC against the next attack you make before the start of your next turn. You must have the trance ability to select this ability.

Mythic Trance Covenants (Su): When determining the benefits of your trance covenants (whether from a covenant mage influence or a dervish path), treat your class level as 4 higher. This does not grant you access to higher-grade covenants. If you have that covenant permanently, this increase applies only while you are in a trance.

3rd-tier Universal abilities

You must be at least 3rd tier to select these path abilities.

Influence Immunity (Su): Your tight connection to your influence protects you from its effects. You are immune to damage and all harmful effects from spells on your influence spell list, even ones you aren't high enough level to cast and even when you are not in a trance. If you're targeted by any of these spells, you can expend one use of mythic power as an immediate action to turn the spell back on its caster as if by *spell turning*. You must have the influence class feature to select this ability.

Spiritual Potency (Su): Choose a class that grants you one or more 1st-level spell-like abilities chosen from a list. You gain an additional 1st-level spell-like ability from that list usable the same number of times per day as any other 1st-level spell-like ability granted by that class. You can choose this ability multiple times. If you choose the same class a second time, you gain a 2nd-level spell-like ability from that class's list; if you choose the same class a third time, you gain a 3rd-level spell-like ability; and so on. This ability can't grant you spell-like abilities of a spell level you can't already cast.

6th-tier Universal abilities

You must be at least 6th tier to select these path abilities.

Esoteric Spell-like Abilities (Ex): You can learn a 1st-level spell from another class's spell list as a covenant mage or dervish spell-like ability. The spell must not have a material component costing more than 1 gp or have a casting time longer than 1 standard action. If it restores hit points or removes conditions, it cannot affect the same target again for 24 hours. You can select this power up to three times; each time after the first, you can select a spell of the next higher spell level. You must be able to cast covenant mage or dervish spell-like abilities of the appropriate spell level to select this ability.

Chapter 5: Campaigns and Characters



Covenant Mage Backgrounds

The following background generator can be used with the background generator from another campaign guide or by itself to randomly choose how you became a covenant mage.

d%	Result
01–10	Trained Spirit-Talker: You were trained from your youth in a formal setting to unlock and master your spirit senses so that they would not control you. Your training provided discipline and encouraged restraint in all things, both spiritual and mundane. Now, you are now ready to test those limits. You gain access to the Guided by Discipline trait (page 123).
11–20	Spooky Pariah: Your glimpses of the spirit world seemed like madness or depravity to those around you, and they ostracized you for it. You have nearly forgotten what it is like to interact normally with another mortal. You gain access to the Alien Sensibilities drawback (page 124).
21–30	Unwilling Awakening: You were forcibly subjected to a life-threatening experience in order to awaken your spiritual senses, perhaps by an extreme cult or a callous spirit. Other potential covenant mages might not have survived, which you might blame yourself for. You gain access to the Spiritual Defiance story feat (page 122).
31–40	Called by the Spirits: You have heard the voices of spirits for as long as you can remember, pushing you toward dangerous circumstances where you might accomplish acts of great virtue or depravity, even if you are reluctant about shouldering such a burden or wary of their unclear goals. You gain access to the Harrowed Soul drawback (page 124).
41–50	Spirit-Raised: Either dangerous spirits or your own nascent powers isolated you from your family, leaving you in the care of spirits that did not always understand your mortal limits. You gain access to either the Fey Scion trait or the Touched by the Eternal trait (page 124).

51–60	Advocate to the Spirits: You first learned to talk to the spirits as you discovered and investigated a haunting or other conflict between spirit and mortal. Whether you successfully mediated the conflict or failed to prevent a terrible turn, you learned a great deal about calming and negotiating with both immortal spirits and mortal beings like yourself. You gain access to the Spiritual Mediator trait (page 124).
61–70	Haunted Survivor: A terrible calamity or battle left you nearly dead and your soul left your body briefly. When you awoke, you retained a sense of the world beyond the physical and were plagued by sorrow for so much loss which you struggle to move past. You gain access to the Out-of-Body Experience trait (page 123).
71–80	Guided by Tradition: You were taught to interact with spirits by a parent or other mentor, so that you could someday succeed them in an appointed role helping the dead find their peace, currying the blessings of divine servants, or pacifying dangerous nature spirits. You gain access to the Unsettling Childhood trait (page 124).
81–90	Desperate Wish: You have been vexed your whole life by a desperate desire that seems beyond the capabilities of any mortal to fulfill. Perhaps you wish to bring back from the dead someone no priest has been able to revive, or you wish to understand a timeless truth no sage or researcher can unravel. You gain access to the Eldritch Querant story feat (page 119).
91–100	Beyond the Mortal Coil: You stumbled into otherworldly intrigue at a young age, perhaps accidentally wandering into the court of a minor fey princeling or a contentious meeting point in the realm of Dream, during which you quickly picked up the language of the spirits. You gain access to the Mystic Speech trait (page 123).

dervish

Backgrounds

The following background generator can be used with the background generator from another campaign guide or by itself to randomly choose how you became a dervish.

d%	Result
01–10	Trained Spirit-Warrior: You were trained from your youth in a formal setting to unlock and master your spirit senses as well as your physical movements so that you would never be confined by them. You were taught extreme restraint in all things and are ready to test your limits. You gain access to the Guided by Discipline trait (page 123).
11–20	Dangerous Loner: You battle dangerous spirits often, perhaps as a calling or simply because it is the life that was thrust upon you by circumstance. Although some might recognize the valuable service you provide wherever you find yourself, few manage to get close to you, and fewer survive remaining close for long. You gain access to the Survivor of the Undead trait (page 124).
21–30	Trained by the Spirits: You have long heard the voices of spirits interested in your destiny, and they helped you to master your body as well as your spiritual senses on your own terms. Now they urge you to further their agendas, but you choose whether and how to follow their advice. You gain access to the Spirit Urging trait (page 124).
31–40	Guardian Angel: You were abandoned or orphaned and guided through your isolation by spirits like angels or agathions who looked after you or at least prodded you into saving yourself. Depending on your age, you might think of these voices as more influential upon you than your own parents or native culture. You gain access to the Touched by the Eternal trait (page 124).

41–50	Scarred by Savagery: You were called upon to help defend travelers or a settlement against attack by a band of raiders when you were barely old enough to wield a weapon. Unexpected help from spirits helped you succeed with poise and grace despite serious injuries, and you have since dedicated yourself to stopping future attacks, either by discipline or conquest. You gain access to the Borrowed Time drawback (page 124).
51–60	Mystical Journey: You stumbled into an otherworldly conflict at a young age, perhaps accidentally wandering into the primal world of the fey during a savage hunt or falling through a rift into a dangerous part of the Shadow Plane. There, you had to learn the rules of the spirits quickly in order to survive. You gain access to the Unsettling Childhood trait (page 124).
61–70	Entrusted to Spirits: Your parents gave you over to a dervish order or an honored spirit as an offering. You were raised thereafter to be a guard, messenger, or servant of the honored spirits, who blessed you in return. You gain access to the Covenant Knack trait (page 123).
71–80	Witness to Transfiguration: A close friend or loved one died and returned as an outsider to watch over you or was otherwise transfigured into a spiritual form. You are awed by the mortal spirit's ability to transcend its apparent limits and meditate on your own personal growth. You gain access to the Transcendence Seeker story feat (page 123).
81–90	Faerie Knight: Fey kept you in their otherworld for much of your youth, either to use you as a servant in payment for a bargain or because you beguiled one of them into a strange friendship. You gain access to the Fey Scion trait (page 123).
91–100	Champion of the Divine Path: Whispers from your deity saved you from grave error, and you dedicated yourself to understanding your deity's will and enacting it by word or by blade. You gain access to the Divinely Warned trait (page 123).

Campaigns

Described here are several ways covenants can be used in campaigns.

Covenant Economy: In this campaign, covenants are relatively common and easy to come by, at least for adventuring heroes. Anyone who has friendly contact with a spirit is liable to make a covenant, and those with wealth and power can easily track down more mercenary spirits happy to trade their services for offerings of useful, rare, or significant magic items (if not more obscure offerings).

Rare Items: Covenant magic can make an effective substitute for magic items. In a rare items campaign, wealth and magic items are drastically rarer. In their place, player characters gain covenants that augment their capabilities. These covenants might be granted by spirits who recognize their potential for heroism, in which case the spirit might act as a patron and quest-giver, or might be gained by the touch of an artifact or slain foe of great magical power. By default, each character gains the immaterial enhancement covenant at 1st level and need not provide any offerings for it, needing only to meet the level requirements to gain benefits.

Alternatively, the GM might allow players to choose covenants at regular intervals. In this case, the character gains a lesser covenant at 1st level without requiring a feat or covenant. The character uses her own HD and abilities in place of the patron's. The character gains another covenant at 5th, 9th, 13th, and 17th levels. In a rare items campaign, rewards for each level and magic items are reduced to one-quarter or even less. The GM can accomplish this either by having most encounters yield little to no treasure or by making each treasure horde, using treasure tables and wealth by level guidelines for characters of three less than the party's true average level.

Spirit Mentors: A simple way to provide ready access to new covenant patrons is for the party to adventure under the guidance or direction of one or more spirit mentors. Potential mentors include benevolent ghosts, angels, patient inevitables, tempting devils, satyrs, seilenoi, dryads, hamadryads, various fey courtiers, and countless other spirits. These spirits might help the party learn about problems worth solving, find opportunities, discover enemies, and offer advice. In game terms, they can also act as covenant patrons for any character who takes any

Covenant Supplicant feat as well as providing context for a covenant mage or dervish to interact with the spirit world.

Finding Covenant Patrons

A mortal can acquire covenants in a variety of ways, according to how the player, GM, and group want their campaign to be affected (or not affected) by them. The most common method is by using calling spells and effects, such as *planar ally*, *planar binding*, *entice fey*, *entice undead* (see page 127), the covenant mage's séance ability, or the dervish's spiritual supplication ability. Characters in regular contact with the spirit world can typically find patrons for common covenants relatively simply, by gathering information among local spirits to find the more mercenary among them. This requires merely a successful Diplomacy check to gather information against DC 10 + patron's CR to find the spirit. The DC increases by 5 or 10 for rare or powerful patrons. Such characters include most covenant mages, dervishes, mediums, shamans, spiritualists, and summoners, but potentially anyone in settings where spirits are readily approachable such as planar trade hubs (for example, the Plane of Fire's City of Brass or Hell's Dis) or demiplanes connected to spirit realms. Further checks might be required to secure the patron's service once the patron is located.

If the group is interested in questing after interesting potential patrons to coax into service, the GM can allow a character to research clues to such targets every so often (perhaps every one to four levels), including enough information to begin a whole adventure devoted to finding and dealing with this being.

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

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

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

Coaxing Patrons

Because a covenant can be a complex and lasting relationship, many spirits must be won over before they are willing to invest in a potential supplicant. Depending on how wary the spirit is, this might be accomplished with a simple Diplomacy check to improve the spirit's attitude, gaining enough trust with a spirit contact using the contact campaign system, arguing against its misgivings in a verbal duel, or achieving enough sway with the individual influence system.

Spirits who make many covenants as a matter of course, such as contract devils or leprechauns, need only be indifferent toward the supplicant provided that the covenant is simple and the offering comes in the form of interesting wealth, although they might demand to use the ephemeral patronage rules (see page 82) unless they are at least friendly. Other spirits who are not picky about whom they grant covenants generally sell a simple covenant if they are at least friendly toward the supplicant; spirits who are warier must generally be made helpful first. If the supplicant has not yet met an appropriate spirit but has contact with related spirits, she might build her reputation with their organization of spirits (such as an infernal court of devils, a loose coterie of fey, or a cult of liches and their undead lackeys) to be placed in contact with an appropriate spirit using the organization influence system. Below are guidelines for using these different means of coaxing patrons into service.

Contacts: Spirit contacts consider forming covenants under the ephemeral patronage rules with simple offerings of interesting wealth to have a Risk score of at least 2. Forming covenants under standard patronage rules has a Risk score of at least 3. Accepting unusual offerings has a Risk score of at least 4, if the spirit will even consider it. For the purpose of negotiation checks, patroning a covenant has a CR equal to the spirit's CR.

Individual Influence: Using individual influence, a supplicant needs at least minor sway with a spirit to negotiate a straightforward covenant for a standard offering of wealth the spirit finds appealing (such as items that particularly suit its methods or interests, or items that pose a particular threat to her kept from her enemies, perhaps for her to re-purpose or destroy). A supplicant usually needs at least moderate sway to negotiate a complex covenant, a covenant that poses any risk to the spirit, or a covenant purchased for an offering other than wealth.

Organizational Influence: Using organizational influence, a supplicant generally needs to achieve membership rank 3 in an appropriate organization of moderate or strong prominence, or rank 2 in an appropriate organization of preeminent prominence, to secure a patron for the specific appropriate covenant she wants in exchange for an offering of wealth. The next rank higher is generally required in order to secure a covenant with complex terms, serious risks, or in exchange for an unusual offering. An appropriate organization might be a church that keeps in touch with their deity's divine servants, a druid circle with close ties to the fey, an esoteric order of occultists who deal with undead lords of the Shadow Plane, or an organization composed of spirits. Spirit organizations range from heavenly choirs of celestials (which might be contacted on a good-aligned plane or by assisting their members in conflicts elsewhere), to secretive fey courts (which might be found in a remote wilderness or in the primal otherworld of the fey), to vampire cabals (which might be discovered in the vast catacombs of a metropolis they manipulate from behind the scenes), to countless other groups.

Sealing the Deal: Negotiating Covenants

Only some spirits feel the need for a personal relationship with a mortal before they trade power to that mortal through a covenant. Other, more businesslike spirits such as devils simply care about setting advantageous terms to such arrangements. The player and GM might not want to simply roleplay this exchange for a number of reasons. In all likelihood, one or both are not as eloquent or sharp as the characters they are portraying. Negotiating a simple arrangement with a spirit who trusts the PC or who sees the covenant as a casual business relationship can be accomplished as a Diplomacy check to request a favor; the more favorable the terms for the PC, the more difficult the check. If the spirit does not trust the PC enough at first or if the terms are complex, a verbal duel (described in the intrigue rules) might be more appropriate.

Once the terms are set, the ritual to create the covenant is usually quick and flashy.

Mercenary Spirits

Some spirits are only too happy to help supplicants make covenants. These spirits thrive on covenant negotiations

and derive much of their power, prestige, or sustenance from such bargains. Without more complex negotiations noted elsewhere, they generally offer fairly fixed terms for only a few particularly popular covenants, and they tend to grant covenants using the ephemeral patronage rules (see page 82). Below are two examples of such mercenary spirits and all the covenants such each might offer, listed by grade. A few offer covenants in exchange for variant offerings, described below.

Devil, Contract (Phistophilus)

(LE outsider [devil, extraplanar, evil, lawful], 13 HD, CR 10, Cha 22)

Phistophiluses sometimes accept offerings of powerful good magic items for them to corrupt or destroy. A phistophilus can grant the covenants listed here instead of the usual benefits when it uses its infernal contract ability.

Least (3,250 gp offering or soul)—*dark arcana I* (1st-level sorcerer/wizard spell or *produce flame*; DC 17), *diabolic assistant* (up to *summon monster V*), *gift of glory I* (+2 any two), *gift of skill I* (+6 on three of Bluff, Diplomacy, Disguise, Intimidate, Knowledge [arcana, nobility, planes, religion], Linguistics, Perception, Profession [scribe], Sense Motive, Sleight of Hand, Spellcraft), *imbued armor I* (+2 enhancement, +2 resistance), *lesser gift of treasure* (7,500 gp), *spell secrets I* (two 1st-level slots and one 2nd-level slot: *detect thoughts*, *erase*, *identify*, *produce flame*, *scorching ray*).

Minor (6,500 gp offering or soul)—*dark arcana II* (2nd-level sorcerer/wizard spell or *silence*; DC 18), *fiendish sight*, *gift of glory II* (+4 one, +2 another), *gift of hardiness* (+8 vs. mind-affecting effects or poison), *gift of skill II* (+8 on same skills as gift of skill I), *gift of treasure* (18,000 gp), *imbued armor II* (+3 enhancement, +3 resistance), *immortal resilience* (DR 4/silver), *spell secrets II* (one 2nd-level slot and one 3rd-level slot: *detect thoughts*, *hold person*, *produce flame*, *scorching ray*, *silence*).

Major (13,000 gp offering or soul)—*dark arcana III* (3rd-level sorcerer/wizard spell; DC 19), *death undone*, *dimensional stride*, *gift of glory III* (+6 any two), *imbued armor III* (+5 enhancement, +4 resistance), *lesser resist magic* (SR 20), *mind-snaring gaze* (DC 22), *possessed weapon I* (LE, +1 *flaming*, Int 20, Wis 20, Cha 20, Ego 22, speech, telepathy, 120 ft. senses with darkvision, *teleport self* 1/day), *spell secrets III* (one 4th-level spell slot: *arcane eye*, *bestow curse*, *dimension door*, *locate creature*, *major image*, *tongues*), *superhuman perfection I*, *superior mind I*, *unnatural talent* (+6 on same skills as *gift of skill*).

I), *vast potential I*.

Greater (26,000 gp offering or soul)—*astral secrets*, *boundless step* (*dimension door*), *countless wishes* (DC 23), *imbued armor IV* (+9 enhancement, +5 resistance), *innocuous demeanor* (DC 22), *phantasmal hunt* (DC 22), *possessed weapon I* (LE, +1 *brilliant energy*, Int 20, Wis 20, Cha 20, Ego 30, speech, telepathy, 120 ft. senses with darkvision, fly 60 ft., *dimension door* 3/day, *major image* 3/day, *teleport self* 1/day), *spell secrets IV* (one 4th-level spell slot and one 6th-level spell slot: *arcane eye*, *bestow curse*, *break enchantment*, *contact other plane*, *dimension door*, *dismissal*, *locate creature*, *mage's private sanctum*, *major image*, *plane shift*, *sending*, *symbol of pain*, *tongues*), *superhuman perfection II*, *superior mind II*, *vast potential II*, *wishes granted*.

Shadow Collector

(CN fey, 12 HD, CR 8, Cha 18)

Shadow collectors accept offerings of magic clothing, but often offer covenants in trade for shadows that they harvest with their steal shadow ability.

Least (3,000 gp offering or shadow)—*frightful violence* (12 HD or fewer, DC 20), *gift of glory I* (+2 any two), *gift of skill I* (+4 on three of Bluff, Climb, Diplomacy, Escape Artist, Knowledge [arcana, planes], Perception, Sense Motive, Sleight of Hand, Stealth), *lesser gift of treasure* (7,000 gp).

Minor (6,000 gp offering or shadow)—*gift of glory II* (+4 one, +2 another), *gift of skill II* (+8 on same skills as gift of skill I), *gift of treasure* (22,000 gp), *immortal resilience* (DR 3/cold iron).

Major (12,000 gp offering or shadow)—*gift of glory III* (+6 one, +4 another), *spell secrets III* (one 4th-level spell slot: *major image*, *shadow conjuration*, *shadow step*), *unnatural talent* (+4 on same skills as gift of skill I).

Below are other spirits that are relatively easy to entice into covenants, either ephemeral or traditional.

Demon, Glabrezu

(CE outsider [chaotic, demon, extraplanar, evil], 12 HD, CR 13, Cha 20)

Glabrezus sometimes accept variant offerings of soul.

Demon, Succubus

(CE outsider [chaotic, demon, evil, extraplanar], 8 HD, CR 7, Cha 27)

Succubi favor offerings such as clothing, jewelry, and

illusion-based items that assist in seduction. They sometimes accept the energy drain or soul variant offerings. Their covenants grant them the same influence over supplicants as their profane gift ability.

Div, Doru

(NE outsider [div, evil, extraplanar], 3 HD, CR 2, Cha 14)

Obsessed with secrets and bargains, dorus often accept variant offerings of memory.

Genie, Djinni

(CG outsider [air, extraplanar], 7 HD, CR 5, Cha 15)

Djinn favor offerings of unusual wondrous items.

Genie, Efreeti

(LE outsider [extraplanar, fire], 10 HD, CR 8, Cha 15)

Efreet favor offerings of magic weapons.

Genie, Marid

(CN outsider [extraplanar, water], 12 HD, CR 9, Cha 16)

Marids favor musical or artistic offerings.

Ghost

(N undead [augmented humanoid, human], 7 HD, CR 7, Cha 20)

Ghosts favor offerings that remind it of things it cherished in life as well as those that will help it find rest.

Ghosts sometimes accept the possession or corruption (possession) variant offerings.

Leanan Sidhe

(CN fey, 11 HD, CR 9, Cha 21)

Leanan sidhe can use their life drain ability on any supplicant of their covenants. They sometimes accept variant offerings of ability, vitality, or years.

Lich

(NE undead [augmented humanoid, human], 11 HD, CR 12, Cha 16)

Liches favor any arrangement that gives them more power or eliminate threats, but particularly favor the destruction of powerful undead-destroying items and variant offerings of vitality.

Lich, Mythic

(LE undead [augmented humanoid, human, mythic], 13 HD, CR 17, Cha 20)
Mythic liches favor offerings of legendary spellcasting items.

Mercane

(N outsider [extraplanar], 6 HD, CR 5, Cha 15)
Mercanes favor offerings of magic items that are unusual and exotic.

Muse

(CG fey, 17 HD, CR 16, Cha 29)
Muses favor offerings of musical instruments.

Nymph

(CG fey, 8 HD, CR 7, Cha 25)
Nymphs favor offerings of items useful to druids.

Shae

(N outsider [extraplanar], 4 HD, CR 4, Cha 17)
Shae favor offerings of illusion-based magic items. A shae can grant their *lesser shadow evocation* spell with *spell secrets II* as if it had 5 HD for an offering of 2,500 gp. Treat *lesser shadow evocation* as on the same spell lists as shadow evocation.

Shaitan

(LN outsider [earth, extraplanar], 9 HD, CR 7, Cha 15)
Shaitans favor offerings of magic items that provide them an edge in duels of magic or might.

Vampire

(CE undead [augmented humanoid, human], 8 HD, CR 9, Cha 26)
Vampires sometimes accept the corruption (vampirism) variant offering. Vampires that fancy themselves refined are known to accept the years variant offering, which suppresses their bloodthirst for a time.

Vampire, Mythic

(NE undead [augmented humanoid, human, mythic], 7 HD, CR 10, Cha 19)
Mythic vampires favor offerings of legendary weapons and armor.

Vilderavn

(NE fey, 22 HD, CR 16, Cha 23)
Vilderavns favor offerings of relics from ruined noble families as well as rare magic weapons.

VARIANT OFFERINGS

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

Ability: Patrons such as greedy fey and neutral outsiders might be willing to take a supplicant's abilities as payment for a covenant. This inflicts a penalty on the supplicant for the covenant's duration. The patron simultaneously gains an inherent bonus half as large to the same ability score. As long as the penalty is suppressed or the penalized ability score's modifier is below +0, the covenant's benefit is likewise suppressed. If the penalty is undone the covenant is broken.

Least: –2 penalty.

Minor: –4 penalty.

Major: –6 penalty.

Greater: –8 penalty.

Superior: –12 penalty.

Challenge: Defeat a foe, set back a rival, rescue an ally, or retrieve an important item for the patron, turning over to the patron the supplicant's fair share of any treasure found or earned. The target is generally one that requires at least a few days' adventuring to reach for the party, overcoming at least three encounters with an average CR at or above the average party level or the patron's CR, whichever is higher.

Corruption: Some patrons have a vested interest in spreading corruption (see the horror rules) to mortals.

They might allow a supplicant to suffer a corruption rather than pay a traditional offering for a covenant. Devils spread hellbound corruption, fey spread the accursed corruption, ghouls spread ghoulish corruption, kytons spread shadowbound corruption, incorporeal undead and outsiders with the ability to possess mortals spread possessed corruption, and vampires spread vampirism. The corruption immediately inflicts a number of manifestation levels according to the grade of the covenant, but the supplicant must use the vile corruptions variant and must forgo all the gifts (except gifts that specify they cannot be forgone as part of a vile corruption) while gaining all the stains. The supplicant cannot form a covenant that would require her to accept more manifestation levels in this fashion (including any gained from previous covenants or from traditional corruption) than 1 + half her character level or 9, whichever is lower. Once the supplicant is corrupted, she can gain manifestation levels normally and the corruption can progress. Removing the corruption or any of the stains breaks the covenant.

Least: 1 manifestation level.

Minor: 3 manifestation levels.

Major: 5 manifestation levels.

Greater: 7 manifestation levels.

Superior: 9 manifestation levels.

Energy Drain: Evil and undead patrons often demand a portion of raw soulstuff at regular intervals. This takes the form of one or more permanent negative levels. The negative levels may be inflicted on the mortal's soul, or the mortal may offer a helpless living creature with at least as many Hit Dice as negative levels required. (Inflicting these negative levels on a helpless creature is an evil act.) Fortunately, these negative levels can be restored by the usual means without violating the covenant. Unfortunately, any creature that dies while suffering from these levels has its soul confined to the domain of the spirit patron, who may do with the soul as it wishes. In addition, anyone who suffers these negative levels slowly acquires a twisted and wasted cast to her appearance, hinting at the dark dealings she has taken part in. Common rates are indicated below for each level of covenant. This variant offering is not recommended for player characters.

Least: 1 negative level every three months.

Minor: 2 negative levels every two months.

Major: 3 negative levels every new moon.

Greater: 5 negative levels every fortnight on the half-moon.

Superior: 7 negative levels every week.

Memory: Fey are famous for trading in dreams and memories, although ghosts, night hags, and some other outsiders can also trade in these esoteric goods. The supplicant forgets a sold memory. Although frivolous fey will sometimes make exceptions for those who please them, most patrons demand a collection of choice memories substantial enough to include a significant fraction of the supplicant's identity. This afflicts the supplicant as *mindwipe* except that the negative levels are permanent. Such memories are appropriate to pay for a least, minor, or major covenant; if the supplicant is a spellcaster, it pays for a greater covenant if the lost spell slots are at least 4th level or a superior covenant if they are at least 6th level. A supplicant who has led an interesting life can generally pay for any grade of covenant by selling all his memories (as the amnesia, greater madness). Otherwise, memories paid must usually be rare and valuable in some manner, such as containing secrets that would be worth a comparable amount on the black market—in that case, the memories substitute for an equivalent wealth offering. Sold memories can be restored by a successful break enchantment against DC 15 + patron's HD, but doing so breaks the covenant.

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

Sense: Some fey, morally neutral outsiders, and undead patrons can take a mortal's sense and store it in a bottle, gem, or other item. Anyone holding the item and willing to do so can use that sense with the supplicant's applicable class features, racial abilities, ability score, and skill ranks or its own, whichever is better. This renders the target unable to use that sense. Hearing (accepting the deafened condition) can only pay for a least covenant. Vision (accepting the blinded condition) can pay for a least, minor, or major covenant. Other senses are generally only accepted if they are extraordinary, such as the scent ability (worth a least or minor covenant) or tremorsense (worth a least covenant up to range 20 feet, a minor covenant up to range 40 feet, or major at greater range). The sense can be reclaimed before the covenant's termination by destroying the container or by any magic

that can restore the lost sense; doing so breaks the covenant.

Shadow: Generally accepted only by outsiders or fey that dwell on the Shadow Plane and vampires, this variant cost is similar to the sense payment except the supplicant offers up his shadow, as the steal shadow ability of the shadow collector. A shadow pays for a least, minor, or major covenant.

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

Least: 3 HD.

Minor: 7 HD.

Major: 11 HD.

Greater: 15 HD.

Superior: 19 HD.

Spell Power: Fey and outsiders sometimes accept payment in the form of spell slots, which the supplicant must sacrifice for the duration of the covenant. If the caster casts spells spontaneously, he must also sacrifice one spell known of the highest level slot sacrificed. The patron gains those spell slots either added to its spellcasting at that spell level or added to the daily use limits on its spell-like abilities of equal or lower spell level. The patron also gains the ability to spend a gained spell slot or spell-like ability daily use to cast a spell the supplicant knew at the time the covenant was made. Items such as pearls of power can return the spell slots before the covenant ends if the supplicant chooses the specific spell slots paid, but doing so breaks the covenant.

The spell slots required depend upon the grade of covenant. A supplicant can sacrifice one spell slot two levels higher than required in place of two spell slots of the lower level (such as a 3rd-level slot in place of two 1st-level slots). The reverse is not true—the supplicant

cannot sacrifice more lower-level spell slots in place of higher-level slots.

Least: One 1st-level spell slot plus another per 3 patron HD.

Minor: One 2nd-level spell slot plus another per 6 patron HD.

Major: One 3rd-level spell slot plus another per 6 patron HD.

Greater: One 5th-level spell slot plus another per 9 patron HD.

Superior: One 7th-level spell slot plus another per 9 patron HD.

Summoned Service: Outsiders of all sorts might demand the ability to summon the supplicant as a servant every so often. The timing is of the patron's choosing, through the use of a summon spell-like ability usable once per day. To accept this variant offering, the patron must have more Hit Dice and a higher Challenge Rating than the supplicant; the supplicant can thus permanently break the covenant by gaining levels. A supplicant can offer her summoned service to only one patron at a time. *Dimensional anchor*, *dimensional lock*, and similar effects can prevent the summons but simultaneously suppress the covenant's benefits.

The supplicant is conjured by an effect similar to *summon monster I*. The summoned supplicant cannot use or share any limited-use item. Any effect other than damage or healing applied to or created by the summoned supplicant end with the summoning. If the summoned supplicant is banished or the summons ends due to her dying, she is not really dead, but vanishes for 24 hours. The terms of the covenant determine whether she remembers anything of the summons. The summons might return her to where she came from, to a nearby safe location, or to the vicinity of trusted allies, as defined when the covenant is formed.

The GM may find it appropriate and expedient to control the PC during summoning, which can be a handy explanation for why a player character disappears suddenly when their player is unavailable to play in a game session. The risks of the covenant can be determined randomly or roleplayed by the GM, who is encouraged to keep them roughly within the indicated range. Each day, there is a 25% chance the patron activates the summons, which can be at any time but due to the confluences of fate binding patron and supplicant usually happens when the supplicant is attending to something or in combat. The supplicant returns after 1d8 rounds

(to a maximum of patron's HD) with 1d12 points of damage per grade of the covenant per 5 patron Hit Dice and having depleted 1d4 of his most useful abilities limited in their daily uses (such as high-level spell slots or ki powers). If this damage exceeds the supplicant's hit points or if a duration of 6 or more rounds is rolled, the supplicant was banished or killed and returns only after 24 hours with half the hit points he had remaining when summoned.

Vitality: Undead patrons can take the health and vital energy from a supplicant to fuel their own unnatural existence. This reduces the supplicant's hit point maximum and adds half that amount to the patron's maximum. The amount required is equal to 1 per grade per patron HD. For example, a major covenant from a patron with 10 HD would reduce the supplicant's hp by 30 and give the patron 15 hp. The hit points can be regained only by *greater restoration*, *miracle*, or *wish*. If the hit points are restored, the patron loses the hit points and the covenant is broken.

Voice: Generally accepted only by fey and night hags, this variant cost is similar to the sense payment except the supplicant offers up his voice, muting him. A voice pays for only a least covenant unless the voice is refined by years of use (proven by the ability to use bardic performance verbally at effective bard level 5th or the ability to cast spells with verbal components of at least 3rd spell level), in which case it is enough for a minor covenant from a patron with fewer Hit Dice than his caster level.

Years: Fey and undead patrons, especially those capable of dying of old age or that require feeding on the living, sometimes demand a one-time offering of a portion of the supplicant's years of life, which is then added to the patron's remaining years of life or offsets the patron's need to feed for a time. Only creatures that can age normally can pay years of their life; immortality, the timeless body ability and the like preclude the offering of years. For a least, minor, or major covenant, the supplicant ages until she reaches her next age category, and she suffers the appropriate penalties but not the benefits. For a greater covenant with a patron of no more than 20 Hit Dice, the supplicant ages until her age category instead increases by two steps. For a greater covenant with a patron of at least 21 Hit Dice, the supplicant ages until her age category instead increases by three steps. If this aging would cause her to exceed the venerable age category, she immediately dies of old age. The supplicant cannot

pay more age categories than the minimum to kill her. The offering of years cannot pay for a superior covenant, although paying three age categories can sometimes yield up to a 50% discount on an offering of wealth for such a covenant.

The aging can be undone with a *limited wish*, *miracle*, or *wish*, but doing so breaks the covenant. A costly miracle can undo the aging without breaking the covenant if it is of least, minor, or major grade. If the covenant is of greater grade, the aging can only be undone without breaking the covenant with two or three costly miracles cast one right after the other (equal to the number of age categories to be removed).

Spirit Organizations

The following organization stat blocks describe spirit organizations that can help provide covenant patrons, in addition to other benefits. These organization stat blocks follow the standard rules for organizational influence. Each stat block's influence benefits include access to covenant patrons within the indicated limits for those who have secured influence with that organization.

The Ostornov Family

CE strong organization

Size 45 members

Key members

Matriarch Aneliv Ostornova (CE female dwarf vampire rogue 9)

Mikhael Ostornov (NE male dwarf vampire occultist 7)

Isolte Anwen (CE female elf vampire ranger 6)

Ethos

Values The Ostornovs exist to give matriarch Aneliv the attention and power she has always craved.

Public Goals The Ostornovs pretend to be an eccentric wealthy landowning family in a remote dwarven holding content to simply collect hefty fees and rents from anyone interested in the rare and strange minerals on their property.

Private Goals Aneliv became a vampire as a curse from the gods when she died in the act of betraying her family simply because it seemed more profitable and they never gave her the attention she felt she deserved. She now seeks only to grow her perverse mockery of a family by turning anyone who looks too closely into her affairs.

These new vampires are then sent to add to the family business and recruit interesting new potential vampires, especially non-dwarves.

Allies The Ostornovs are allied with corrupt dwarven traders, the Malnovich Company, who appreciate knowing that if they send troublemakers to the Ostornov estate, they tend to disappear.

Enemies The Ostornovs are under suspicion by Isolte Anwen's surviving brother Anatar, who doesn't believe his sister's insistence that she has happily found new employment as a guard and guide for the Ostornovs after she initially visited them looking to find a mineral for healing salves to sell back in their elven homeland.

Membership Requirements The Ostornovs only offer alliance to anyone who proves their considerable discretion and ruthlessness.

Influence Limitations PCs must sign a magical contract of confidentiality (as mark of justice preventing discussing the Ostornov's private affairs) to reach rank 1, and they are given the vampirism corruption (see the horror rules) when they seek to reach rank 2.

Benefits

The Ostornovs offer subtle power to members.

Rank 1: borrow resources (100 gp), case (+12), lookout (3 ways, +12).

Rank 2: borrow resources (750 gp), diversion (+12), gather information, put in a good word.

Rank 3: borrow resources (1,500 gp), reciprocal benefits, remove evidence, search black market, secure covenant patron (vampire of up to major grade with simple terms).

Rank 4: borrow resources (4,000 gp), command team (1d4 dwarf vampire rogue 5 or 3d4 dwarf vampire spawn), secure covenant patron (vampire of up to major grade with complex terms).

The Vernal Court

NG preeminent organization

Size 50,000 members

Key Members

Queen Ainu (NG female glaistig)

King Brom (N male seilenos)

Duchess Gwynthelle (CN female nymph druid 10)

Jester Jack-in-the-Green (CG male satyr bard 13)

Ethos

Values The court values joy, pleasure, beauty, and natural bounty without the hindrance of ugly and lifeless mortal crafts

Public Goals The court openly seeks to collect the most wondrously beautiful and skillful people and things and

gain the fealty of lesser nature spirits. They wish to lift the curse on a once-beautiful barony blighted since the reigning baroness became a lich and banish the evil cult the lich-baroness leads.

Private Goals King Brom has fallen in love with the enemy King Uthrein's lover Hyacinth and seeks double agents, preferably mortals of convincingly shaky reputation, to help Hyacinth leave his position in Uthrein's court permanently for the Vernal Court. The agents must get close enough to Uthrein to get him to consume a mythic potion that will lull Uthrein to sleep for a year and a day and thereby liberate Hyacinth.

Allies The court is allied with the churches of several nature deities.

Enemies The court's primary enemy is King Uthrein's Autumn Court, which has opposing values and tries to kill their members and steal their magic. Although the fey courtiers simply reincarnate when killed, this can be a severe inconvenience and strategic liability.

Membership Requirements Complete a quest for a courtier without revealing the courtier's goal or identity, usually requiring investigation, bribery, or theft.

Influence Limitations PCs must swear fealty to reach rank 1, and they must survive a fey masquerade among the elites without offending anyone or falling for an embarrassing illusion or enchantment to reach rank 2.

Benefits

The court offers magical boons to all members.

Rank 1: borrow resources (150 gp), diversion (+15), gather information, spellcasting (1st-level spells).

Rank 2: borrow resources (1,500 gp), put in a good word, secure covenant patron (non-evil fey of up to greater grade with simple terms), spellcasting (2nd- or 3rd-level spells).

Rank 3: borrow resources (7,500 gp), reciprocal benefits, secure covenant patron (non-evil fey of any grade even with complex terms), spellcasting (4th- or 5th-level spells).

Rank 4: borrow resources (25,000 gp), command team (1d6 nymphs or 5d4 satyrs), spellcasting (6th- or 7th-level spells).

Chapter 6: Monsters and NPCs



Covenant Class

Simple Templates

To simplify the process of adding the covenant mage or dervish classes to monsters, the following templates add the key abilities of these classes without radically altering the monsters' statistics.

Covenant Mage Creature (CR +1 or +2)

A covenant mage creature can enter a trance to make it tougher and more powerful. It also gains access to some spell-like abilities. A covenant mage creature's CR increases by 2 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Cha; can use trance for a number of rounds per day equal to 4 + its HD + its Con modifier (this functions as greater trance if the creature has 10 or more HD); can cast a small number of covenant mage spell-like abilities (see the Covenant Mage Spells Known table, below) using its HD as its CL and each usable 3/day; gains trance covenants for one influence using HD as covenant mage level.

Rebuild Rules: Special Attacks influence (treat HD as covenant mage level), trance (can be used a number of rounds per day equal to 4 + its HD + its Con modifier, functions as the greater trance class feature if the creature has 10 or more HD); **Covenant Mage Spell-like Abilities** can cast a small number of covenant mage spell-like abilities (see the Covenant Mage Spells Known table, below) using its HD as its CL and each usable 3/day; **Ability Scores** +4 Charisma.

Covenant Mage Spell-Like Abilities

HD	0th	1st	2nd	3rd	4th	5th	6th
1–4	2	1	—	—	—	—	—
5–8	2	1	1	—	—	—	—
9–12	2	2	1	1	—	—	—
13–16	2	2	2	1	1	—	—
17–20	2	2	2	2	1	1	—
21+	2	2	2	2	2	1	1

Dervish Creature (CR +2 or +3)

A dervish creature can enter a whirling trance, granting it numerous bonuses in combat. It also gains additional hit points and a few valuable defensive abilities. A dervish creature's CR increases by 3 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Dex; +2 AC; can whirling trance for a number of rounds per day equal to 4 + its HD + its Con modifier (this functions as greater whirling trance if the creature has 10 or more HD); gains whirling finesse and uncanny dodge (and blinding speed if the creature has 10 or more HD); gains trance covenants for one path, using HD as dervish level.

Rebuild Rules: Defensive Abilities uncanny dodge; **Special Attacks** whirling trance (can be used a number of rounds per day equal to 4 + its HD + its Con modifier, functions as the greater whirling trance class feature if the creature has 10 or more HD) and if the creature has 10 or more HD, elusive; **Ability Scores** +4 Dexterity.

Non-Player Characters

The following NPCs are useful for challenging or dealing with player characters.

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

Goblin Covenant Mage (CR 2; XP 600)

Goblin covenant mage 3

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 16, touch 14, flat-footed 13

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

hp 23 (3d8+6)

Fort +3, **Ref** +4, **Will** +5 (+7 vs. enchantment)

Defensive Abilities two minds

Offense

Speed 30 ft.

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

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

Space 5 ft.; **Reach** 5 ft. (10 ft. with mwk longpear)
Special Attacks +1 fire damage with spells and covenants, item activation*, séance*, staggering invocation, trance (9 rounds/day; guidance)

Spell-Like Abilities (CL 3rd; concentration +5)
1/trance—*burning hands* (W-DC 14), *spark* (F-DC 13)
3/day—*cause fear* (W-DC 14), *grease* (R-DC 14), *longstrider*

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

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

Influence smokeborn

Base Statistics

When not in a trance, the covenant mage's statistics are: **hp** 17; **Fort** +1; no trance covenants or trance SLAs, favored class damage bonus doesn't apply, SLA save DCs and concentration drop by 2; **Con** 10, **Cha** 13.

Statistics

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

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

Feats Improved Initiative, Weapon Finesse

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

Language Goblin

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

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

Dwarf Covenant Mage (CR 3; XP 800)

Dwarf covenant mage 4

N Medium humanoid (dwarf)

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

Defense

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

hp 33 (4d8+12)

Fort +4, **Ref** +2 (+3 vs. traps), **Will** +4; +2 vs. poison, spells, spell-like abilities

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

Offense

Speed 20 ft.

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

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

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

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

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

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

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

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

Influence natural

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 25; **Fort** +2; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 12, **Cha** 14.

Statistics

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

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

Feats Extra Trance, Nimble Moves

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

Language Common, Dwarven, Sylvan

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

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

Blood Shaman (CR 4; XP 1,200)

Half-elf covenant mage (blood shaman) 5

N Medium humanoid (human, elf)

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

Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 41 (5d8+15)

Fort +5, **Ref** +3, **Will** +4 (+6 vs. enchantment)

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

Offense

Speed 30 ft.

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

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

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

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

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

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

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

Influence stormbound

Bloodline stormborn

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 31; **Fort** +3; no trance SLAs, SLA save DCs and concentration drop by 2; **Con** 13, **Cha** 16.

Statistics

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

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

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

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

Language Common, Elven

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

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

Human Covenant Mage (CR 4; XP 1,200)

Human covenant mage 4/ranger 1

NE Medium humanoid (human)

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

Defense

AC 17, touch 12, flat-footed 15

(+5 armor, +2 Dex)

hp 38 (5 HD; 4d8+1d10+10)

Fort +6, **Ref** +6, **Will** +6 (+8 vs. enchantment); +2 bonus vs. supernatural abilities

Defensive Abilities two minds

Offense

Speed 30 ft.

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

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

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

1/trance—*detect magic*, *mage armor*, *resist energy*

3/day—*daze monster* (W-DC 14), *endure elements*, *longstrider*

At will—*bleed* (W-DC 13), *ghost sound* (W-DC 13), *know direction*, *message*, *mage hand*, *stabilize*

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

Influence draconic (white)

Base Statistics

When not in a trance, the covenant mage's statistics are:

hp 28; **Fort** +3; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 10, **Cha** 13.

Statistics

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

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

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

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

Languages Common, Draconic

SQ spirit boons (wisdom of the spirits, two minds), spirit guide, track +1, wild empathy +4

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

Master of the Occult (CR 5; XP 1,600)

Human covenant mage (master of the occult) 6

NE Medium humanoid (human)

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

Defense

AC 16, touch 11, flat-footed 15

(+5 armor, +1 Dex)

hp 48 (6d8+18)

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

Offense

Speed 30 ft.

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

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

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

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

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

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



Covenants *death's caress, gift of glory I* (Strength +2)

Influence walking dead

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

Major (1/5 rounds)—vampiric jaunt

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

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 36; **Fort** +4; no trance covenants or trance SLAs, concentration drops by 2; **Str** 18, **Con** 13, **Cha** 14.

Statistics

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

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

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

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

Language Abyssal, Common

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

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

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

Centaur Druid (CR 6; XP 2,400)

Centaur druid (animist druid) 5

N Large monstrous humanoid

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

Defense

AC 18, touch 13, flat-footed 14

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

hp 66 (9 HD; 5d8+4d10+18)

Fort +8, **Ref** +10, **Will** +12

Defensive Abilities resist nature's lure

Offense

Speed 50 ft.

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

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

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

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

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

3rd—*mad monkeys*

2nd—*barkskin, bull's strength*

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

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

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

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

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

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

Influence time

Statistics

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

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

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

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

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

SQ spirit guide, undersized weapons, woodland stride

Combat Gear *wands of cure light wounds* (20 charges), *goodberry* (35 charges), and *obscuring mist* (10 charges);

Gear +1 longsword, spear, leather armor (+2 with imbued armor), pouch with 107 gp worth of mixed coins and gems

Tiefling Covenant Mage (CR 6; XP 2,400)

Tiefling covenant mage 7

CN Medium outsider (native)

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

Defense

AC 19, touch 13, flat-footed 16

(+6 armor, +3 Dex)

hp 61 (7d8+28)

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

Resist cold 5, electricity 5, fire 5

Offense

Speed 30 ft.

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

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

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

1/trance—*detect law, detect magic, displacement, mirror image*

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

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

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

Influence primal chaos

Base Statistics

When not in a trance, the covenant mage's statistics are:

hp 47; **Fort** +5; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 14, **Cha** 13; Bluff +10.

Statistics

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

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

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

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

Language Abyssal, Common, Protean

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

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

Sea Hag Covenant Mage (CR 7; XP 3,200)

Sea hag covenant mage 5

CE Medium monstrous humanoid

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

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

Defense

AC 20, touch 16, flat-footed 14
(+1 deflection, +5 Dex, +4 natural)

hp 93 (9HD; 4d10+5d8+45)

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

DR 1/—; **Resist** cold 10; **SR** 15

Offense

Speed 30 ft., swim 40 ft.

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

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

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

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

3/day—*suggestion* (W-DC 14)

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

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

Influence fathomless

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 75; **Fort** +10; no DR; no trance covenants or trance SLAs, SLA, evil eye and horrific appearance save DCs and concentration drop by 2; **Con** 16, **Cha** 15.

Statistics

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

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

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

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

Language Aquan, Common, Giant

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

Combat Gear *potions of cure moderate wounds* (2), *cure serious wounds*; **Gear** *amulet of natural armor* +1, *cloak of resistance* +1, *elixir of vision* (2), *ring of protection* +1, pouch with 149 gp worth of mixed coins and gems, jewelry worth 800 gp

Unicorn Hex Medium (CR 8; XP 4,800)

Unicorn covenant mage (hex medium) 7

CG Large magical beast

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

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

Defense

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

hp 101 (11 HD; 4d10+7d8+44)

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

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

Offense

Speed 90 ft.

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

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

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

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

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

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within

its forest territory), *neutralize poison*

Covenant Mage Spell-Like Abilities (CL 7th; concentration +16)

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

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

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

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

Influence lifegiver

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

Basic Statistics

When not in a trance, the covenant mage's statistics are: **hp** 79; **Fort** +8; no DR; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 14, **Cha** 24.

Statistics

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

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

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

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

Language Celestial, Common, Sylvan

SQ magical strike, spirit guide, wild empathy +19

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

Hobgoblin Covenant Mage (CR 9; XP 6,400)

Hobgoblin covenant mage 10

LE Medium humanoid (goblinoid)

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

Defense

AC 20, touch 14, flat-footed 17
(+6 armor, +1 deflection, +3 Dex)

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

Fort +9, **Ref** +8, **Will** +10 (+12 vs. enchantment)

DR 1/—; **Defensive Abilities** two minds; **Resist** fire 15

Offense

Speed 30 ft.

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

Ranged mwk light crossbow +11/+6 (1d8/19-20 plus 1d8+5 fire)

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

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

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

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

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

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

Influence smokeborn

Basic Statistics

When not in a trance, the covenant mage's statistics are: **hp** 68; **Fort** +7; no DR; no trance covenants or trance SLAs, favored class damage bonus doesn't apply, SLA save DCs and concentration drop by 3; **Con** 12, **Cha** 16

Statistics

Str 14, **Dex** 16, **Con** 18, **Int** 8, **Wis** 12, **Cha** 22

Base Atk +7; **CMB** +9; **CMD** 23

Feats Greater Spell Focus (evocation), Least Covenant Suppliant, Improved Initiative, Spell Focus (evocation), Toughness

Skills Diplomacy +14, Knowledge (planes) +12, Perception +17, Sense Motive +4, Stealth +14

Language Common, Goblin, Ignan

SQ spirit boons (prolonged spell-like ability, two minds, wisdom of the spirits), spirit guide

Combat Gear 20 bolts, *potions of bear's endurance, eagle's splendor*, and *haste*; **Gear** mwk longsword, mwk light crossbow, mithril shirt (+2 with imbued armor), *eyes of the eagle, ring of protection* +1, gold torc (worth 1,000 gp), pouch with 333 gp worth of mixed coins and gems

Dwarf Technophobe (CR 9; XP 6,400)

Dwarf covenant mage (technophobe) 10

LN Medium humanoid (dwarf)

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

Defense

AC 18, touch 13, flat-footed 15
(+5 armor, +3 Dex)

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

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

like abilities

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

Offense

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

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

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

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

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

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

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

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

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

Influence stony silence

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 78; **Fort** +7; no trance covenants or trance SLAs, SLA and psychic assault save DCs and concentration drop by 3; **Con** 16, **Cha** 14; Diplomacy +12.

Statistics

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

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

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

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

Language Common, Dwarven, Terran

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

ity

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

Trance Warrior (CR 9; XP 6,400)

Human barbarian (trance warrior) 10

CN Medium humanoid (human)

Init +0; **Senses** Perception +15

Defense

AC 17, touch 10, flat-footed 17; +3 vs. traps (+7 armor)

hp 110 (10d12+40); **fast healing** 1

Fort +13, **Ref** +5 (+8 vs. traps), **Will** +9

Defensive Abilities improved uncanny dodge, trap sense +3

Offense

Speed 30 ft. (base speed 40 ft.)

Melee +1 *greatsword* +18/+13 (2d6+10/19-20)

Special Attacks battle trance (24 rounds/day; guidance +4 vs. spirits), rage powers (intimidating glare, lesser spirit totem, spirit totem)

Spell-Like Abilities (CL 10th; concentration +13)

1/trance—*baleful polymorph* (F-DC 18), *confusion* (W-DC 17), *detect law*, *detect magic*, *displacement*, *guidance* (+4 vs. spirits), *mirror image*

Covenants *frightful violence* (4 HD), *gift of glory I* (7 HD; +2 Str, +2 Cha)

Influence primal chaos

Basic Statistics

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

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

Statistics

Str 22, **Dex** 10, **Con** 18, **Int** 8, **Wis** 14, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 26

Feats Intimidating Prowess, Iron Will, Least Covenant Supplicant (2), Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +5, Intimidate +22, Perception +15, Stealth +10, Survival +10

Language Common, Protean

SQ fast movement, spirit guide

Gear +1 *greatsword*, +1 *breastplate*, *brooch of shielding*, *cloak of resistance* +2, pouch with 199 gp worth of mixed coins and gems

Green Hag Covenant Mage (CR 10; XP 9,600)

Green hag covenant mage 9

CE Medium monstrous humanoid

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

Defense

AC 24, touch 16, flat-footed 18

(+6 Dex, +8 natural)

hp 129 (10 HD; 9d8+9d10+36)

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

DR 3/cold iron; **Immune** magical aging effects; **SR** 16

Offense

Speed 30 ft., swim 30 ft.

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

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

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

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

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

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

At will (1/trance)—*disfiguring touch* (W-DC 18), *hallucinatory terrain* (W-DC 20), *haunted fey aspect*, *memory lapse* (W-DC 17), *nixie's lure* (W-DC 19)

3/day—*bestow curse* (W-DC 19), *fly*

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

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

Influence unseelie court

Basic Statistics

When not in a trance, the covenant mage's statistics are:

Init +3; **AC** 21, touch 13; **hp** 93; **Fort** +8, **Ref** +12; no DR or immunities; no trance covenants or trance SLAs, SLA and weakness save DCs and concentration drop by 4; **Dex** 16, **Con** 10, **Cha** 14

Statistics

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

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

Feats Blind-Fight, Combat Casting, Combat Reflexes, Deceitful, Great Fortitude, Improved Initiative, Least

Covenant Supplicant, Minor Covenant Supplicant, Power Attack

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

Language Aklo, Common, Giant, Sylvan

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

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

Elf Covenant Mage (CR 12; XP 19,200)

Elf covenant mage 13

NG Medium humanoid (elf)

Init +10; **Senses** *detect spirits*, low-light vision; Perception +17

Aura protective aura (10 ft.)

Defense

AC 23, touch 13, flat-footed 20

(+6 armor, +3 Dex, +4 shield)

hp 153 (13d8+91); **fast healing** 1

Fort +13, **Ref** +10, **Will** +11; +2 vs. enchantment, +1 vs. evil

Defensive Abilities protective aura; **Immune** magical sleep, 50% chance to ignore sneak attack and critical hit damage

Offense

Speed 30 ft.

Melee +3 *bane longsword* +15/+10 (1d8+5/19-20), or dagger +12/+7 (1d4+2/19-20)

Ranged mwk composite longbow +12/+7 (1d8+2/x3)

Special Attacks expel spirits* (W-DC 19, 2/day), greater trance (33 rounds/day, *guidance* +5 vs. spirits), item activation*, magic circle against spirits*, quell spirits* (W-DC 21, 8/day), *séance**, stunning voice (swift; W-DC 24)

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

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

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

At will—*ablative barrier*, *bull's strength*, *dancing lights*, *detect magic*, *disguise self*, *disrupt undead*, *divine favor*, *enthrall* (W-DC 20), *heroism*, *longstrider*, *mage hand*, *message*, *phantom steed*, *read magic*, *remove fear*

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

Influence angelic choir

Basic Statistics

When not in a trance, the covenant mage's statistics are: **hp** 114; **Fort** +10; no trance covenants or trance SLAs, SLA save DCs and concentration drop by 3; **Con** 16, **Cha** 21.

Statistics

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

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

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

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

Language Celestial, Common, Elven

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

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

Inner Eye Fighter (CR 12; XP 19,200)

Human fighter (inner eye fighter) 13

N Medium humanoid (human)

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

Defense

AC 25, touch 13, flat-footed 24; +4 vs. traps (+11 armor, +2 deflection, +1 Dex, +1 natural)

hp 141 (13d10+65)

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

Defensive Abilities trap sense +4, uncanny dodge

Offense

Speed 30 ft.

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

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

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

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

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

Statistics

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

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

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

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

Language Common; telepathy 100 ft.

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

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

Tengu Covenant Mage (CR 13; XP 25,600)

Tengu covenant mage 14

NE Medium humanoid (tengu)

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

Aura frightful presence (W-DC 25)

Defense

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

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

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

Defensive Abilities improved uncanny dodge

Offense

Speed 30 ft.

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

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

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

1/trance—*acid splash*, *banishment* (W-DC 25), *forbid action* (W-DC 19), *greater forbid action* (W-DC 24), *haste*, *silence* (W DC 20), *spell immunity*, *spell resistance* 3/day—*divine power*

At will—*alarm*, *charm person** (W-DC 19), *confusion* (W-DC 21), *dancing lights*, *detect magic*, *dimension door*, *disguise self*, *freedom of movement*, *greater magic weapon*,

heroism, invisibility, know direction, message, phantasmal killer (F, W DC 22), *prestidigitation, read magic, shield of faith, wind wall*

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

Influence faith slayer

Base Statistics

When not in a trance, the covenant mage's statistics are: **hp** 108; **Fort** +10; no trance covenants or trance SLAs, SLA and frightful presence save DCs and concentration drop by 3; **Con** 16, **Cha** 20.

Statistics

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

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

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

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

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

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

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

Half-Orc Covenant Mage (CR 15; XP 51,200)

Half-orc antipaladin 3/covenant mage 13

CE Medium humanoid (human, orc)

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

Aura cowardice (10 ft.)

Defense

AC 27, touch 11, flat-footed 26

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

hp 207 (16 HD; 13d8+3d10+128); **fast healing** 1

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

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

Offense

Speed 20 ft. (base 30 ft.)

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

Special Attacks expel spirits* (W-DC 19, 2/day), greater

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

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

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

3/day—*freedom of movement, nondetection, resist energy*

At will—*bleed* (W-DC 18), *cat's grace, daze* (W-DC 18), *detect good* (CL 3), *detect magic, dimensional anchor, endure elements, ghost sound* (W-DC 18), *heroism, long-strider, misdirection, protection from good, resistance, shield of faith, touch of idiocy, touch of fatigue* (F-DC 18)

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

Influence abyssal hordes

Basic Statistics

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

Statistics

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

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

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

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

Language Abyssal, Common, Orc

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

Combat Gear *potions of cure moderate wounds* (5); **Gear** +2 *adamantine falchion* (+5 with armed with cruelty), +1 *full plate* (+5 *heavy fortification* with imbued armor), *amulet of natural armor* +2, *hat of disguise, ioun stone* (clear spindle), *minor ring of fire resistance*, pouch with 174 gp worth of mixed coins and gems

Kyton Aspirant (CR 17; XP 102,400)

Human covenant mage 18

LE Medium humanoid (human)

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

Defense

AC 27, touch 13, flat-footed 24

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

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

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

DR 4/silver; **Immune** magical aging effects, nonlethal damage, pain; **SR** 29

Offense

Speed 30 ft.

Melee 2 +3 daggers +20/+15 (1d4+9/19-20)

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

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

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

3/day—*greater heroism*, *mind blank*

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

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

Influence kyton enlightenment

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 174; **Fort** +15; no trance covenants or trance SLAs, SLA and psychic assault save DCs and concentration drop by 3; **Con** 18, **Cha** 20; Use Magic Device +26.

Statistics

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

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

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

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

Languages Common, Infernal; telepathy 100 ft.

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

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

Legendary Elf Covenant Mage (CR 19; XP 204,800)

Elf covenant mage (revelation medium) 20

NE Medium outsider (native)

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

Defense

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

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

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

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

Defensive Abilities no breath, survive in outer space;

Immune cold, confusion and insanity effects; **SR** 30

Offense

Speed 30 ft.

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

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

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

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

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

At will—*adjuring step*, *detect magic*, *detect secret doors*, *dimensional anchor*, *dispel good*, *find traps*, *fly*, *freedom of movement*, *greater dispel magic*, *know direction*, *identify*, *message*, *planar adaptation*, *plane shift*, *prestidigitation*, *read magic*, *see invisibility*, *shield of faith*, *speak with dead*, *touch of fatigue* (F-DC 22), *unholy blight* (W-DC 26)

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

Influence dark tapestry

Basic Statistics

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

Statistics

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

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

Feats Ability Focus (2; aura of madness, innocuous demeanor), Dodge, Flexible Spell-like Ability (2; 5th level and 6th level), Improved Initiative, Iron Will, Major Covenant Supplicant (2), Toughness

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

Language Common, Aklo; telepathy 100 ft.

SQ elven magic, revelations (cloak of darkness, lore keeper, many forms, mental acuity, pierce the veil, side-step secret), spirit guide

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

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

Player Characters

The following characters are suitable for use as PCs or as exceptionally potent antagonists. These characters are not in a trance. Abilities marked with a * are found in the relevant section of this document.

Madame Forganza, Covenant Mage

Madame Forganza hails from a long line of covenant mages, mediums, and spiritualists. Her spirit guide is her beloved grandmother, who helps her to calm and put to rest incorporeal undead and haunts.

Madame Forganza (CR 1; 400 XP)

LN Female human covenant mage 1

Init +1; **Senses** Perception +4

Defense

AC 13, touch 11, flat-footed 12

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

hp 13 (1d8+5)

Fort +4, **Ref** +1, **Will** +2; +1 vs. emotion descriptor

Offense

Speed 30 ft.

Melee spear –1 (1d8–1/x3)

Ranged spear +1 (1d8–1/x3)

Special Attacks trance (7 rounds/day, *guidance*)

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

1/trance—*guidance*

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

Covenants *frightful violence* (1 HD; W-DC 15)

Influence restless souls

Basic Statistics

When not in a trance, the covenant mage's statistics are:

hp 11; **Fort** +2; no trance covenants or trance SLAs,

SLA save DCs and concentration drop by 2; **Con** 14,

Cha 17; **Skills** Diplomacy +7 (+10 to parley in combat), Intimidate +7.

Statistics

Str 8, **Dex** 13, **Con** 18, **Int** 12, **Wis** 10, **Cha** 21

Base Atk +0; **CMB** –1, **CMD** 10

Feats Fearless Curiosity, Shield Proficiency

Skills Intimidate +9, Knowledge (religion) +5, Perception +4, Profession (fortune teller) +4, Spellcraft +5;

ACP –1

SQ spirit boon (consult the fallen)

Traits Covenant Knack* (undead), Spiritual Mediator*

Languages Common, Celestial, Elven

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

Madame Forganza (CR 7; 3,200 XP)

LN Female human covenant mage 7

Init +1; **Senses** *detect spirits*, *identify*; Perception +10

Defense

AC 21, touch 12, flat-footed 20

(+6 armor, +1 deflection, +1 Dex, +1 natural, +2 shield)

hp 70 (7d8+35)

Fort +6, **Ref** +3, **Will** +5; +1 vs. emotion descriptor; +3 vs. death effects, diseases, mind-affecting effects, negative energy effects, poisons, and stunning

Offense

Speed 30 ft.

Melee +1 spear +7 (1d8/x3)

Ranged mwk spear +7 (1d8–1/x3)

Special Attacks quell spirits (DC 18), trance (19 rounds/day, *guidance* +2 vs. spirits)



Spell-Like Abilities (CL 7th; concentration +14)

3/day—*command undead* (W-DC 19), *detect thoughts* (W-DC 19), *empowered mind thrust I* (W-DC 18), *mind thrust II* (W-DC 19)

1/trance—*chill touch* (F-DC 18), *silence* (W-DC 19), *touch of fatigue* (F-DC 17), vampiric touch

At will—*detect psychic significance*, *detect spirits*, *disrupt undead*, *guidance*, *identify*, *ill omen*, *mind thrust I* (W-DC 18), *psychic reading*, *prestidigitation*, *stabilize*, *virtue*

Covenants *death's caress* (5 HD), *frightful violence* (W-DC 20), *healing spirit I* (5 HD), *proof against blades I* (4 HD)

Influence restless souls

Basic Statistics

When not in a trance, the covenant mage's statistics are: **hp** 56; **Fort** +4; no frightful violence or trance SLAs, SLA save DCs and concentration drop by 2; **Con** 14, **Cha** 20; **Skills** Diplomacy +15 (+18 to parley in combat), Intimidate +15.

Statistics

Str 8, **Dex** 13, **Con** 18, **Int** 12, **Wis** 10, **Cha** 24

Base Atk +5; **CMB** +4, **CMD** 15

Feats Fearless Curiosity, Metamagic Spell-like Ability (Empower Spell, *mind thrust I*), Minor Covenant Supplicant, Shield Proficiency, Weapon Finesse

Traits Covenant Knack* (undead), Spiritual Mediator*

Skills Intimidate +17, Knowledge (religion) +11, Perception +10, Profession (fortune teller) +4, Sense Motive +9, Spellcraft +11; **ACP** -3

SQ item activation, magic circle against spirits, séance, spirit boon (consult the fallen, spectral figment, wisdom of the spirits)

Languages Common, Celestial, Elven

Combat Gear *potion of cure moderate wounds*, *potions of lesser restoration* (2); **Other Gear** +1 spear, mwk spear, +1 buckler, elven chain, headband of alluring charisma +2, quality fortune teller's deck, oracle's kit, skunk (pet, Little Stinker), 195 gp

aliagira, dervish

Aliagira is guided by a spirit she calls Sirocco, whom she believes is an agent of her goddess, U'I'Ul the Dancer. At Sirocco's urging, she wanders in search of imprisoned beings to free. Along the way, she trains in a form of whirling dance that brings her closer to her deity.

Alliagira (CR 1; 400 XP)

CN Female human dervish 1

Init +3; **Senses** whirling trance; **Perception** +6

Defense

AC 16, touch 14, flat-footed 12

(+2 armor, +4 Dex)

hp 13 (1d10+3)

Fort +3, **Ref** +6, **Will** +0

Offense

Speed 40 ft.

Melee scimitar +4 (1d6+1/18-20)

Ranged shortbow +3 (1d6/x3)

Special Attacks whirling trance (7 rounds/day)

Covenants another face

Path trickery

Basic Statistics

When not in a trance, the dervish's statistics are: **hp** 12;

Fort +2; **Ref** +5 **Melee** scimitar +5, **Ranged** shortbow +4; no trance covenants; **Dex** 17, **Con** 14, **Cha** 12;

CMB +2; **CMD** 15; **Skills** Acrobatics +8, Perception +4, Perform (dance) +6

Statistics

Str 13, **Dex** 19, **Con** 16, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +0, **CMD** 14

Feats Supernatural Slayer*, Weapon Focus (scimitar)

Skills Acrobatics +9, Knowledge (religion) +3, Perception +6, Perform (dance) +7

SQ spirit guide

Traits Divinely Warned*, Frenzied Follower (+1 trait bonus to Acrobatics and Perform [dance])

Languages Common, Sylvan

Gear scimitar, shortbow with 20 arrows, leather armor, paladin's kit, 28 gp

Alliagira (CR 7; 3,200 XP)

CN female human dervish 7

Init +7; **Senses** *detect spirits*, whirling trance; Perception +13

Defense

AC 22, touch 17, flat-footed 15

(+5 armor, +7 Dex)

hp 77 (7d10+35)

Fort +8, **Ref** +14, **Will** +5

Defensive Abilities uncanny dodge

Offense

Speed 40 ft.

Melee +1 *falchion* +15/+10 (2d4+3/18-20 plus 1d8 electricity)

Ranged mwk composite longbow +14/+9 (1d8+2/x3 plus 1d8 electricity)

Special Attacks alacrity, dance of battle, trance powers (feat of agility, rage power [surprise accuracy +2]), whirling finesse +1, whirling trance (18 rounds/day)

Spell-Like Abilities (CL 4th; concentration +6)

3/day—*see invisibility*

At will—*detect spirits, liberating command*

Covenants another face, dark arcana II (*invisibility*; DC 14), elemental weapons (9 HD; 1d8 electricity), gift of glory II (7 HD; Dex +4, Wis +2)

Path trickery

Basic Statistics

When not in a trance, the dervish's statistics are: **AC** 22, touch 17; **hp** 71; **Fort** +7; **Ref** +13; no another face or dark arcana II, SLA concentration drops by 1; **Dex** 22, **Con** 16, **Cha** 12; **Skills** Acrobatics +15, Perception +11, Perform (dance) +12.

Statistics

Str 13, **Dex** 24, **Con** 18, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +8, **CMD** 14

Feats Cleave, Least Covenant Supplicant, Minor Covenant Supplicant, Power Attack (-2/+6), Supernatural Slayer*, Weapon Focus (falchion)

Skills Acrobatics +16, Knowledge (religion) +9, Perception +13, Perform (dance) +13

SQ flashing weapons, spirit guide (+3 vs. fey, outsiders, undead), spiritual supplication

Traits Divinely Warned*, Frenzied Follower (+1 trait bonus to Acrobatics and Perform [dance])

Languages Common, Sylvan

Combat Gear *potions of cure serious wounds* (2), *potions of lesser restoration* (2); **Gear** +1 *falchion*, mwk composite longbow with 20 arrows, +1 *mithral chain shirt*, *belt of mighty constitution* +2, *cloak of resistance* +2, paladin's kit, 353 gp

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