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INNER SEA MAGIC

Jason Nelson, Sean K Reynolds, and Owen K.C. Stephens

MAGIC SCHOOLS OF THE INNER SEA



INNER SEA MAGIC

A Pathfinder Campaign Setting Supplement

This book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for use in the Pathfinder campaign setting.



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MAGIC OF THE INNER SEA

Magic is the extraordinary in us all.

Even someone who has never felt the exhilaration of magical flight or who has never felt power coursing through the flesh as great works of art or devastation are unleashed knows magic. It's folded into the edge of an ensorcelled blade, it's the charm that soothes a panicked beast, it's the blessing inside a healing draft that closes a dire wound, and it's what puts the very mysteries of life on sale for a few golden coins in the markets of Absalom. As I have wandered the Inner Sea, I have come to know that magic—not wind, earth, water or even fire—is the bedrock of our world.

—Aroden



In the Inner Sea region, magic takes many forms. Whether wielded by a faithful priest or a well-trained arcanist, magic makes the impossible possible. It can work great miracles of beauty, raise the dead, and build unbelievable structures in a fraction of the time it would take even an army of slaves to construct them. But it can also effect devastating works of ruin, cause death and pain, and unleash the evils of the planes into the world. In short, there is very little that magic cannot accomplish, given time and skill and the will to see it through.

This book provides a detailed look at not only the role magic and spellcasters play in the Inner Sea region, but also how these effects have helped shape history and made the realm the place it is today. Yet in addition to the intricacies of variant magic, the wonders of spellcaster schools and temples, the varieties of different specializations, and the delights of strange and potent new spells, several specific realms in the Inner Sea region find themselves shaped by their unique relationship with magic. This section explores several of the most noteworthy of these realms, as well as introducing a number of the region's most powerful or most famous spellcasters from both the past and the present.

Magical Regions

While magic and spellcasters can be found throughout the Inner Sea region, some regions in particular are more magical than others. This may be because their rulers are powerful spellcasters, because they were once the site of magical empires, or because magic infuses the very land itself. In one way or another, the following lands across the Inner Sea region hold magic as a day-to-day fact of life.

Geb

The kingdom of Geb is the undisputed cradle of necromantic magic in the Inner Sea region. Still ruled by the ghost of its founding monarch and his undead queen (Geb and Arazni, respectively), this undead dictatorship counts liches, vampires, and ghouls among its ruling class. A society based on undeath supports this grim aristocracy, with skeletal warriors filling the ranks of Geb's army, standing watch behind massive walls that can spring to life on command. Meanwhile, a massive caste of mindless zombies and cadaverous constructs toil in the kingdom's endless fields—in gruesome irony, Geb's lush climate and warm sea air are perfect for agriculture. With comparatively few living citizens to feed, Geb exports most of this zombie-grown food throughout the Inner Sea, trading for the rare goods required to further the study of necromancy. In Geb's urban centers, sentient undead are considered full citizens under the law, with equal protection to the humanoids living alongside them. Humanoids not born into the upper caste, however, are doomed to be chattel—bred as slaves and eventually food for Geb's ghouls and vampires.

Irrisen

In the bone-deep cold of the north, magic serves the strong. Once part of the Linnorm Kings' great realm, Irrisen was carved out by the great witch queen, Baba Yaga. Her march south from the Crown of the World annihilated most of the region's Ulfen natives and enslaved all who did not perish outright. In the centuries that have followed, Baba Yaga's daughters have perpetuated a magical monarchy based on witchcraft. The winter witches use their spells and dreaded hexes to make the very land itself seem like an enemy, freezing the realm in a time of eternal winter.

Jalmeray

Perhaps nowhere else in the Inner Sea is magic so demonstrably present, so worked into the fabric of everyday life, as in Jalmeray. The "Kingdom of the Impossible" is a place where the touch of genies and powerful spellcasters is evident in every landscape. Potent elemental spirits are the origin of Jalmeray's mythic splendor. When the Vudrani first arrived here millennia ago, they brought their genies with them as servants and used wishcraft to shape the land to their whims. While Jalmeray is still built upon this most powerful of all magics, its people today have not grown complacent. The Kingdom of the Impossible remains a destination for spellcasters of all kind wishing to study in the exhaustive archives of the island's monasteries, or to prospect for some piece of arcana left behind by the arclords of Nex from their brief habitation. The smiling Thakur Kharswan feels that all who seek or bring magical knowledge are welcome on Jalmeray, save those few who use the island to study the fabled Mana Wastes between the kingdoms of Nex and Geb. Ever conscious of how integral magic is to Jalmeray's very existence, those who study that perversion of magic are politely encouraged to take their research elsewhere.

Mana Wastes

It is the epitome of irony that the place in the Inner Sea that perhaps best demonstrates the potency of magic is the same place where magic itself rarely works as it should. Lying between the nations of Geb and Nex and home to the industrious Duchy of Alkenstar, the Mana Wastes are the byproduct of the epic war between two great wizards, Geb and Nex. As their powerful armies raged and clashed over their shared border, the damage caused by their magic and that of their followers turned the verdant fields that joined their kingdoms into a blasted wasteland. By the end of the wars, the endless spells and counterspells had created massive areas of magical feedback that blighted the landscape and warped reality itself. Today the Mana Wastes are an extensive no-man's-land populated by spell-twisted mutants, strange undead, and abandoned animated machines of war. Here, magic is dead at best. At worst, magic itself becomes a wild and untamed entity, twisting





spellcasting and lashing the land with unpredictable warps and waves of ruin. Despite this omnipresent chaos, some still endeavor to study the scarred magic present here, seeking to harness it for their own uses. Political dissidents, hunted criminals, and others seeking to avoid attention have also used the Mana Wastes to avoid all but the most basic methods of tracking and detection. Such efforts to go undiscovered have their own dangers. The other side effect to centuries of unchecked magical warfare is that some of the largest, hardest, and most dangerous monsters in all of Golarion have sprung up in the blasted desert between Geb and Nex, hunting whatever creatures are foolish enough to enter their territory.

Nex

Founded by the powerful wizard who gave the kingdom its name, Nex is perhaps the greatest center of arcane learning in the Inner Sea. Although Nex's feud with the necromancer Geb left the kingdom's countryside blasted, barren and unable to support life, the great wizard's magic protected Nex's urban centers. To this day, Nexian cities—especially the capital of Quantum—rival Absalom and Oppara in grandeur. Towering marble spires throw shadows on giant open air markets and hanging gardens. Massive constructs, eternally vigilant, patrol Quantum's streets, where visitors of any race live unaccosted as merchants, traders, or students at one of Nex's vaunted universities. This diversity is Nex's strength, both culturally and magically. Nex felt that true advancement in magic required an open mind and the ability to consider theories from any source, a notion that has persisted in Nexian society, although Nex himself has long since disappeared. As a result, magic in Nex is seen as an amoral force, to be studied and wielded with scientific detachment. Most new magic to come out of Nex therefore focuses on shaping and bending reality, harnessing energy, or simply using the raw matter of the multiverse to create things never seen before. This focus on the arcane does make clerics and oracles scarce within the walls of Quantum and her sister cities, but healers can and often do make hefty sums of gold being on hand for the destructive side of a miscast *lightning bolt*.

Nidal

In the time of darkness after Earthfall, the horselords of Nidal made a fateful bargain with a powerful creature of the Great Beyond, ensuring their survival at the expense of their own souls and the land itself. The umbral hue of shadow touches everything in Nidal, and magic is no exception. Most spellcasters in Nidal dabble in the magic known as shadowcasting, or serve in some way the interests of the Midnight Lord Zon-Kuthon. Even the wilderness in this region has fallen to his shadowy influence. Under the warped and gnarled boughs of the Uskwood, druids learn to blight and to poison rather than to nurture and heal.

Obedience to Zon-Kuthon even requires forsaking fire itself, lest the light dim the shadow god's power. Clerics and oracles in Nidal train in areas of forsaken wilderness so barren and lifeless that food itself can only be magically created and not grown. Thus is obedience guaranteed and Nidal's existence perpetuated, as Zon-Kuthon nourishes both the bodies and the faith of his disciples.

Thuvia

Thuvia is the undisputed cradle of alchemy within the Inner Sea, for in 1140 AR the great alchemist Artokus Kirran first created the *sun orchid elixir* and thus ensured eternal youth for those able to pay a hefty price. Since then, this ancient desert has become a beacon to alchemists throughout Golarion. The *sun orchid elixir* is the core of all that is Thuvia, from its government, to its commerce, to its caravanlike culture, which follows the elixir from city to city. Although the elixir's secrets remain a mystery, legions of alchemists have come to Thuvia attempting to recreate or simply steal Artokus Kirran's discovery. Magic in the harsh desert nation is a constantly moving enterprise, with ostentatious caravans pulled by teams of harnessed fire-elementals following the elixir from city to city, or dedicated wizards ranging into and out of the sun-bleached desert day after day, trying to concoct some spell to better protect against fire and the elements, which can then be sold to the next band of explorers for a high price. Whether spells or formulae, all magic originating in Thuvia owes its existence to Artokus Kirran's discovery, a fact that is likely to prove as eternal as the *sun orchid elixir* itself.

Varisia

Built atop the bones of ancient Thassilon, magic was once the lifeblood of the vast frontier now known as Varisia. Thassilon was founded by the exiled Azlanti wizard Xin. This great wizard divided the realm into seven nations, each to be governed by a wizard dedicated to one of the traditional schools of magic. Yet the wizards of Thassilon rebelled against Xin, and twisted the virtues of rule into sin. They saw in rulership a right to take, rather than a responsibility to nurture, and became known as the Runelords of Thassilon. Their rule lasted for an age, and rotted and corrupted Thassilon from within. The empire was already poised for collapse when Earthfall struck the deathblow. But the mighty works of Thassilon remain today in the form of vast monuments like Riddleport's cryptic Cyphergate or the towering lighthouse known as the Lady's Light. Powerful magic and strange guardians still dwell in regions where Thassilon's might once held sway, sometimes in the wilds of regions like the Kodar Mountains or Rivenrake Island, but just as often in the hearts of urban centers, like the mysterious pyramid that serves as the foundation for Castle Korvosa. The secrets

held in these ruins hold forgotten powers, and as word of Thassilonian discoveries spread, Varisia becomes a greater draw to scholars and spellcasters alike.

Worldwound

The tremors and storms that scoured the Inner Sea in the days after Aroden's death were both physical and metaphysical. In the land once known as Sarkoris, the boundaries between this world and the Abyss, already worn thin from ages of demonic tinkering and influence, tore open. The land itself reflected this tear, falling away into a hideous wound in the earth itself, a canyon of razored cliffs and miasmic depths inhabited by all manner of Abyssal nightmares. When demons rose in armies from the miles-long, blighted chasm, the indigenous people were overwhelmed. Only the swift launch of the First Mendevian Crusade stemmed the tide and halted the advance of the demonic blight. Although the crusaders halted the onslaught, over the ensuing generations the forces of good and evil have fought again and again for the future of the surrounding land. Ultimately the crusaders erected an enormous border of rune-covered menhirs, creating a magical barrier past which the demons could not go. These *wardstones* now keep the demons at bay, while crusader forays into the Worldwound attempt to drive the abyssal agents back into the Great Beyond forever.

Spellcasters of the Inner Sea

Countless formidable spellcasters have left their mark upon the Inner Sea region—some in small but significant ways (such as the poetic magus Lokoris, who scribed the infamous play “The Six Trials of Larazod”), others in ways that have changed the world (such as Aroden raising the *Starstone* and the entire Isle of Kortos from the Inner Sea). Many of these spellcasters are still active today, their power still on the rise. Some rule nations in the Inner Sea region, while others influence the world in less blatant ways. The following sampling presents a mix of spellcasters, both past and present, who have played or continue to play key roles in the Inner Sea region. Each spellcaster's alignment, gender, race, class, and level are listed. Note that the details listed depict these characters as of the year 4711. In some cases, spellcasters mentioned on the following pages have key roles in published Adventure Paths or modules, and in others, they may appear in future publications. These spellcasters often gain levels during the course of these Adventure Paths or modules—the number of levels they gain depends on the nature of their role. And of course if the listed levels for NPCs don't mesh well with your plans for them in your home game, feel free to change them however you wish! If an NPC's level is followed by a plus sign (+), it should be considered a minimum level—that character's actual level and power are beyond even that of a 20th level character in some way, and they may even rival the power of a god.

Abrogail Thrune II

LE female Chelaxian aristocrat 2/sorcerer 16
Current ruler of the nation of Chelax, head of House Thrune.



Ailson Kindler

NG female Varisian bard 6/Pathfinder chronicler 4
Famous novelist of gothic tales and penny dreadfuls, former Pathfinder.



Alaznist

CE female Azlanti evoker 20+; presumed dead
Runelord of Wrath, ruler of the Thassilonian empire of Bakrakhan.



Alicavniiss Vonnarc

CE female drow conjurer 18
Archmage of the drow city of Zirnakaynin, First Daughter of House Vonnarc.



Alpon Caromarc

N male Varisian alchemist 13
Count of Vieland in Ustalav, created the Beast of Lepidstadt.



Aram Zey

N male Taldan wizard 11
Venture-Captain of the Pathfinders, Master of Spells of the Grand Lodge in Absalom.



Arazni

NE female Taldan lich wizard 20+
Ex-knight of Ozem and one-time herald of Aroden, “Harlot Queen” of Geb.



Aroden

LN god of humanity; deceased
Once the god of humanity, died at the onset of the Age of Lost Omens.



Artokus Kirran

N male Garundi alchemist 20+
Inventor of the *sun orchid* elixir, dwells in the Citadel of the Alchemist in Thuvia.



Baba Yaga

NE witch 20+, actual powers and race unknown
Founder of Irrisen, exceptionally powerful traveler of countless worlds.





Castruccio Irovetti

CN male Taldan bard 9
Ruler of the River Kingdom of Pitax, collector of performers and artists.



Caydserras Arudora

LE male Varisian oracle 15
Ruler of Bastardhall in Ustalav, cursed scion of an ancient family.



Eando Kline

CG male Taldan bard 5/rogue 6/sorcerer 1
Pathfinder in self-imposed exile, explorer of the Inner Sea region.



Eloiander of Ridwan

NE male Chelaxian druid 15
Member of the Umbral Court in Nidal, leader of the Uskwood druidic cabal.



Elvanna

NE female Kellid witch 20+
Ruler of Irrisen, daughter of Baba Yaga, Queen of the Winter Witches.



Galfrey

LG female Taldan paladin 15
Ruler of Mendev, current commander of the Mendevian Crusade.



Geb

LE male Garundi ghost necromancer 20+
Founder and ruler of the nation of Geb, ancient enemy of Nex.



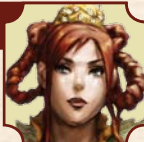
Hulrun of Kenabres

LN male Taldan inquisitor 13
Aged prelate and leader of the city of Kenabres in Mendev.



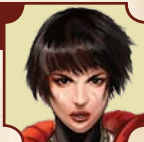
Ileosa Arabasti

NE female Chelaxian aristocrat 2/bard 4
Beautiful and petty ruler of Korvosa, spoiled queen with big plans.



Iomedae

LN goddess of honor and rulership
One-time hero and paladin of Aroden, passed the Test of the Starstone.



Jakalyn

LE female Chelaxian cleric 9/Red Mantis assassin 10+
Leader of the Red Mantis assassins, ruler of Mediogalti Island.



Jatembe

N male Mwangi wizard 20+; presumed dead
The first great wizard to rise after Earthfall, pioneered many magical techniques.



Kaltessa Iyis

NE female Chelaxian cleric of Mammon 10/diabolist 10
"The Widow Queen," high-priestess of Mammon, ruler of the palace of Iron Rose.



Karzoug

NE male Azlanti transmuter 20; presumed dead
Runelord of Greed, ruler of the Thassilonian empire of Shalast.



Kazavon

LE male great wyrm blue dragon; deceased
Ex-ruler of Belkzen, body transformed into powerful artifacts.



Kelldor

LN male Taldan oracle 15
Ruler of the nation of Druma, leader of the Prophecies of Kalistrade.



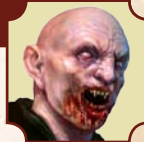
Khemet III

LN male Garundi cleric of Abadar 15
The Ruby Prince of Sothis, ruler of the nation of Osirion.



Kholas

LE male Chelaxian vampire sorcerer 14
Ambassador to Queen Abrogail II from Nidal, member of the Umbral Court.



Koriah Azmeren

CG female half-elf ranger 11
Famed Pathfinder, published in Volume 44 of the *Pathfinder Chronicles*, Darklands expert.



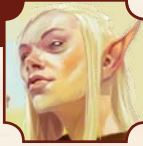
Kortash Khain

CE male ghoul sorcerer 5/cleric 5/mystic theurge 10+
Priest-king of Nemret Noktoria, high priest of the demon lord Kabriri.



Kreighton Shaine

CG male elf diviner 7/lorekeeper 3
Venture-Captain of the Pathfinders, Master of Scrolls of the Grand Lodge in Absalom.

**Socorro**

CE male Varisian lich necromancer 17
The so-called "Butcher of Carrion Hill," lieutenant of Tar-Baphon.

**Lokoris**

LN male Chelaxian aristocrat 2/magus 11; deceased
Wrote "Six trials of Larazod," worshiped Asmodeus, notorious provocateur.

**Sorshen**

CE female Azlanti enchanter 20+; presumed dead
Runelord of Lust, ruler of the Thassilonian empire of Eurythnia.

**Lrilatha**

LE female erinyes, inquisitor 13
Advisor to Queen Abrogail II, sent by Asmodeus to aid House Thrune.

**Stavian III**

CN male Taldan aristocrat 8/wizard 4
Grand Prince and current ruler of the nation of Taldor.

**Master of Gales**

N male Chelaxian druid 15
Member of the Pirate Council, ruler of the city of Drenchport.

**Tar-Baphon**

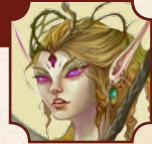
NE male Varisian lich necromancer 20+
The Whispering Tyrant, ancient enemy of Aroden, imprisoned under Gallowspire.

**Merivesta Olinchi**

CN female halfling bard 15; deceased
Author of the scandalous *Conception Exception*, first victim of the Red Mantis.

**Telandia Edasseril**

NG female elf wizard 15
Queen and ruler of the elven nation of Kyonin, bearer of the Viridian Crown.

**Mother of Flies**

NE female green hag sorcerer 14
Notorious local legend near Westcrown, tender of the Maggot Tree.

**Tragshi**

NE female half-elf druid 5
Guildmistress of the Daggermark Poisoners' Guild.

**Nefeshti**

LN female noble djinni ranger 3/cleric of Gozreh 7
Leader of the Templars of the Five Winds, ancient guardian of the deserts.

**Varian Jeggare**

NG male half-elf wizard 6
Venture-Captain of the Pathfinder Society, crime-solving Chelish aristocrat.

**Nex**

N male Garundi wizard 20+; missing
Founder of the nation of Nex, master of dimensional magic, ancient enemy of Geb.

**Weslen Gavirk**

NG male Taldan ranger 11
Ruler of the war-torn nation of Nirmathas, Forest Marshal of Fangwood.

**Razmir**

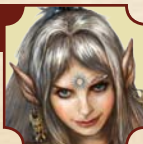
LE male Taldan wizard 19
Ruler of Razmiran, false god, Master of the 31 Steps.

**Xanderghul**

LE male Azlanti illusionist 20+; presumed dead
Runelord of Pride, Ruler of the Thassilonian empire of Cyrusian.

**Shensen**

CG female aquatic half-elf bard 8/fighter 4
Secret political insurgent, infamous diva, and devout follower of Sarenrae.

**Yasmardin Senir**

LE male Varisian cleric of Norgorber 13
Count of Ulcazar in Ustalav, Leader of the Anaphexia.





VARIANT MAGIC

All about us lie the relics of greatness lost: The Cyphergate riddle, the ziggurats of Ghol-Gan, the impossible walls of Kaer Maga. Nigh-indestructible artifacts, as surely created by mortal hands as beyond our greatest wizards, baffle the mightiest wits of our age. How many of our finest minds waste their lives in futile pursuit of secrets not yet known? All the most ambitious among us could ever crave lingers in knowledge ancient even to our ancestors. Don't waste your time trying to leave your mark on our craft. You were outdone before you were born.

—Aram Zey, Master of Spells

Throughout the ages, spellcasters of the Inner Sea region have sought mastery of magic and quested for new secrets and strange methods of manipulating this primal power. Metamagic, one of the earliest recorded methods of enhancing and altering magical spells, dates back at least to the height of Azlant (and likely before), while the secrets of wizardly school specialization were explored and refined until they were elevated to the heights of ruling philosophies during the dominance of ancient Thassilon. In the ages since, countless variants on the classical forms of magic have arisen—some of which have survived the test of time and are still in practice today, while others have been lost to history's ashes.

Variant magic can be accessed via numerous disciplines, including archetypes, bloodlines, feats, prestige classes, schools, items, mysteries, and subdomains. Some variants even rely entirely on new rules subsystems, such as the Words of Power system presented in *Pathfinder RPG Ultimate Magic*. For a Game Master, variant magic can provide new or unexpected options for NPC spellcasters and adventuring locales, keeping the game fresh and the PCs on their toes. For players, variant magic systems expand the tools of character development and distinguishing otherwise similar spellcasters from one another, defining one wizard as a Varisian tattooed sorcerer and another as a sinister shadowcaster from Nidal.

But take care not to overdo it if you decide to introduce or focus on variant forms of magic in your game. Using individual variants sparingly preserves their novelty. Accentuate the differences between each style to keep variant magic feeling unusual and different. Rich descriptions keep the focus on the flavor of a variant system, rather than reducing it to mere mechanics. It's also worth considering how each variant might work under exceptional conditions. Certain magical tattoos can be blocked by combat maneuvers that cover them in cloth, for example, while primal magic provides nearly limitless opportunities for GM creativity. The rules can't cover every circumstance PCs happen into, but a versatile GM can.

NPCs: Nonplayer characters should only use variant magic systems if the situation makes doing so logical. It makes sense for a wizard bounty hunter from Nidal to use shadowcasting, but not for a wizard bounty hunter from Numeria to do so. Don't just idly grant your NPC spellcasters access to the variant magic options presented on the following pages. When the PCs encounter an NPC who uses variant magic, they should be intrigued by the magic, not baffled by why, for example, a Nexian spellcaster might be using Thassilonian sin magic. Of course, exceptions can always exist. Just make sure you justify those exceptions with reasons, whether or not the PCs ever learn how that Nexian spellcaster learned how to use Thassilonian sin magic.

PCs: All of the variant magic systems presented on the following pages are balanced for use by player characters, but before a PC can use any of these options, the player must make sure the GM is comfortable with the choice. A GM might want to restrict access to some of these variants to NPCs only, while other variants he might forbid because he doesn't care to feature those elements his game. Alternatively, if a GM is eager to see a particular form of variant magic used by his players' characters, he can encourage the use of such rules by pointing out the variant magic or even awarding things like bonus feats or other in-game benefits in return for taking up such unusual methods of using magic.

Magic Items: Even among standard magic items like potions, scrolls, and wands, significant mechanical differences distinguish items that ultimately have the same effect. Many variant magic systems merely expand or transform familiar magic items into unfamiliar shapes such as riddle scrolls or magical tattoos. Other variants might not even change the underlying item. Isolated tribes might make use of herbal potions where other cultures use carefully distilled reagents. Magical scrolls range from vellum to papyrus and from animal hide to stone tablets depending on nation and spellcaster. Not every item needs to be carved from the oak of a lightning-struck tree, but magic items with evocative descriptions go a long way toward making hard-earned treasure more than just words on scratch paper.

The World: Magic varies from area to area, and not just in spellcasting. Parts of Golarion are fundamentally infused with magic, pulsing with such energies just as a river surges with rushing water and a volcano bubbles with deadly magma. GMs who wish to highlight the innate powers of particularly magical settings might adjust the flavor and descriptions of constructs, magical traps, and even creatures created or summoned by magic to fit the character of each region. Beyond mere descriptions, though, a GM might choose to focus upon the strange and wondrous properties of such areas by introducing unusual magical effects. Magical environmental effects, such as areas affected by primal magic (see page 12) or other areas of impeded magic (see page 187 of the *Pathfinder RPG GameMastery Guide*), while rarer, also vary by region. On Golarion, dramatic changes exist in and around the demon-tainted Worldwound, fey-touched realms like Uringen in the River Kingdoms, and certain areas of the Darklands. In the war-scarred sands of the Mana Wastes, capricious tides of primal magic hold sway. Few terrors match that of a spellcaster's own arts turning against her, or worse, failing entirely. Changes to the underlying rules of the world make for a memorable adventure, but like other forms of variant magic, should be used sparingly. If magic works unreliably or out of expectations too often, PC spellcasters may feel cheated out of hard-earned abilities.



False Divine Magic

The ruler of Razmiran is not only one of the Inner Sea region's most aggressive masters, but also one of the region's greatest con artists, having convinced thousands of followers of his divinity. With a skilled synthesis of glib lies and powerful arcane magic, Razmir sits atop a pyramid of faith behind an impassive mask—only the highest-ranking members of his cult know the truth, that their “god” is in fact a mortal man fast approaching the end of his life. Over the years, Razmir and his masked priests have developed and perfected a new form of arcane magic—false divine magic.

Razmir relies upon skilled liars (mostly bards, rogues, and sorcerers) to pose as his priests. When “miracles” are required, he relies upon his bards to create them with arcane magic disguised as divine magic. Certain sorcerers have also developed powers to aid them in this pursuit (see the Razmiran priest archetype on page 39), but most utilize the following feats to pull off their deceptions.

False Casting

When using a magic item, you can trick onlookers into thinking you used spellcasting instead.

Prerequisites: Magical Aptitude, Bluff 1 rank, Sleight of Hand 1 rank.

Benefit: When you use a magic item or a spell-like ability to create a magical effect, you may add additional magic-seeming words and hand gestures to trick onlookers into believing you cast the spell yourself. If using an item that is recognizable as a magical implement (such as a wand or ring), you can trick viewers into thinking you are just using the item as a focus component. Onlookers who have no ranks in Spellcraft have no knowledge of what is genuine spellcasting, and automatically believe you are casting a spell.

If an onlooker attempts a Spellcraft check to identify your “casting,” his check is opposed by your Bluff check. If he succeeds, he realizes the deception. If he fails, he believes you cast the spell. Regardless of the result of that opposed check, he uses the result of that Spellcraft check to identify the “spell” you cast, except the DC is 20 + the spell's level instead of 15 + the spell's level.

False Focus

You can use a divine focus to cast arcane spells.

Prerequisites: Knowledge (religion) 1 rank, ability to cast arcane spells.

Benefit: By using a divine focus as part of casting, you can cast any spell with a material component costing the value of that divine focus (maximum 100 gp) or less without needing that component. For example, if you use a silver holy symbol worth 25 gp, you do not have to provide material components for an arcane spell if its components are worth 25 gp or less. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than the value of the divine focus, you must have the material component on hand to cast the spell, as normal.

Normal: A divine focus has no effect when used as a component in arcane spells.



Razmir

Fleshwarping

Fleshwarping is the practice of completely altering a creature's physical and mental form by submerging it in strange reagents that loosen the strictures of flesh and mind and opens them to the manipulations of magic. The secrets of fleshwarping have arisen independently in numerous regions of the Inner Sea, from the laboratories of the drow in Zirnakaynin to the constantly churning vats of Oenopion in Nex. Certain demon cults, particularly those of Haagenti and Lamashtu, have developed significant fleshwarping traditions as well, and the aboleths have practiced similar methods for eons. These methods have created countless warped monstrosities over this time, of which driders are perhaps the most well known and widespread.

The process for fleshwarping is partly magical and partly alchemical, and requires the creation of a large quantity of magical fluid that must be held within a fleshwarping vat large enough to fully immerse the target. This alchemical solution is expensive, difficult to create, and expended after a single use on a target. The actual ingredients of the alchemical solution include a number of rare components combining various types of fungi, several fully pulverized and destroyed oozes, poison from various immense vermin, and many similar ingredients. The exact details vary from culture to culture, further adjusted by the nature of the changes the fleshwarper seeks to effect upon his subject. Creating enough fleshwarping agent to affect a single Medium or smaller creature costs 10,000 gp, takes 10 days of work, and requires the assistance of an alchemist or at least one spellcaster who has both the Brew Potion and Craft Wondrous Item feats.

Once the fleshwarping reagent is ready, the fleshwarper must prepare the target by performing a number of surgical and magical operations to ready the body and mind. Often, tubes connected to pots of additional substances are inserted into the target's body. The entire process is excruciatingly painful, and subjects who are not volunteers must be physically restrained. Further complicating the process is the simple fact that the subject must be alive or undead—attempts to fleshwarp dead bodies have to date met with failure. This invasive and grisly period of preparation takes an additional 1d6 days—each day the preparation continues, the subject takes 1d4 points of Constitution drain that cannot be magically healed without ruining the preparation. Although a DC 15 Fortitude save reduces this Constitution drain to 1 point, many subjects still perish before the work is done. Fleshwarpers tend to seek particularly healthy subjects for the procedure as a result.

When the subject has been prepared, it is fitted with a breathing tube and immersed fully in the fleshwarping agent. Additional reagents costing not less than 2,500 gp are added to the mixture, and over the course of the next

hour or so, the subject's body changes and transforms. After an hour has passed, the subject takes a further 1d6 points of Constitution drain (a DC 15 Fortitude save reduces this to 1 point of Constitution drain). The fleshwarper must then make a DC 20 Craft (alchemy) check—others who aided in the creation of the fleshwarping agent can use the aid another action to increase the primary fleshwarper's chances of success. If this Craft (alchemy) check fails, the fleshwarping attempt fails as well and the subject emerges from its horrific bath unchanged save for any Constitution drain it has suffered. If the check is successful, the fleshwarping transforms the subject into something else entirely, and its Constitution drain is healed.

The nature of the transformation itself is generally left to the GM's imagination—in the case of drow fleshwarpers, their methods reliably produce consistent results that depend on the subject's race. Drow universally become driders, troglodytes become hulking reptilian monsters called ghonhatines, humans become sluglike mutants called grothluts, and elves become twisted and tentacled abominations called irnakurses (see *Pathfinder Adventure Path* #18 for more details on these horrors). Dwarves have proven weirdly resistant to drow fleshwarping, but other methods seem to work as well on them as anything else.

For non-drow fleshwarping, you can either build entirely new statistics for the creature, you can apply the fleshwarped template (below), or you can use the amalgam creature template from Green Ronin's *Advanced Bestiary*—this method works particularly well if the fleshwarper places two creatures into the same vat. Some believe that methods such as these are what initially created monsters like the bulette, the owlbear, or even the chimera.

Fleshwarped

"Fleshwarped" is an acquired template that can be added to any corporeal creature. The resulting creature retains all of the base creature's statistics and special abilities except as noted here.

CR: +1, unless the fleshwarping weakens the creature's primary means of attacking and defending.

Special Abilities: A fleshwarped creature gains a single special attack, defense, or quality chosen by its creator—typically a physical ability, such as +2 to natural armor, a new natural attack like a bite or a tentacle attack, a new movement mode, a new sense, or an ability such as a breath weapon, ferocity, or grab. The new ability should be comparable to those of other monsters of the base creature's CR.

Abilities: A fleshwarped creature gains a +4 bonus on one ability score and a –4 penalty on two other ability scores, as chosen by its creator.

Skills: The fleshwarped creature gains a +4 racial bonus on any one Strength- or Dexterity-based skill, as chosen by its creator.





Primal Magic

Magic is the lifeblood of Golarion. Yet in its raw form, magic is not an ordered force—it is the all-encompassing chaos of possibility. The same energies that can be shaped to create explosive fireballs, raise the dead, divine the future, heal the sick, and summon demons can do that and more without the direction of skilled spellcasters. Normally, this unfocused magical potential does not exist in reality; it lies beyond reality, where it waits to be tapped. Where exactly magic comes from remains a lively debate today, but when magic is unleashed without any attempt to focus it—when it leaks into the world in its raw form—the result is known as primal magic.

In some realms, particularly in planes like the Maelstrom or the Abyss in the Great Beyond, magic is left to indulge in its raw chaos as it wishes—here, primal magic is often called “wild magic.” On the Material Plane, the world feels the touch of primal magic when the laws of reality themselves have been damaged, as in the case of the Mana Wastes, which lie between the nations of Nex and Geb. Here, magic flows in unpredictable tides and currents. At one moment, a region in the Mana Wastes might function normally while at another, magic won't function at all. Usually, though, primal magic holds sway.

Manifestations of primal magic tend to build up potential before they explode into existence. Just as a thunderstorm doesn't constantly lance the ground below with a constant beam of lightning, these bolts manifest periodically and almost randomly. And just as lightning can be called with lightning rods, primal magic can be purposefully or accidentally drawn out by utilizing magic in areas where such energies are building.

When primal magic manifests, roll on the Sample Primal Magic Events table on page 13 to determine what occurs. As the primal magic exerts its power, consider crossing off the effect that occurs and designing replacement events and effects. If you want primal magic to play a big role in your campaign, you should try to ensure that no two effects are ever quite the same. One easy way to achieve this is to simply substitute random spell effects with unusual descriptions in place of normal ones, such as a black *fireball* that smells of roses and deals acid damage.

Spontaneous primal magic effects can occur in a region like the Mana Wastes as often or as infrequently as you wish, but as a general rule, try to limit the effects to one per combat encounter at most. The majority of primal magic effects should instead occur when creatures activate magic items, use spell-like abilities, or cast spells in such an area (simply carrying a magic item or gaining the benefits of a constant-use item or spell effect isn't enough—it's the actual act of activation or casting that triggers primal magic). When a creature activates a

magic item, casts a spell, or uses a spell-like ability in an area infused with primal magic, there's a 50% chance that the spell effect is replaced by a primal magic effect. A spellcaster casting a spell, using a spell-like ability, or activating a spell completion or spell trigger magic item can make a concentration check ($DC = 15 + \text{twice the spell's level}$) to focus the magic and avoid triggering a primal magic effect. Creatures activating other kinds of magic items do not have the option of making a Spellcraft check to avoid triggering a primal magic effect.

When a primal magic effect occurs naturally, it targets a random creature or location in the vicinity around the PCs or whatever region you wish to inflict the event upon. When the effect occurs, you need to determine the CR of the event. If the event is triggered by a spellcaster or a magic item, the event's CR is equal to the spellcaster's or item's caster level. When an event occurs naturally, you can roll 1d20 to determine the CR. Of course, you should strongly consider lowering primal magic event CRs to match or at least closely approximate the average party level of your PCs. Not all primal magic events are harmful, but it's neither fun nor fair for players to frequently be hit with an effect that's too far beyond their ability to deal with.

Primal magic events often linger for minutes, hours, or even days. These effects can be dispelled via *dispel magic* and similar spells. Treat the event's CR as its caster level in this case.

In the Sample Primal Magic Events table on page 13, the abbreviation “CR” is used to indicate a mathematical value; use the primal magic's CR to set this number. For example, a CR 11 primal magic event that lasts for “CR minutes and affects an area with a radius of $CR \times 5$ feet” lasts for 11 minutes and affects an area with a radius of 55 feet.

Unleashing Primal Magic

Areas affected by primal magic are like scars upon the rugged flesh of the world, invisibly and intangibly overlaid on the fabric of reality. Generally, areas of primal magic form in places afflicted by forces beyond mortal control—areas scoured by godly wrath, breaches between the planes, sites where powerful artifacts were destroyed. In most of these instances, the primal magic subsides as reality repairs itself, though it might take a matter of weeks, years, or even centuries. In the cases of extreme abuse, an area's magical cohesiveness might never recover, resulting in areas of permanent primal magic. In general, the location of existing areas of primal magic and the creation of new areas is left up to the GM, but should always be the result of magic of extraordinary force or of an arcane catastrophe of epic proportions. Such should be encountered only rarely, allowing such sites to retain their sense of danger and calamitous history.

Sample Primal Magic Events

d%	Effect
1–6	Creatures and objects within a radius equal to $5 \times \text{CR}$ are drained of color for CR minutes. A gnome in this area must make a DC 15 Will save to avoid being shaken by this effect for the duration of the loss of color. This is a mind-affecting fear effect.
7–10	A number of strangely colored centipedes (<i>Pathfinder RPG Bestiary</i> 43, <i>Pathfinder RPG Bestiary</i> 2 53) appear in the area—these centipedes ignore non-spellcasters and attack only creatures capable of casting spells or using spell-like abilities. This encounter should be a mix of centipedes that equals the CR of the primal magic event. The corpses of any slain centipedes pivot until their heads point in the direction of the Pit of Gormuz.
11–14	Strange music fills the air for CR minutes. Possible choices include the following (roll 1d4): Ulfen battle chants, Chelish opera arias, Desnan prayers, or Vudrani monastic chants. The music instills in those who hear it a strong urge to sing or dance along. A creature who does so gains a +2 morale bonus on attack rolls and saving throws for the duration of the music.
15–18	A zone of unluck and a strange pale violet radiance equivalent to candlelight fills a $\text{CR} \times 5$ foot radius for CR hours. All d20 rolls made in this area must be rolled twice, taking the lower of the two rolls.
19–22	One creature's body and all its possessions reverse into a mirror image of themselves. The binding of any book in its possession is reversed, though the text within remains normal and legible. This effect is unusual but has no actual game effect. Reversing this effect is possible via <i>break enchantment</i> , <i>limited wish</i> , <i>miracle</i> , <i>polymorph any object</i> , or <i>wish</i> .
23–26	A circular pit opens under the feet of a random target. The pit creates an extradimensional space in the ground, not an actual pit. The pit is 10 feet deep per CR, but otherwise functions as <i>create pit</i> (<i>Advanced Player's Guide</i> 213).
27–32	A rain of small objects (anything from flowers to rotten fruit) pelts an area with a radius equal to $5 \times \text{CR}$ for CR rounds. This strange hail is not harmful, but during this time all creatures in the area gain concealment and must make concentration checks (DC 15 + the spell's level) to cast spells.
33–38	Positive energy affects a number of creatures not to exceed CR in total. These creatures are affected by a <i>heal</i> spell (caster level = CR).
39–44	Negative energy affects a number of creatures not to exceed CR in total. These creatures are affected by a <i>harm</i> spell (caster level = CR).
45–48	An area with a radius of $\text{CR} \times 10$ feet becomes utterly dark, as if from a <i>deeper darkness</i> spell.
49–54	The environment itself suddenly springs to life and attacks all non-elemental creatures in the immediate area. Treat this event as an encounter with various elementals drawn from the immediate surroundings as appropriate, tailored to be an encounter of a CR equal to that of the primal magic event.
55–62	Strange, shifting curtains of color, akin to an aurora borealis, manifest in the sky but are visible only to those in an area equal to $\text{CR} \times 10$ feet in radius. Every creature in this area must make a Will save (DC 10 + CR) or be dazed by the shifting colors for 1 round. The colors persist for 1 round per CR. Creatures must make a new save each round to avoid becoming dazed. This is a mind-affecting pattern effect.
63–68	A random number of creatures not to exceed the event's CR become confused unless they succeed at a Will save (DC = 10 + CR). For each affected creature, this effect persists until that creature's confusion effect results in "act normally," at which point the effect ends for the creature. This is a mind-affecting effect.
69–74	A storm of energy (with an equal chances of being acid, cold, electricity, or fire) sweeps through the area in a $\text{CR} \times 5$ -foot-radius spread. Each round, the storm inflicts 2 hit points of damage per CR; a Reflex save (DC 10 + CR) halves the damage done. The storm persists for CR rounds.
75–78	Strange telekinetic forces rip through the area, attempting to trip all creatures in a $\text{CR} \times 10$ foot radius. The event makes a trip combat maneuver check against all available targets, using a CMB of 10 + CR. Any creature tripped by the event has its equipment reorganized and tangled by the mischievous telekinesis. Until a creature takes a minute to reorganize its belongings, retrieving a stowed item is a full-round action.
79–88	Choose two random creatures in the area, then randomly pick one to be the "wielder" and one to be the "target." Roll on the <i>rod of wonder</i> table (<i>Core Rulebook</i> 489) to determine what sort of strange effect occurs between these two creatures.
89–94	A teleportation storm occurs. All creatures in the area must make a Will saving throw (DC = 10 + CR). Those who fail are teleported, as if via <i>dimension door</i> , so that they randomly shift places. If this places a creature in an area too small to accept its space, it instead appears in the closest adjacent space that can contain it. If only one creature is affected, it teleports a number of feet equal to $\text{CR} \times 5$ in a random direction.
95–98	A <i>magic jar</i> -like effect affects two creatures. A Will save (DC = 10 + CR) negates the effect. If one creature fails this save but the other succeeds, the creature that fails the save is merely stunned for 1d4 rounds. If both creatures fail the save, their minds are switched into each other's bodies for a number of rounds equal to the event's CR.
99–100	Roll twice, discounting results of 99–100. Both events generated by these rolls occur simultaneously.





Riffle Scrolls

Although details of this antiquated method of crafting scrolls were once long buried in an obscure library in Ustalav, the secrets of crafting *riffle scrolls* were recently rediscovered by Chelish Pathfinder Varian Jeggare. Happily, he found the crafting and use of these scroll-like devices a handy remedy for the crippling nausea he normally suffered whenever he cast a spell. The secrets of this magic's rediscovery and details of its use are fully detailed in the Pathfinder Tales novel *Prince of Wolves*.

A *riffle scroll* is similar to a standard scroll, but its methods of activation and shape are quite different. A

riffle scroll is a wondrous item that holds the power of a single spell. Each *riffle scroll* is a thin booklet, similar in shape to a chapbook (but somewhat smaller), containing 25 to 50 pages of eldritch symbols. When held between thumb and forefinger and riffled through in a quick manner, the motion of the pages turning activates the magic within, simultaneously completing casting of the spell and erasing the booklet.

A *riffle scroll* uses spell completion as its activation type, just as do normal scrolls. Characters who cannot cast the spell contained in a *riffle scroll* must rely on Use Magic Device to activate the magic held within. *Riffle scrolls* are treated exactly as scrolls for the purposes of deciphering the writing, activating the spell, and determining its effects (including the chances for mishaps), save for the fact that *riffle scrolls* do not require verbal components—they automatically function as if they were cast using the Silent Spell metamagic feat. Activating a *riffle scroll* provokes attacks of opportunity just like casting a spell. Magical silence does not interfere with using a *riffle scroll*. Activating a *riffle scroll* requires one free hand. A *riffle scroll* uses the normal casting time for the inscribed spell, even if the user or creator is of a class that has increased casting times when using metamagic effects.

Riffle scrolls are somewhat heavier than normal scrolls; a single *riffle scroll* weighs 1 pound. Each *riffle scroll* has an AC of 9, 5 hit points, hardness 0, and a break DC of 10. *Riffle scrolls* cannot be kept in standard scroll tubes; they are normally transported in flat leather cases or boxes similar to containers used to transport books.

Riffle scrolls can be created by any spellcaster who has the Scribe Scroll and Silent Spell feats. Scribing a *riffle scroll* is more time-consuming and expensive than scribing normal scrolls because of the greater number of pages and more complex magic involved. A *riffle scroll's* market price is equal to the spell level \times the caster's level \times 25 gp—but note that only spells that have been modified by the Silent Spell metamagic feat can be crafted into *riffle scrolls*. This affects the spell's effective spell level for the purposes of determining the *riffle scroll's* price. Effectively, a *riffle scroll* costs about the same as a normal scroll of one spell level higher. This also means that 9th-level spells cannot be made into *riffle scrolls*, because there are no 10th-level spell slots. Abilities that reduce the level adjustment of the Silent Spell feat do not affect *riffle scrolls*.

To scribe a *riffle scroll*, you must use up raw materials costing half of its market price. Scribing a *riffle scroll* takes 1 day for each 1,000 gp in its base price, with a minimum of 1 day of work. Although an individual *riffle scroll* might contain more than one spell, each spell must be scribed as a separate effort, meaning that no more than 1 spell can be scribed in a day.



Varian Jeggare

Shadowcasting

Protection from the dark times of Earthfall was but one of Zon-Kuthon's "gifts" to the terrified people of Nidal. To ensure the grip of his Umbral Court would remain forever unbroken, the Midnight Lord bequeathed to his mortal servants the secrets of blending shadow and magic. Though most shadowcasters practice wizardry (and indeed, wizards can choose the shadowcaster archetype if they wish to fully embrace this style of magic—see page 39), Zon-Kuthon's gifts can be used by any spellcasting tradition. Beyond the borders of Nidal, cabals practicing shadow magic haunt the fringes of Galt and Taldor, some in service of the Midnight Lord, and others serving only their own lust for power.

The traditions of shadowcasting utilize the following feats to enhance magical effects.

Shadow Gambit

You can tap into the Plane of Shadow to momentarily lend reality to one of your illusion (figment) spells.

Prerequisites: Spell Focus (illusion), caster level 5th.

Benefit: As a standard action, you can draw upon energies from the Plane of Shadow to cause an ongoing figment spell you cast to damage a foe as if the illusion were real. The illusion must be one you retain ongoing control of, such as *minor image*, and the target must be both visible to you and within or adjacent to the area of your illusion. Using this feat immediately ends the figment's duration.

You must either make a melee touch attack or give the target a saving throw (Fortitude or Reflex) to resist the damage (see below). If you choose a melee touch attack, you use your own melee touch attack bonus, and if you miss, the spell deals no damage. If you choose to allow the target a saving throw, a successful save means it takes half damage. The shadowy attack deals 1d6 points of damage per spell level. If the target disbelieves or sees through the illusion, reduce the damage by half.

The shadowy attack can deal acid, bludgeoning, cold, electricity, fire, piercing, or slashing damage, but the damage must be appropriate to the illusion. For example, an illusory wall that collapses deals bludgeoning damage with a Fortitude save for half, an illusory swordsman strikes with a melee touch attack deals slashing damage, and an illusory wall of fire deals fire damage with a Reflex save for half.

Shadow Grasp (Metamagic)

Your darkness spells have substance and bind your foes.

Prerequisites: Tenebrous Spell, Umbral Spell.

Benefit: When you cast a spell with the darkness descriptor that affects an area, creatures in the area are entangled. If the spell allows a saving throw, a successful

save negates the entangle effect. If the spell does not normally allow a save, a creature can make a Reflex save (DC = the spell's DC if it had a saving throw) to negate the effect. If the spell allows spell resistance, failing to overcome a creature's spell resistance means it is not entangled.

An entangled creature remains so as long as it is in the area of the spell and for 1 round after it leaves. A creature that leaves and reenters the area must make a new saving throw to avoid becoming entangled. Creatures that succeed at a save to resist being entangled do not have to make additional saves if they stay within the darkened area.

You are never impeded by the effects of your spells modified by this feat. A Shadow Grasp spell uses up a slot one level higher than the spell's actual level.

Tenebrous Spell (Metamagic)

You blend shadow into your spells, increasing their efficacy at the price of susceptibility to light.

Benefit: When you cast a tenebrous spell in darkness or dim light, the spell's effective caster level and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous spell in darkness or dim light take a –2 penalty on the dispel check.

Casting a tenebrous spell in bright light is difficult, and requires a concentration check (DC 15 + twice the tenebrous spell's effective spell level). Attempts to dispel a tenebrous spell in bright light gain a +4 bonus on the dispel check.

You cannot use this feat on spells with the light descriptor. A tenebrous spell uses up a spell slot one level higher than the spell's actual level, except in the case of spells with the darkness or shadow descriptor or of the illusion (shadow) subschool; this feat does not change the effective level of those spells (but still counts as using a metamagic feat for all other purposes).

Umbral Spell (Metamagic)

Targets of your darkness spells radiate darkness.

Prerequisite: Tenebrous Spell.

Benefit: An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the *darkness* spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness. An umbral spell uses up a spell slot two levels higher than the spell's actual level.

You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.



Tattoo Magic

Though known to almost any culture that practices ritual tattooing, tattoo magic is most often employed by Varisian spellcasters. Their tattooed sorcerers bind magic into intricate patterns upon their flesh, and even awaken tattoos into sentient art (details on the tattooed sorcerer archetype can be found on page 40). Yet the wonders of tattoo magic are not limited to sorcerers—any spellcaster can craft magical tattoos, given the proper training.

Inscribe Magical Tattoo (Item Creation)

You can craft magical tattoos.

Prerequisites: Craft (calligraphy, paintings, or tattoos) 5 ranks, caster level 5th.

Benefit: You can create magical tattoos, magic items inked directly into the flesh of a willing or helpless creature. Both you and the recipient of the tattoo (if the recipient is not yourself) must be present during the entire tattooing process. Magic tattoos must be placed on a part of the body normally able to hold a magic item slot, but they do not count against or interfere with magic items worn on those slots. A single slot can only hold one magical tattoo (nonmagical tattoos and tattoos acquired from the tattooed sorcerer archetype do not count against this limit). Tattoos may be inscribed on the following slots: belt, body, chest, feet, hands, head, neck, shoulder, ring (up to two), or wrist. They cannot be inscribed on armor, eye, headband, or shield slots.

Magical tattoos are difficult to destroy, though they count as magic items for the purposes of *dispel magic*. The spell *erase* can permanently destroy a magical tattoo, but the bearer of the tattoo can resist the spell with a Will save, in addition to the caster needing to make a successful caster level check to erase the tattoo. Physically removing a magical tattoo with a sharp instrument or defacing it with fire or acid can destroy it as well. Doing so is a full-round action that not only requires the target to be willing or helpless, but also provokes attacks of opportunity. At least 2 points of damage per caster level of the tattoo must be dealt to destroy a magical tattoo in this manner.

Magical tattoos follow the rules for magic item creation as though they were wondrous items, except that they can use the Craft (calligraphy, paintings, tattoos) skill. New magical tattoos can be researched and designed using the guidelines for pricing new magic items. Magical tattoos are treated as slotless magical items for pricing purposes.

CASTER'S TATTOO

Aura faint (lesser), moderate (normal), or strong (greater) evocation; **CL** 5th (lesser), 11th (normal), or 17th (greater)

Slot none; **Price** 6,000 gp (lesser), 21,000 gp (normal), 48,000 gp (greater)

DESCRIPTION

A *caster's tattoo* is infused with potential magical energy that aids in casting spells that normally utilize verbal and somatic components. Once per day, a spellcaster may activate her *caster's tattoo* as a swift action to automatically enhance the next spell she casts in that round with both the Still Spell and Silent Spell feats. When she casts the spell, the *caster's tattoo* flares with light for a moment, then grows faint and faded—it replenishes its energy in 24 hours, after which it becomes bold and colorful and can be used again. Required material components or foci must be in the creature's possession to cast the spell (and are consumed as normal), but need not be held when the spell is cast.

Caster's tattoos are available in lesser, standard, and greater versions, allowing the modified casting of a spell of up to 3rd level, 6th level, or 9th level respectively.

CONSTRUCTION

Requirements Inscribe Magical Tattoo, Silent Spell, Still Spell;

Cost 3,000 gp (lesser), 10,500 gp (normal), 24,000 gp (greater)

RESERVOIR TATTOO

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 10,000 gp

DESCRIPTION

Once per day as a standard action, the bearer can transfer into the tattoo an ongoing single-target spell (of up to 3rd level). The spell must be one the bearer cast on itself. While stored in the tattoo, the spell's effects are suppressed, and the spell's duration is similarly suspended. As a standard action, the bearer can bring the spell back into effect on itself. Spells stored in *reservoir tattoos* are lost when the bearer next prepares spells.

CONSTRUCTION

Requirements Inscribe Magical Tattoo; **Cost** 5,000 gp

SPELL TATTOO

Aura varies; **CL** varies

Slot none; **Price** varies

DESCRIPTION

A *spell tattoo* is essentially a wearable scroll inscribed on flesh instead of on parchment or vellum. These tattoos appear as colorful and intricate patterns rather than magical writing. The tattoo is a silent, spell completion item that only the bearer can activate. It vanishes when activated. A *spell tattoo* must be visible to the bearer and must be touched as part of its activation. These magical tattoos are not normally placed on the head, neck, or back as a result, since most creatures would require mirrors to activate them. A *spell tattoo's* aura and caster level varies as per the scroll it emulates. A *spell tattoo* has a market price four times as much as an equivalent scroll.

CONSTRUCTION

Requirements Inscribe Magical Tattoo, the spell to be inscribed; **Cost** varies

Thassilonian Magic

While the concept of wizard specializations along the classically recognized schools of magic certainly dates back to the time of Azlant, and perhaps beyond into the dim recesses of time before humanity rose to prominence, it was the runelords of Thassilon who explored school specialization to its full extreme.

Focusing their research on the discovery that each school of magic was opposed by two specific opposition schools, the runelords developed methods of further enhancing their mastery over their chosen arcane specialties. Essentially, they defined these seven schools as much by what they couldn't do as by what they could. By excising "impurities" introduced by fixed oppositional schools, they traded arcane versatility for greater strength in their chosen fields. The seven schools of Thassilonian Magic are presented here.

Envy (Abjuration): The art of suppressing magic other than your own. *Prohibited Schools:* evocation, necromancy.

Gluttony (Necromancy): Magic that manipulates the physical body to provide for an unending hunger for life. *Prohibited Schools:* abjuration, enchantment.

Greed (Transmutation): Magically transforming things into objects of greater value or utility, and enhancing the physical self. *Prohibited Schools:* enchantment, illusion.

Lust (Enchantment): Magically controlling and dominating other creatures to satisfy your desires, and manipulating others' minds, emotions, and wills. *Prohibited Schools:* necromancy, transmutation.

Pride (Illusion): Perfecting your own appearance and domain through trickery and illusions. *Prohibited Schools:* conjuration, transmutation.

Sloth (Conjuration): Calling agents and minions to perform your deeds for you, or creating what you need as you need it. *Prohibited Schools:* evocation, illusion.

Wrath (Evocation): Mastery of the raw destructive power of magic, and channeling those destructive forces. *Prohibited Schools:* abjuration, conjuration.

Thassilonian Specialists

Only wizards can truly follow the ancient philosophies created by Thassilon's runelords, for only wizards have the capability to specialize in a school of magic.

The choice to specialize in a Thassilonian school of magic must be made when a character first becomes a wizard. Once the choice to do so is made, it cannot be changed.

Benefits: A Thassilonian specialist wizard receives two additional spell slots of each spell level he can cast. These bonus spell slots must both be used to prepare the same spell from the wizard's school of specialization, allowing

the wizard to cast that spell twice (as he has prepared the spell twice). The wizard cannot use these slots to prepare two different spells, even if they are of the school he is specialized in.

Restrictions: A Thassilonian specialist does not get to customize his choice for opposition schools—that choice is selected for him when he chooses his specialization. These restrictions are more significant than those most wizards follow, and are known as prohibited schools. A Thassilonian wizard can never prepare a spell that is in one of his prohibited schools—he treats these spells as if they were not on the wizard spell list. If using a spell trigger or spell completion item to cast a spell from one of his prohibited schools, he must use the Use Magic Device skill to do so.



Sorshen



MAGIC SCHOOLS

You stand at the bottom of a well of ignorance. Enlightenment waits high above you, at the top of a dark shaft. The climb to the upper reaches of your coming education will be a long and arduous one. Some of you will fall, your minds broken as surely as your bodies. We demand not just scholarship, but loyalty and diligence as well. Those of you who fail to reach the summit, who become distracted or delayed by the lesser rewards and mysteries revealed at each rung of the journey, are worthy only as sacrifices. Only those who emerge fully from ignorance shall achieve the honor of serving the Mantis God.

—Blood Mistress Jakalyn, High Priestess of the Mantis God

The Inner Sea and the lands beyond it are home to numerous schools, organizations, and societies devoted to the study of magic. For the purposes of this chapter, the phrase “magic school” is used as a catch-all to cover four broad categories of institutions.

Academy: Academies are schools that focus on various forms of arcane magic, particularly on history, theory, research, warfare, exploration, and the like.

Guild: Guilds are generally focused on the application of magic rather than the theories behind it. A guild teaches practical methods of using magic.

Monastery: A monastery is a religious institution where worshipers of a specific deity (or number of deities) can go to study magic as it pertains to matters of faith and philosophy.

Secret Society: This final category includes groups that use magic to aid in achieving hidden goals.

Joining a School

In order to join a school, a character must pay an entrance fee and pass an entrance exam by successfully making a skill check, as determined by the school. One attempt to enter a school can be made per two semesters (a length of time that varies according to each school). Once a character is enrolled, he must pay a monthly tuition or tithe to remain in school until his Fame score reaches a high enough point that he gains the option to join the school's staff. These costs, skills, and Fame score requirements vary per school (see the following pages).

The benefits of belonging to a magic school are similar to those granted by a faction, save that a character doesn't increase his standing in a school by succeeding on missions related to the school's goals. Instead, he makes periodic skill checks or complete other tasks to advance his standing in the school. Schools periodically reward “extracurricular” activities such as research, travelling, and adventuring—these are noted on the following pages as appropriate, but are typically left to the GM to develop as adventures.

Schools conduct regular testing and offer tasks that grant their students opportunities to increase their fame and education in the school. A character's Fame score tracks how successful he is in his schooling. A low Fame score indicates he's a new or a struggling student, while a particularly high one could mean he actually becomes a teacher for the school or are a favored alumnus. To increase his Fame score in a school, he must either make Education checks (a skill check with a DC of 15 + his current ranks in that skill) at points during a semester (see page 21), or perform a specific task or other extracurricular activity for the school. A character's Fame score increases by +1 every time he successfully makes a Education check or performs a task for his school. Every time a character's Fame score increases, he earns an equal number of Prestige Points. The methods by which he earns opportunities to make Education checks vary by school.

Benefits of Education

A student's Fame score represents her status within her school. For every 10 points of Fame, a student gains a cumulative +1 bonus on Diplomacy checks made against members of that school. A student's Prestige Points (PP) reflect the goodwill, research grants, and personal favors built up during her education. These points, when spent, are spent permanently. The sidebar on page 27 lists several generic awards that any member of any school may purchase with her Prestige Points. Each specific school detailed on the following pages lists a few more specific awards that are available only for members. Fame is not expended—when a reward lists only a required Fame score, a student receives the reward upon reaching that level of Fame.

Students may not spend Prestige Points during combat, and must spend them while at school or otherwise able to contact school representatives. Students may not pool Prestige Points to obtain more expensive rewards, but they may spend Prestige Points even if they are dead, petrified, or otherwise out of commission. This represents the student having made prior arrangements with her school to perform certain actions on her behalf, such as recovering her dead body and returning it to a specific location or having it raised from the dead. In this event, the student's actual location does not impact the Prestige Point cost at all.

Skill Specialization

Many of the prestige awards and recognitions that magic school members purchase allow a character to become specialized in a skill. When a PC becomes specialized in a skill, that skill immediately becomes a class skill for him. If the student gains that skill as a class skill from any other source (before or after purchasing the prestige resource), he gains a +1 competence bonus on those skill checks.

Leaving School

A student can leave his school at any time by simply alerting his superiors at the school. If a student fails to pay tuition or tithes when they are due, or performs some act that scandalizes or otherwise harms the school's reputation (based on the GM's interpretation of the act), he is expelled from school and his Fame score and Prestige Points are both reduced by 2d6. Flunking out (failing a number consecutive Education checks as set by the school) also results in expulsion.

Once a student leaves a school, he can no longer spend Prestige Points on that school's benefits. If he was expelled, he might even lose access to some of the advantages and boons he had already acquired from the school, at the GM's discretion. A student can return to a school he left voluntarily by paying the entrance fee again. A student who was expelled must also make a Diplomacy check (DC = 20 + the student's current Fame score) to get back into the school. This Diplomacy check can be attempted once per year.



Academies

Magic academies tend to focus primarily on research, theory, history, and debate. Many spellcasters attend academies in order to bolster their powers and become better adventurers, while others do so in order to prepare for a guild or even a secret society membership. Some attend academies simply from a joy of learning, and may desire nothing more than to become part of the academy's staff and tradition.

Academies appeal primarily to arcane spellcasters, particularly those who must prepare their spells (like magi, wizards, and witches), although these schools are open to any who can pass the entrance exam and pay the fees.

As the Fame scores of students of an academy increase, they gain the following rewards.

Library Access (5 Fame): You have earned the right to research among the academy's special collections and secure libraries. A day of research grants you a +2 circumstance bonus on any one Knowledge skill check.

Senior Student (20 Fame): You are a senior student, and may purchase potions, scrolls, and wands from the city in which the academy is located (or the closest small city if the academy is located in a smaller settlement than that) at a 10% discount.

Professor's Assistant (35 Fame): You assist a professor of your choice in teaching her classes. You are now specialized in Knowledge (arcana) and Spellcraft, and can recruit a student to aid you in research when you use the academy library, which increases the circumstance bonus you gain from library access to +4.

Full Professor (50 Fame): You are hired by the academy to serve as a professor. You no longer need to pay tuition. Every time you would normally pay tuition, you instead earn that amount of gold as your salary.

Specific Academies

The following academies represent three of the most prestigious institutions of magical learning found in the Inner Sea region.

Acadamae

This dangerous school promotes study of the various schools of magic, with a particular focus on conjuration.

Location Korvosa (Varisia)

REQUIREMENTS

Entrance Fee none

Entrance Exam DC 20 Knowledge (arcana) check

Tuition 100 gp/semester

EDUCATION

Education Checks Knowledge (arcana), Knowledge (planes), Spellcraft (see special)

Semester 3 months

Flunk none (see special)

Special Every time you fail an Education check at this dangerous school, you take some form of damage from a failed experiment or an uncontrolled summons run amok. Typically, this damage manifests as 1d6 points of damage per character level, but it could manifest in other ways as the GM sees fit (such as a one-on-one combat against a summoned monster, 1d6 points of ability score drain, a curse, and so on). Students can never flunk out of the Acadamae—but those who fail too many Education checks eventually vanish, die, or suffer worse fates.

EXTRACURRICULAR TASKS

Breaching Festival Assistant (+2 Fame) Once per year, you may aid in preparing for that year's Breaching Festival (an Acadamae tradition in which brave contestants attempt to break into the school's infamous Hall of Wards).

Breaching Festival Survivor (+5 or +20 Fame) If you survive the Breaching Festival, your Fame score increases by +5. If you actually win the Breaching Festival, your Fame score increases by +20. (The Breaching Festival itself is fully detailed in *Pathfinder Module: Academy of Secrets*.)

Donate Conjunction Item (+1 Fame) Once per semester, if you donate a magic item that radiates conjunction magic to the Acadamae, your Fame score increases by +1. The item donated must be worth at least 1,000 gp per point of Fame you currently possess.

AWARDS

Favorite Summons (5 PP) Pick a creature you can summon with a *summon monster* spell you can cast. You have learned how to summon a more powerful version of that creature. By adding powdered gemstones worth 100 gp per spell level as an additional material component when you cast this spell and summon this monster, you grant the summoned monster the advanced creature simple template.

Imp Minion (20 Fame, 5 PP) You gain an imp minion that will serve you for 10 minutes per level per day. You must cast a *summon monster* spell to summon your imp minion—this special casting of *summon monster* does not summon any other monsters when you cast it in this way, but you can choose your imp minion as a favorite summons.

Summoning Specialization (3 PP) Add a new creature to the list of options available to any *summon monster* spell you know. The new creature must be of a comparable CR to the other creatures available for that spell to summon, and you must have GM approval for the creature you add to your list.

Arcanamirium

The largest and most respected school of arcane magic in the Inner Sea region, established by exiled arclords of Nex, focuses on the study of "practical magic."

Location Absalom

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam DC 17 Knowledge (arcana) check

Tuition 200 gp/semester

EDUCATION

Education Check Knowledge (any), Linguistics, Spellcraft

Semester 6 months

Flunk 4 consecutive failed Education checks

EXTRACURRICULAR TASKS

Sponsor (+1 Fame) Once per semester, you can sponsor a student's tuition by paying her tuition for that semester (200 gp). You can only sponsor a student once per year, and even then only if your Fame score is lower than 30.

AWARDS

Commission Magic Item (2 PP) You can commission the crafting of a magic item using Arcanamirium contacts and allies. Doing so reduces the time needed for the item to be crafted by 1d3 days (minimum of 1 day to craft an item) and reduces the total cost of the item by 10%.

Research Grant (20 Fame, 5 PP) The Arcanamirium helps pay for a magic spell or magic item you wish to create. The total cost of the research or item creation is reduced by 25%.

Scholar (2 PP) Your studies have paid off.

You become specialized in one of the following skills: Knowledge (arcana), Knowledge (planes), Linguistics, Spellcraft, or Use Magic Device.

NOTE

If you're using these rules for magic schools in your game, you should use this version of the Arcanamirium in place of the version presented in the *Faction Guide*.

Magaambya

Founded by legendary wizard Old-Mage Jatembe, this is the oldest surviving and still operating academy in the Inner Sea region.

Location Nantambu
(Mwangi Expanse)

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam DC 14
Knowledge (arcana) check

Tuition 20 gp/semester

EDUCATION

Education Check Knowledge (arcana), Knowledge (history), Knowledge (nature), Spellcraft

Semester 4 months

Flunk 6 consecutive failed Education checks

About Semesters

Every school functions on what are known as "semesters." You can make one Education check (using a skill chosen from your school's Education check options) per semester. A semester's actual in-game duration varies from school to school, and you shouldn't hesitate to further adjust a school's semester length to match the speed at which time passes in your campaign. As a general rule, a student should be able to attempt 4 to 6 Education checks per character level, so if in your game characters gain levels at a much accelerated or much slowed rate, you should adjust the length of a semester accordingly. One relatively simple way to hand-wave semesters is to simply treat each game session, no matter how much time passes during that session, as a "semester," and allow characters in schools an Education check at the end of each game session. You can also simply tie these checks to character level, and allow characters to make 5 Education checks all at once every time they level up.

EXTRACURRICULAR TASKS

Oral Tradition (+1 Fame) Once per year, you can spend a month teaching and reciting the school's history and discoveries to keep important and relevant information in the memories of its current students.

AWARDS

Ancient Mwangi Magic (4 PP) You gain access to an arcane version of a druid spell. This spell is two levels higher than its druid version. You must be able to cast spells of that level in order to learn the spell.

If you prepare arcane spells, this new spell is recorded in your spellbook or learned by your familiar as is appropriate. If you cast arcane spells spontaneously, this new spell replaces a spell you already know of the appropriate spell slot.

Diplomatic Student (1 PP)

Your skills are part of the reason why the city of Nantambu has remained safe, even in the violent shadow of the Gorilla King. You become specialized in Diplomacy.



Arcanamirium Student



Guild

Spellcaster guilds are superficially similar to academies in that their members work together and trade knowledge to better the group overall. Alchemists, bards, multiclassed spellcasters, and spellcasters who specialize in item creation are the primary members of guilds.

As guild students increase in fame, they gain the following rewards.

Eclectic Training (5 Fame): Guilds often require members to master and train in different subjects. When your Fame score in a guild reaches 5, choose one spellcasting class you have at least 1 level in—you increase your effective caster level in that

class (including the number of spells you know and can cast per day) by +1, to a maximum caster level equal to your total Hit Dice. Single-classed spellcasters should still pick a class to which this bonus applies, since this bonus is retroactive.

Senior Guild Member (20 Fame): You have become a senior member of the guild. Select a category of magic item (such as magic armor, magic weapon, rod, or staff) that has an association with your guild (if no association seems appropriate, select wondrous item). Using guild contacts, you can gain a 10% bonus on the amount of money you make selling these items.

Esoteric Training (35 Fame): The bonus to caster level you gain from Eclectic Training increases to +3 (but is still limited by your total Hit Dice). You may select a second spellcasting class to gain a +1 bonus to effective caster level.

Guildmaster (50 Fame): You become one of the masters of your guild, and no longer need to pay tuition—every time you would normally pay tuition, you instead earn that amount of gold as your salary.

Specific Guilds

The following represent several of the most successful and well-known guilds operating in the Inner Sea region.

Kintargo Opera House

Growing swiftly and welcoming non-Chelish students, this Chelish opera house is building a dangerous reputation for fostering “free thinkers.”

Location Kintargo (Cheliox)

REQUIREMENTS

Entrance Fee 500 gp

Entrance Exam DC 17 Perform (sing) check

Tuition 200 gp/semester

EDUCATION

Education Check Bluff, Diplomacy, Linguistics, Knowledge (nobility), Perform (any)

Semester 6 months

Flunk 3 consecutive failed Education checks

EXTRACURRICULAR TASKS

Troublemaker (+1 Fame) By taking a risky mission to gather blackmail material on a noble, learn a secret guarded by the government, or otherwise perform some minor act of resistance against either the House of Thrune or the church of Asmodeus, your Fame score increases by +1.

AWARDS

Idolized (5 PP) You’ve built your glamour, fashion, confidence, and sex appeal to a point where it’s not only unmistakable, it can almost be thought of as a weapon. You gain a +2 bonus on Bluff and Diplomacy checks. Treat your caster



White Grotto Student

level as 1 higher for the purposes of determining the duration of any enchantment spell you cast.

Projection (5 PP) You've learned how to project your voice with authority, which even strengthens certain spells that you cast. For any language-dependant or sonic spell that has a range greater than personal or touch, treat your caster level as 2 higher for the purposes of determining your maximum range.

Virtuoso (50 Fame, 10 PP) You have become a diva, idol, or star performer, or otherwise achieved a level of fame that even your fellow performers are jealous of. Your self confidence gives you a permanent +2 morale bonus on all Will saving throws against mind-affecting effects.

Oenopion Fleshforges

Strange new soldiers are alchemically and magically constructed in the experimental laboratories of the Oenopion Fleshforges.

Location Oenopion (Nex)

REQUIREMENTS

Entrance Fee 200 gp

Entrance Exam DC 15 Craft (alchemy) check

Tuition 100 gp/semester

EDUCATION

Education Check Craft (alchemy), Heal, Knowledge (arcana), Spellcraft

Semester 6 months

Flunk 3 consecutive failed Education checks

EXTRACURRICULAR TASKS

Volunteer (+1 Fame) You may volunteer once per semester to serve as the subject of a fleshforge experiment, so long as your Fame score is lower than 15 (the fleshforges aren't interested in risking the life of someone more important). The experiment takes 1d6 days, and deals 1d6 points of ability damage (determined randomly) each day.

AWARDS

Enhancement (30 Fame, 20 PP) Once your Fame score reaches 30, you earn the right to undergo a special ritual made available to members of the fleshforges in good standing. It allows you to permanently reduce any ability score of your choice by 2 points in order to gain a +2 inherent bonus to any other ability score of your choice. You can only gain the benefits of this ritual once.

Surgeon (1 PP) You excel at keeping subjects alive even during the most difficult of fleshforgings. You become specialized in Heal.

Poisoner's Guild

One of Daggermark's most powerful and notorious guilds, the Poisoner's Guild is led by Tragshi the Herbalist.

Location Daggermark (River Kingdoms)

REQUIREMENTS

Entrance Fee 500 gp

Entrance Exam DC 20 Craft (alchemy) check

Tuition 100 gp/semester

EDUCATION

Education Check Craft (alchemy), Knowledge (local), Knowledge (nature), Stealth, Survival

Semester 4 months

Flunk 4 consecutive failed Education checks

EXTRACURRICULAR TASKS

Poisoning Mission (+1 Fame) Once per semester, you can undertake a mission to assassinate a target with poison. This can either be a target that the guild assigns to you, or a target of opportunity the guild asks you to take out based on their knowledge of your current adventuring goals.

AWARDS

Discounted Poisons (10 Fame, 2 PP) Once this award is purchased, you gain a 10% discount on all poisons purchased in the River Kingdoms.

Poison Immunity (5 PP) Pick a type of poison. You are now immune to that specific kind of poison.

White Grotto

The White Grotto is the premier bardic college in Absalom, a guild where one can learn the arts of using magic to enhance all forms of entertainment.

Location Absalom

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam DC 15 Perform (any) check

Tuition 50 gp/semester

EDUCATION

Education Check Acrobatics, Bluff, Knowledge (local), Perform (any), Sleight of Hand

Semester 4 months

Flunk 4 consecutive failed Education checks

EXTRACURRICULAR TASKS

Grotto Performance (+1 Fame) Up to once per semester, you may put on a performance of your choice to benefit the White Grotto and spread its fame. If you successfully make a Perform check (DC = 10 + your current Fame score), you successfully impress the audience, and your Fame score increases by +1.

AWARDS

Lingering Illusions (2 PP) You've mastered a method that allows some of your illusions to persist for longer than normal. Any illusion spell you cast that has a duration that requires concentration lasts for 1 additional round after you cease concentrating on the illusion.

Hidden Wand (30 Fame, 2 PP) You've trained under the philosophy that performances enhanced by magic are best when the magical enhancement itself is not obvious. When you activate a wand (or any similar spell trigger item that's relatively easy to conceal), you may make a Bluff check (opposed by the Perception check of any creature able to see you) to conceal the use of the item.



Monastery

Though divine instruction is often handled in churches and chapels, it is within the walls of the Inner Sea's monasteries that many of the truest secrets of divine magic are taught to those who seek something more in their faith.

As students of a monastery increase their fame, they gain the following rewards. Note that the actual titles granted to friars and elders varies according to church—these titles are used here primarily as generic terms to denote lower- and higher-ranking positions in a monastery.

Infirmity Access (5 Fame): As long as you are able to rest in a church or monastery dedicated to your deity, you and a number of allies equal to your Fame score divided by 5 can receive magical healing for free. When you use this ability, you and your allies heal damage overnight equal to your Fame score (this healing comes primarily from channeled energy and *cure light wounds* spells from low-ranking priests in the building). You can gain these benefits a number of times each week equal to your Fame score divided by 10 (minimum 1).

Friar (20 Fame): As a trusted member of the church, you may purchase potions, scrolls, and wands from the church at a 10% discount.

Back from the Dead (35 Fame): Your fame has reached a point where you can request a single *raise dead* spell from your church at some point free of charge. This can be for a trusted ally who fell in combat, a beloved NPC, or even for yourself. Once you use this benefit, you must pay normally for subsequent *raise dead* spells or other resurrection effects from your church.

Elder (50 Fame): You are highly regarded in your monastery. You no longer need to pay tithes for tuition. Every time you would normally pay tuition, you instead earn that amount of gold as your salary.

Monasteries

Every religion maintains monasteries throughout the Inner Sea region, and while some of these monasteries can be quite effective, they tend to avoid the posturing and glory-seeking that other magic schools pursue. For the purposes of determining what regions have monasteries to which deities, you can assume that any region in the *Inner Sea World Guide* features monasteries dedicated to the deities listed in that region's religion entry. Monasteries to deities other than the 20 core deities exist but are not detailed here. You can use the examples below as guidelines for developing special awards for other religions.

Monastery

Sacred place of learning for the faithful of the church.

Location varies

REQUIREMENTS

Entrance Fee 50 gp

Entrance Exam DC 14 Knowledge (religion) check

Tuition 50 gp/semester

EDUCATION

Education Check Heal, Knowledge (any), Linguistics, Spellcraft

Semester 6 months

Flunk 4 consecutive failed Education checks

EXTRACURRICULAR TASKS

Crusade (+1 Fame) Once per semester, if you successfully undertake a holy mission in the church's name (as determined by the GM), your Fame score increases by +1.

AWARDS

Divine Boon In addition to the standard awards available for all students (see the sidebar on page 27), each monastery offers a specific award closely tied to its specific religion. Awards for each of the core deities of the Inner Sea region are listed below.

Abadar (3 PP) You gain the Blessing of Civilization, a ritual that bolsters several skills while you are in a specific city. Pick a settlement when you gain this boon. You gain a +2 circumstance bonus on Bluff, Diplomacy, and Knowledge (local) checks made within that city. You may gain this benefit multiple times, applying it to a different city each time.

Asmodeus (5 PP) You gain the services of a specialized slave of your choice. This boon essentially grants you a temporary cohort for a number of days equal to your Fame score divided by 5. Work with your GM to determine stats for your temporary cohort.

Calistria (5 PP) You undergo the Ritual of 100 Stings, where you endure the kiss of several holy wasps for 1 hour, during which you take 1d6 points of Constitution damage. You gain Intimidate and Stealth as class skills, *disguise self* as a spell-like ability 1/day (caster level = your character level), or a permanent +2 resistance bonus on saving throws against poison. You may undergo the ritual three times, selecting a different benefit each time.

Cayden Cailean (5 PP) You undergo the Gauntlet of Inebriation, a week-long debauch of alcohol consumption and increasingly humiliating athletic contests. At the end of the Gauntlet, you gain the title "mead brother" or "mead sister" and receive Toughness as a bonus feat.

Desna (2 PP) By praying at a location sacred to Desna and then sleeping at that site during the full moon, you gain the Grace of the Spheres. At any one point thereafter when you make a d20 roll, you can choose to reroll that result. You must take the result of that second roll. Once you use your Grace of the Spheres, you must repeat the ritual (and spend 2 PP more) to regain the Grace of the Spheres.

Erastil (5 PP) Your training has made you adept at successfully making extraordinary bow shots. When using a bow, you gain the Far Shot feat. If you already possess this feat, you gain a +2 competence bonus on any bow attack made at more than one range increment.

Gorum (4 PP) You receive the Vision in Iron, in which you catch a glimpse of Gorum's reflection in an iron object (likely a suit of armor or metal weapon). The next time you are reduced to fewer than 0 hit points, you are immediately healed of $2d8+3$ points of damage. Once this occurs, you can spend another 4 PP to gain another use of this ability.

Gozreh (6 PP) You gain the Blessing of the Wild. Select a terrain (as defined by the ranger's favored terrain ability). You gain a +2 circumstance bonus on Knowledge (nature), Perception, and Survival checks made within this terrain. You may gain this benefit multiple times, applying it to a different terrain type each time.

Iomedae (5 PP) You gain the Inheritor's Grace whenever you are clad in full plate and carry a longsword and shield. This grants you a +2 sacred bonus on all mind-affecting saving throws.

Irori (4 PP) You gain the ability to achieve inner focus. Once per day as a swift action, your inner focus grants a +1 insight bonus on an attack roll. If you have any *ki* points (such as those granted by monk levels), you gain 1 bonus *ki* point and can activate your inner focus multiple times per day by spending 1 *ki* point as a swift action.

Lamashtu (3 PP) You undergo the torturous Ritual of Seven Scars, in which you permanently brand yourself with intimidating marks. You become specialized in Intimidate, and gain a +1 bonus to the save DC of any fear effect you create.

Nethys (2 PP) You are taught secret words of arcane control. You gain a +2 bonus on all concentration checks.

Norgorber (5 PP) Your training has granted you the poison use ability, as per the assassin prestige class ability.

Pharasma (5 PP) Once per week, you can pray to psychopomps—spirits that aid in escorting souls to the Boneyard—to supernaturally mark the body of a creature that died within the last 10 minutes. If the creature is restored to life within the next 24 hours, it does not gain a negative level as part of coming back to life.

Rovagug (4 PP) You are particularly good at striking devastating blows, and gain a +2 profane bonus on all rolls made to confirm critical hits. When you strike an object to damage it with a two-handed weapon, you ignore 2 points of that object's hardness.

Sarenrae (7 PP) You gain the ability to cast *cure light wounds* as a spell-like ability (caster level equals your character level) a number of times per day equal to your Fame score divided by 10.

Shelyn (7 PP) You gain the ability to cast *eagle's splendor* once per day as a spell-like ability (caster level equals your character level).

Torag (3 PP) You gain access to a blessed forge at the monastery. You gain a +5 sacred bonus on any Craft or Spellcraft checks made when building any metal armor or weapon (magical or otherwise) with the forge. The item's construction time is divided by half.

Urgathoa (5 PP) You undergo the Ritual of Pallid Whispers and gain the negative energy affinity ability—negative and positive energy affect you as if you were undead.

Zon-Kuthon (4 PP) You undergo the Embrace of Shadows, a week-long ritual involving torture and painful bondage. You gain a +2 profane bonus on all Charisma-based checks when in dim light.



Monastery Student



Secret Society

Secret societies are groups that hide their goals—and even their existence—from non-members. Many such groups exist specifically for the empowerment of their members (or at least their senior members), while others exist to realize some hidden goal.

Citadel Enferac

The stronghold of the Hellknights of the Order of the Gate, Citadel Enferac is one of the primary locations at which Hellknight spellcasters (known as signifers) of all orders train.

Location Menador Mountains (Cheliah)

REQUIREMENTS

Entrance Fee 300 gp



Crimson Citadel Student

Entrance Exam DC 16 Intimidate check

Tuition 150 gp/semester

EDUCATION

Education Check Intimidate, Knowledge (arcana), Knowledge (religion), Spellcraft

Semester 6 months

Flunk 3 consecutive failed Education checks

EXTRACURRICULAR TASKS

Imprison Criminal (+1 Fame) As a reward for bringing a living criminal to be imprisoned in the citadel's dungeons, your Fame score increases by +1, provided the prisoner is of a CR of no lower than your level. You can gain this boost to your Fame score once per semester.

AWARDS

Signifer (20 Fame) When your Fame score reaches 20, you gain the title of signifer and receive a 10% discount when purchasing potions, scrolls, and wands in any city in which Hellknights are known and respected.

Paravicar (50 Fame) When your Fame score reaches 50, you become a paravicar, and no longer need to pay tuition—every time you would normally pay tuition, you instead earn that amount of gold as your salary.

Blessing of Enferac (40 Fame, 5 PP) You can submit your weapon to Order of the Gate arcanists to receive a temporary magical enhancement in the form of a weapon special ability. Choose from *axiomatic*, *flaming burst*, or *unholy*. Your weapon retains this enhancement for the duration of one mission (or a maximum duration of 1 week).

The Harrowed Society

Based in the town of Galduria, the Harrowed Society uses the Twilight Academy as a sort of “front” for their true purpose: to decipher the mysteries held in harrow cards, the traditional Varisian fortune-teller's tools. The Harrowed Society believes that if these mysteries can be deciphered, the true secrets of reality can be learned.

Location Galduria (Varisia)

REQUIREMENTS

Entrance Fee 100 gp, must own a harrow deck

Entrance Exam DC 20 Use Magic Device check

Tuition 100 gp/semester

EDUCATION

Education Check Bluff, Disguise, Knowledge (arcana), Knowledge (religion), Spellcraft, Use Magic Device

Semester 4 months

Flunk 3 consecutive failed Education checks

EXTRACURRICULAR TASKS

Investigate Portent (+1 Fame) Certain missions are of great import to the Society, as indicated to them through their regular harrowings. Successfully accomplishing such quests can increase your Fame score by +1, up to once per semester.

AWARDS

Augur (20 Fame) When your Fame score reaches 20, you are given your own uniquely crafted harrow deck. As long as you carry this deck, you receive a +1 morale bonus on all mind-affecting saving throws. If you lose this deck, you can purchase a replacement for 2 PP.

Seer (50 Fame) When your Fame score reaches 50, you become a seer, and no longer need to pay tuition. Every time you would normally pay tuition, you instead earn that amount of gold as your salary.

Trumps (20 Fame, 5 PP) You learn to manipulate fate simply by drawing a card from the uniquely crafted harrow deck you gained when you became an augur. You may take this reward six times. Each time you take it, select one of the following trumps to learn. To use this ability, draw a card from a harrow deck as a standard action. You can draw a card from a harrow deck in this manner a number of times per day equal to the number of trumps you know, but you can only have one trump active at any one time. If you draw a card to which you do not know the trump, you gain no bonus.

Trump of Books +2 insight bonus on next caster level check made to penetrate spell resistance.

Trump of Crowns +2 insight bonus on next saving throw.

Trump of Hammers +4 insight bonus on weapon damage with your next successful melee weapon attack.

Trump of Keys +4 insight bonus on next Initiative check.

Trump of Shields The next time you receive healing from a magical source, you heal an additional amount of hp equal to your character level.

Trump of Stars +4 insight bonus on next skill check.

Crimson Citadel

The Crimson Citadel is the headquarters of the Red Mantis assassins, deadly and mysterious killers who worship Achaek the Mantis God.

Location Mediogalti Island

REQUIREMENTS

Entrance Fee 500 gp

Entrance Exam DC 20 Knowledge (religion) check

Tuition 500 gp/semester

EDUCATION

Education Check Acrobatics, Bluff, Intimidate, Knowledge (any), Spellcraft, Stealth

Semester 6 months

Flunk 2 consecutive failed Education checks

EXTRACURRICULAR TASKS

Assassination (+1 Fame) Successfully completing an assassination mission increases your Fame score by +1. This bonus can be earned once per semester.

AWARDS

Crimson Agent (20 Fame) You are granted access to the outer holdings of the Sarzari Library (its inner holdings are available only to the Blood Mistress, or those she

Generic Awards

Beyond the specific awards that each magic school grants, students can spend their Prestige Points on the following generic awards as well.

Research Aid For 1 PP, you can gain the aid of another student. This grants you a +4 circumstance bonus on any skill check, save for Education checks.

Scholarship Aid You can spend 1 PP to pay tuition for a semester.

Spell Transcription For 1 PP per spell level, you can have a spell of your choice either transcribed into your spellbook (for magi and wizards) or taught to your familiar (for witches).

Spellcasting By spending the listed Prestige Point total, you can have any of the following spells cast for you (the CL in each case is the minimum possible for the spell).

1 PP *cure moderate wounds, dispel magic, lesser restoration, make whole, remove blindness/deafness, remove curse, remove disease, remove paralysis*

2 PP *atonement* (8 PP to restore cleric/druid powers), *break enchantment, cure serious wounds, greater dispel magic, neutralize poison, restoration* (4 PP to remove permanent negative levels)

3 PP *heal, regenerate*

16 PP *greater restoration, raise dead*

32 PP *resurrection*

77 PP *true resurrection*

grants temporary access). You can spend 1 PP to gain a +10 circumstance bonus on a Knowledge check by spending a day in research here.

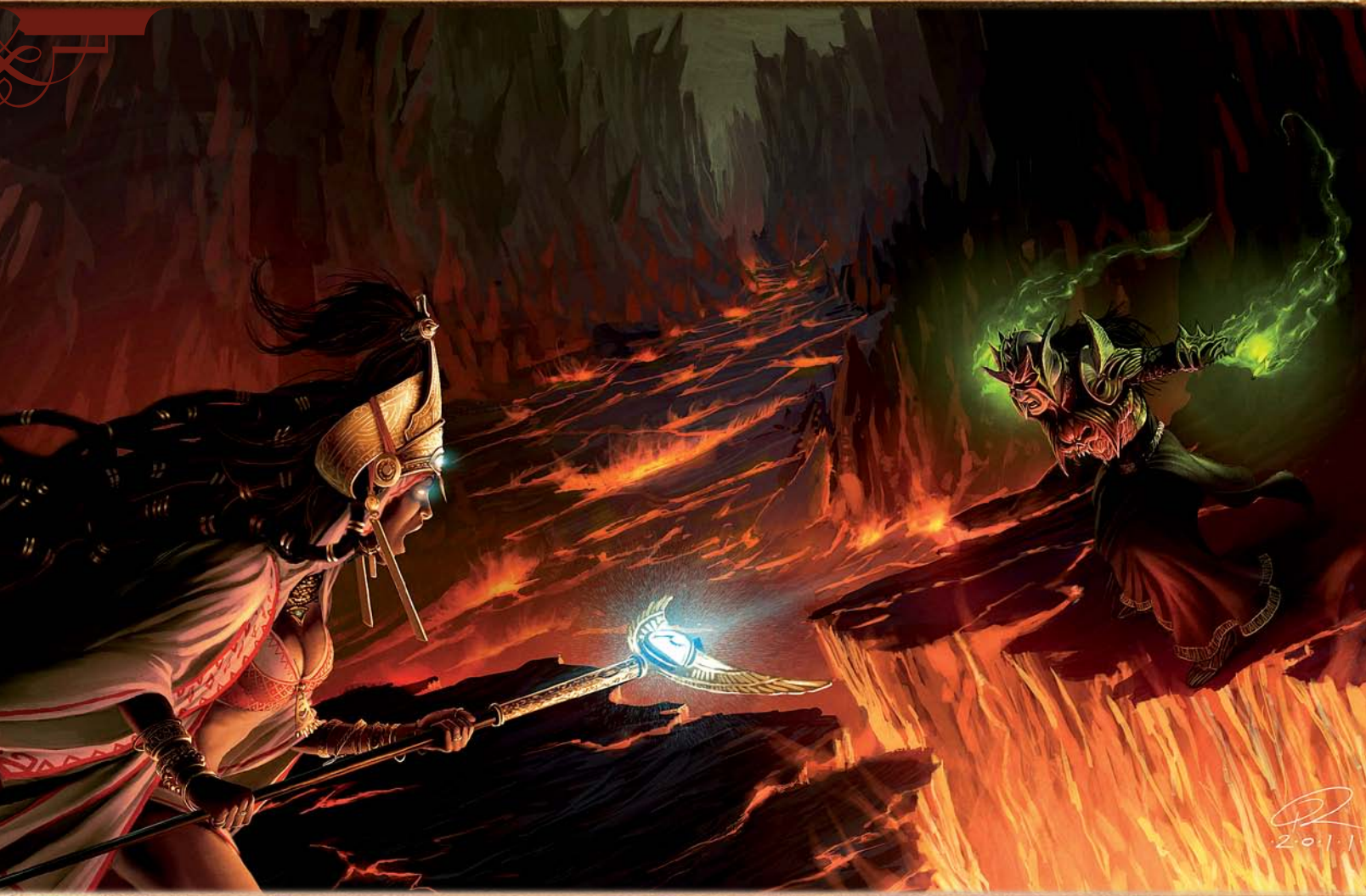
Crimson Scion (50 Fame) You are a highly ranked and well-respected member of the Crimson Citadel. You no longer need to pay tuition to the Citadel—every time you would normally pay tuition, you instead earn that amount of gold as your salary.

Assassin Prodigy (1 PP) Levels in the Red Mantis assassin prestige class count as favored class levels for you.

Mantis Magic (2 PP) Add one of the following spells that is not already on one of your classes' spell list to one of your classes' spell list: *blood mist***, *bloody claws**, *creeping doom*, *giant vermin*, *insect plague*, *spider climb*, *summon swarm*, *swarm skin**, *vermin shape I***, *vermin shape II***, *vomit swarm**. If you pay double the Prestige Point cost, you can automatically scribe this spell into your spellbook, teach the spell to your familiar (if you are a witch), or learn the spell in place of a spell of an equal level that you already know (if you are a spontaneous spellcaster).

* See the *Pathfinder RPG Advanced Player's Guide*.

** See *Pathfinder RPG Ultimate Magic*.



SPELLCASTERS OF THE INNER SEA

“While the bulk of my writing is focused not on Avistan or Garund but, indeed, below them, the staggering variety evident in the traditions of magic is just as impressive on the surface as it is in the Darklands. Indeed, my experiences dealing with chilling oracles infused with the Black Blood of Orv or the unnerving loyalty and strange powers afforded to drow scions of foul demon lords has taught me not to assume magic functions the way I expect it to in strange lands. Be it the chaotic power of the wild-minded primalist or the overwhelming magic of a Chelish diva, there are plenty of ways for magic to surprise even the most experienced spellcaster.”

—Korlah Azmeren, *Pathfinder Chronicles*, Volume 44

The *Advanced Player's Guide* and *Ultimate Magic* present many spellcaster archetypes that allow you to customize characters in interesting ways. This chapter presents even more archetype options tied specifically to elements of the Inner Sea region, but this is not to say that archetypes from the books listed above are absent from that land.

Listed here are suggestions for how many of these archetypes fit thematically into the Inner Sea region. Archetypes from these rulebooks not specifically mentioned below are not overwhelmingly associated with any specific region in the world, either because they have relatively universal themes (like street performer bards, druidic shamans, or undead scourge paladins), or because they are relatively rare in the Inner Sea region.

Alchemist: The surgeon, which specializes in anatomy and healing, is common in Jalmeray, the empire of Kelesh, and Rahadoum. The way of the internal alchemist, who pursues immortality, is a frequent topic of study in Thuvia. Preservationists collect and study strange creatures, and many of these scholars live in Absalom and Nex. Psychonauts explore altered states of consciousness, and are usually found in lands such as Katapesh where strange drugs are readily available. Reanimators use alchemy to revive the dead, and Osirion and Ustalav are each home to at least one school devoted to this field. Vivisectionists study bodies to better understand how they work, an essential skill for the fleshwarpers of Nex and the Darklands.

Bard: Arcane duelists make names for themselves in countries where music and dueling are national pastimes, such as Brevoys and Taldor, but also in regions where Varisian travelers are common (like Varisia and Ustalav). Court bards are a staple of Taldor, Cheliah, and Osirion. Savage skalds hail from the Lands of the Linnorm Kings. Celebrity bards rise and fall with public opinion in lands such as Cheliah and Taldor, where acting and music are signs of civilization and high society. Demagogues inflame the masses in Galt, swaying the public toward or against whoever attracts too much attention. A rising number of geisha have been appearing in Absalom, Katapesh, and other large cities in the Inner Sea region. Songhealers are popular in lands where divine magic faces difficulties, such as Rahadoum and Razmiran.

Cleric: Cloistered clerics lead quiet lives of study, particularly in lands with long histories rich in lore, such as Taldor, Cheliah, and Ustalav. Undead lords control the hordes of toiling skeletons and zombies in Geb, and many are drawn to Gallowspire, where they eventually prey on the folk of Ustalav and Lastwall.

Druid: Blight druids echo the tainted landscapes of places like the Mana Wastes, Nidal, and the Worldwound. Desert druids protect Thuvia, Osirion, Katapesh, and

Qadira. Jungle druids watch over the Mwangi Expanse and Sargava. Menhir savants draw on the power of ley lines, standing stones, and other places of power that are common in Varisia and the ruins in the Sudden Lands. Storm druids thrive in barbaric coastal communities such as the Shackles and the Sudden Lands, often serving on pirate ships.

Inquisitor: Exorcists purge evil spirits and possessing forces in lands such as Ustalav, Lastwall, and countries bordering the Worldwound. Infiltrators blend with enemies of the faith to destroy them from within, and are common in Taldor and Cheliah.

Magus: Hexcrafters appear in lands where witchcraft is common, such as Irrisen. The staff magus is more common in lands where true wizardry and martial skill are highly respected, such as Absalom and Taldor.

Monk: Qinggong monks practice strange martial arts that work much like spells, and are rarely seen outside lands where monks are common, such as Jalmeray.

Oracle: Planar oracles are drawn to lands where the Great Beyond has significant influence, such as the Worldwound. Possessed oracles appear wherever invasive spirits are common, such as Ustalav and the Worldwound. Stargazers seek meaning in the patterns of stars, and are common in lands where Desna is worshiped, or lands where the Old Cults hold sway, such as Ustalav.

Paladin: Divine defenders are most common in Lastwall, holding against the evil in Gallowspire and the orc hordes of Belkzen.

Ranger: Beast master rangers are more common in "uncivilized" lands such as the Mwangi Expanse, Numeria, and parts of Sargava. Horse lords are held in high honor in Qadira and Taldor.

Sorcerer: Crossblooded sorcerers appear in lands where there is a great deal of mixing of races and cultures, such as Absalom and Katapesh. Wildblooded sorcerers tend to be born in places where magic is highly variable or influenced by chaos, alien technology, or meddling godlings, such as the Mana Wastes, southern Kyonin, the Worldwound, Numeria, and the Mwangi Expanse.

Summoner: Broodmasters tend to appear in elven communities, particularly Kyonin, while master summoners might appear wherever the Great Beyond intrudes upon the world.

Witch: Beast-bonded witches are common in lands with many superstitions about animals, such as Irrisen and the Mwangi Expanse. Gravewalkers draw their power and knowledge from undead spirits, and as such are more common in Ustalav and Geb. Sea witches are seen frequently in countries where sea trade is common, such as Cheliah, Katapesh, Absalom, Taldor, and the Shackles.

Wizard: Scrollmasters are prevalent any place where written knowledge is revered, particularly Osirion, Absalom, and Varisia (especially near Riddleport).



Oracle Mysteries

Presented here are two new oracle mysteries. As with all oracle mysteries, an oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Further rules on oracle mysteries can be found in the *Advanced Player's Guide*. Spells marked with an asterisk (*) appear in Chapter 5 of this book.

Spellscar

Oracles of the spellscar mystery have been touched in some way by primal magic, likely due to exposure to the strange effects that run rampant in the Mana Wastes. Alternatively, a spellscar oracle might simply be a person who was affected in her past by a primal magic event.

Deities: Gozreh, Lamashtu, Nethys, Zyphus.

Skills: An oracle with the spellscar mystery adds Knowledge (arcana), Knowledge (nature), Survival, and Use Magic Device to her list of class skills.

Bonus Spells: *ray of enfeeblement* (2nd), *obscure object* (4th), *dispel magic* (6th), *lesser globe of invulnerability* (8th), *break enchantment* (10th), *antimagic field* (12th), *spell turning* (14th), *spellscar** (16th), *mage's disjunction* (18th).

Revelations: An oracle with the spellscar mystery can choose from any of the following revelations.

Animate Primal Forces (Su): As a standard action, you can summon a single Small air, earth, fire, or water elemental to serve you. It remains for a number of rounds equal to your Charisma modifier. At 7th level, you can summon a Medium elemental. At 9th level, you can summon a Large elemental. You can use this ability once per day plus one additional time per day at 10th level. You must be at least 3rd level to select this revelation.

Eldritch Bolt (Su): You can damage foes with a bolt of raw magical energy. Make a ranged touch attack against any foe within 30 feet. On a hit, you deal 1d8 points of force damage, +1 point of damage per two oracle levels. At 10th level, the bolt's range increases to 60 feet. You may use this revelation a number of times per day equal to 3 + your Charisma modifier.

Eldritch Resistance (Su): You gain resistance 2 to acid, cold, electricity, fire, and sonic. This resistance increases to 5 at 5th level, 10 at 11th level, and 20 at 17th level.

Eldritch Scar (Su): Once per day when you damage a creature with a spell you cast, you may, as a swift action, cause your magic to leave an eldritch scar upon that creature. An eldritch scar appears as a normal scar, save that it flickers with faint radiance of a color of your choice. The next time that creature casts a spell, uses a spell-like ability, or activates a magic item, it triggers a primal magic event (see page 13) of a CR equal to your caster level. This causes the eldritch scar to vanish. A creature can be marked by only one eldritch scar at a time (a more powerful one replaces a weaker one). An eldritch

scar fades automatically after 24 hours. It can be removed before that point via any effect capable of removing a curse (the curse's level equals your caster level), but if an attempt to remove an eldritch scar fails, that attempt triggers a primal magic event—an event triggered this way does not cause the eldritch scar to fade. You must be at least 7th level to select this revelation.

Magic Penetration (Ex): You gain a +2 bonus on any caster level check made to dispel or remove a magic effect (such as when using the *dispel magic* or *remove curse* spell). If you are 9th level or higher, the bonus increases to +4.

Mystic Null (Ex): You gain a +2 insight bonus on saves against spells and spell-like abilities. At 7th level, this bonus also applies on saves against supernatural abilities. At 11th level, the bonus increases to +4.

Primal Manipulation (Su): Whenever you cast a spell that deals acid, cold, electricity, or fire damage, you may change it to deal one of the other listed damage types. You may use this ability once per day, plus one additional time for every 5 levels. At 15th level, you can change a spell to deal sonic damage, though the damage is halved. At 20th level, you can change a spell to deal force damage, though the damage is halved. You must be at least 7th level to select this revelation.

Primal Mastery (Su): Whenever a spell you cast triggers a primal magic event (see page 13), or whenever you use a *rod of wonder*, roll d% twice when generating the result. You may pick which of the two results actually occurs. You gain a +2 bonus on all saving throws made to resist primal magic events or magical effects caused by a *rod of wonder*.

Trigger Primal Magic Event (Su): Once per day as an immediate action, you can cause a spellcaster (including yourself) within 30 feet to trigger a primal magic event as the spell is being cast. At 13th level, you can cause any creature in the act of activating a magic item to trigger a primal magic event (see page 13). At 17th level, you can use this ability twice per day. A spellcaster can make a concentration check (DC = 15 + twice the spell's level) to focus the magic and avoid triggering a primal magic effect, but non-spellcasters activating magic items have no such option. You must be at least 9th level before selecting this revelation.

Spell Resistance (Ex): You gain SR equal to your oracle level + 5. You must be at least 11th level before selecting this revelation.

Final Revelation: At 20th level, you become a master of primal magic. Whenever you cast a spell, you can choose to trigger a primal magic event in addition to casting the spell itself—you can use this ability once per minute. If your spellcasting causes a primal magic event to occur, your spell effect is not replaced by the primal magic event—it takes place normally, along with the event itself.

Outer Rifts

Oracles of the Outer Rifts mystery have become marked in some way by an incursion into the Material Plane by the Abyss, such as in the Worldwound or Tanglebriar. While most oracles of the Outer Rifts are chaotic, evil, or both, some manage to retain a hold on other alignments despite being infused with this otherworldly energy. These oracles are not well trusted by Mendevian Crusaders even though many of their abilities are quite useful in combating demonic influences.

Deities: Iomedae, Groetus, Lamashtu, demon lords.

Skills: An oracle with the Outer Rifts mystery adds Fly, Intimidate, Knowledge (arcana), and Survival to her list of class skills.

Bonus Spells: *endure elements* (2nd), *resist energy* (4th), *vermin shape I* (6th), *confusion* (8th), *lesser planar binding* (10th), *planar binding* (12th), *insanity* (14th), *greater planar binding* (16th), *imprisonment* (18th). (*Vermin shape I* is detailed in the *Inner Sea World Guide* and *Ultimate Magic*.)

Revelations: An oracle with the Outer Rifts mystery can choose from any of the following revelations.

Balefire (Su): You call upon the cleansing or searing fires of the Outer Rifts to burn your foes. As a standard action, one target within 30 feet is wreathed in screaming flames and takes 1d6 points of fire damage per level. A successful Reflex save halves this damage. At 10th level, the fire's howls cause any creatures damaged by it to be staggered for 1 round. At 15th level, creatures who fail their saves against the balefire are staggered for 1d4 rounds and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

Demonhide (Su): You alter your flesh to be as tough as a demon's hide, granting you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor also grants you DR 5/cold iron. You can use this revelation for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Dread Resilience (Ex): You have been hardened by exposure to the otherworldly energies of the Outer Rifts, and you just keep getting tougher. You gain a +1 inherent bonus to Constitution upon taking this revelation and another for every four oracle levels gained thereafter. You must be at least 9th level to select this revelation.

Planar Haze (Su): You can fill an area with the smoky miasma of the Outer Rifts. Once per day when you cast a spell that has an area, as a swift action you may also fill that area with a thick haze that acts as *obscuring mist*, except it originates at the center of your spell effect and cannot expand beyond the spell's area. At 10th level, the haze functions as *fog cloud*. You may use this ability one additional time per day at 7th level, and one additional time per day at 14th level.

Planar Infusion (Su): As a standard action once per day, you can cause a 20-foot-spread to gain either the mildly chaotic-aligned or mildly evil-aligned planar trait for a number of rounds equal to your oracle level. Lawful creatures in a chaotic-aligned area take a –2 circumstance penalty on all Charisma-based checks, as do good creatures in an evil-aligned area. At 11th level, the infusion makes the area strongly aligned, which causes the –2 circumstance penalty to apply on all Intelligence-, Wisdom-, and Charisma-based checks made by any creature that lacks the matching alignment component (these penalties stack with those from the lower-level effect). You must be chaotic or evil to select this revelation, and you can only infuse an area with an alignment that matches a component of your own alignment.

Rift Magic (Su): Your spells gain a +4 bonus on caster level checks made to overcome the spell resistance of chaotic outsiders and evil outsiders.

Rift Weapon (Su): Your understanding of the powers that move through the Outer Rifts allows you to imbue weapons with the ability to penetrate the defenses of creatures native to other planes. Once per day as a standard action, you can touch one weapon (or a group of up to 20 similar pieces of ammunition) and give it the ability to penetrate DR/cold iron for 1 minute per caster level. At 9th level, you can also grant the additional ability to bypass either DR/good and DR/law. You can use this ability an additional time per day for every 5 oracle levels you possess.

Telepathy (Su): You can mentally communicate with any other creature within 100 feet that has a language, as per the telepathy power of demons and angels. You must be at least 11th level before selecting this revelation.

Unearthly Terrain (Su): You can twist the material world into the harsh, jagged edges and uneven angles of the outer planes. As a standard action, you can turn one 20-foot square into difficult terrain for 1 round per level. You may use this ability a number of times per day equal to 3 + your Charisma bonus.

Wings of Terror (Su): You can manifest a pair of enormous, batlike demon wings that grant you a fly speed of 60 feet with average maneuverability and a +4 bonus on Intimidate checks. At 10th level, your speed increases to 90 feet, your maneuverability increases to good, and the bonus increases to +8 on Intimidate checks. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation.

Final Revelation: At 20th level, you gain the ability to open rifts between planes. This allows you to use *gate* as a spell-like ability once per day. If you use this ability to call creatures, you still need to provide 10,000 gp in offerings to secure the creature's aid.



Archetypes

The concept of archetypes first appeared in the *Advanced Player's Guide*. With an archetype, you can further adjust and specialize a character to fill a more rarified role by replacing some of your class abilities with others that fall into specific themes. The archetypes detailed below all have strong ties to elements in the Inner Sea, but you can use these archetypes in any setting with similar themes and elements.

Full rules on how archetypes function can be found in the *Advanced Player's Guide*.

Black-Blooded Oracle (Oracle Archetype)

The black-blooded oracle has been infused with the eerie influence of strange fluids that seep from the rock in the deepest pits of the Darklands, the so-called "Black Blood of Orv." Often, the eerie taint of the black blood can lie dormant in a lineage for generations before manifesting. It even seems capable of reaching out to touch those destined to become oracles through other strange methods. However an oracle becomes black-blooded, her divine powers carry within them the weird power of this chilling magical substance. A black-blooded oracle has the following class features.

See the sidebar on the facing page for rules on the black blood itself, but note that a black-blooded oracle does not require access to this eldritch substance to function.

Curse of Black Blood (Su): All black-blooded oracles effectively share the same curse—the curse of black blood. The material affects these oracles physically and mentally, altering both physiology and mystic powers. The blood of a black-blooded oracle actually runs black, and wounds she suffers are infected by her own power and are difficult to heal. She is immune to the effects (both beneficial and destructive) of black blood. Positive and negative energy affect a black-blooded oracle as if she were undead—positive energy harms her, while negative energy heals her (this aspect of the curse has no effect if the oracle is undead). The curse also dulls the oracle's coordination somewhat, imparting a –4 penalty on all Dexterity-based skill checks. At 5th level, she gains cold resistance 5. This increases to cold resistance 10 at 10th level, and immunity to cold at 15th level. This ability replaces the oracle's curse.

Black Blood Revelations: All black-blooded oracles have access to the following revelations, regardless of what mystery they choose.

Black Blood Spray (Su): As an immediate action whenever a black-blooded oracle takes piercing or slashing damage, she can cause some of her black blood to spray from the wound to strike any adjacent target. She must make a touch attack to hit the target (if she's attacking the creature that caused the wound, she gains a +4 circumstance bonus on her attack roll). If she hits, she deals 1d8 points of cold

damage + 1 point per 2 oracle levels she possesses. She can use this ability a number of times per day equal to 1/2 her oracle level (minimum 1/day).

Dark Resilience (Su): The black blood flowing through a black-blooded oracle's veins gives her resistance to many effects to which undead are immune. Once per day, as an immediate action, whenever she fails a saving throw against an ability drain, a death effect, disease, energy drain, paralysis, or poison, she may attempt that saving throw again with a +4 circumstance bonus. She must take the second result, even if it is worse. At 7th level, she can use this ability twice per day. At 15th level, she can use the ability 3 times per day.

Darkvision (Ex): A black-blooded oracle gains darkvision with a range of 60 feet. The range increases to 90 feet at 15th level.

Chelish Diva (Bard Archetype)

Cheliah is well known for its elaborate operas, and as with any kind of theater, there are performers whose egos get the better of them. Some have an inflated idea of their talent and importance. A few, the Chelish divas, are wholly justified in their feelings of superiority. In their pursuit of glory, their magic and discipline allows them to prove themselves better than any upstart actor, dancer, or chorus member—and when crossed, their fury is legendary. A Chelish diva has the following class features.

Famous: At 1st level, a Chelish diva may choose a region where she is famous, and within that region, the locals are more likely to react favorably toward her. The bard gains a bonus on Bluff and Intimidate checks in that area and to influence people from that area.

At 1st level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Bluff and Intimidate checks is +1. As the diva grows more famous, additional areas learn of her (typically places where she has lived or traveled, or settlements adjacent to those where she is known) and her bonuses apply to even more people. At 5th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Bluff and Intimidate checks is +2. At 9th level, the region is a settlement or settlements with a total population of up to 25,000 people, and the modifier on Bluff and Intimidate checks is +3. At 13th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Bluff and Intimidate is +4. At 17th level and above, the diva's renown has spread far, and most civilized folk know of her (GM's discretion); the diva's modifier on Diplomacy and Intimidate checks is +5. This ability replaces bardic knowledge.

Prima Donna (Ex): At 2nd level, as her efforts to outdo her rivals increase, a Chelish diva can spend additional rounds

of bardic performance to augment countersong, deadly performance, fascinate, frightening tune, and scathing tirade (see below). When used, this ability gives her a +2 bonus on her Perform check or saving throw DC for those performances. The diva must spend an additional round of bardic performance for every round she uses prima donna to increase her Perform check result or saving throw DC. This ability replaces well-versed.

Costume Proficiency (Ex): At 5th level, the Chelish diva has become so used to wearing strange and cumbersome costumes for her performances that she gains medium armor proficiency and can cast bard spells while wearing medium armor without incurring the normal arcane spell failure chance. At 11th level, she gains heavy armor proficiency and can cast bard spells while wearing heavy armor without incurring the normal arcane spell failure chance. A multiclassed diva still incurs the normal arcane spell failure chance for arcane spells received from other classes. This ability replaces lore master.

Bardic Performance: A Chelish diva gains the following bardic performances. This can never be performed more quickly than a standard action.

Devastating Aria (Su): At 3rd level, the Chelish diva can spend 1 round of bardic performance as a standard action to direct a burst of sonically charged words at a creature or object. This performance deals 1d4 points of damage + the diva's level to an object, or half this damage to a living creature. This performance replaces inspire competence.

Scathing Tirade (Su): A Chelish diva of 8th level or higher can use her performance to verbally lash out at another creature, causing it to become frightened. To be affected, the target enemy must be within 30 feet and be able to see and hear the diva's performance. The effect persists for as long as the enemy is within 30 feet and the diva continues her performance, plus 1d4 rounds.

Although the diva can only direct the effect at one creature at a time, its effects persist for as long as she continues the performance, even if directed at a different creature. For example, she could direct her tirade at an innkeeper, who becomes frightened, then focus her wrath on the captain of the guard, and the innkeeper remains frightened for 1d4 more rounds even though her attention is no longer directed at him.

This performance cannot cause a creature to become panicked, even if the target is already frightened from another effect. Scathing tirade is a mind-affecting fear effect, and it relies on audible and visual components. This performance replaces dirge of doom.

Crypt Breaker (Alchemist Archetype)

Crypt breakers are most common in Osirion, where they use their powers of perception and alchemical adaptation to safely investigate the mysteries of that lands' past. They

Black Blood of Orv

Black blood wells from the walls of a singular vault deep in Orv, a region known quite aptly as the Land of Black Blood. This noxious fluid repulses and freezes all natural life, although certain creatures like aberrations, undead, and black-blooded oracles possess an uncanny immunity to its effects. Any other creature that comes into contact with black blood takes 1d6 points of cold damage—10d6 points of cold damage per round if fully immersed.

Although black blood isn't itself inherently evil, a pint of black blood can be used as unholy water. A spellcaster who consumes a dose of black blood casts all necromantic spells at +1 caster level for the next 10 minutes, but takes 3d6 points of cold damage and 1 point of Constitution damage by drinking the stuff. Normally, a dose of black blood becomes inert an hour after being harvested from the source in the Land of Black Blood, losing all mystical properties. *Gentle repose* can preserve up to 1 gallon of black blood's magical properties for increased lengths of time, but no other method of stabilizing the stuff has yet been developed. The blood of a black-blooded oracle is diluted and does not have the properties of full-strength black blood.

are often involved in expeditions into dangerous tombs and catacombs, where their ability to create alchemical devices designed to neutralize constructs and undead are often crucial to survival. A crypt breaker has the following class features.

Alkahest Bombs (Su): A crypt breaker's bombs are specially designed to work best against constructs and corporeal undead—two foes commonly encountered in ancient tombs. Known as alkahest bombs, these bombs deal acid damage instead of fire damage. Alkahest is an alchemical fluid that eats away unliving flesh and animated constructs, but it doesn't work as well against other targets. Against constructs and corporeal undead, alkahest bombs deal 1d8 points of damage, plus 1d8 points of damage for every odd-numbered level instead of 1d6. Against all other creatures, alkahest bombs deal 1d4 points of damage, plus 1d4 points of force damage for every odd-numbered level. This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Crypt Breaker's Draught (Su): Rather than develop mutagens that increase their natural armor and physical abilities at the expense of their minds, crypt breakers focus on the creation of special draughts that can enhance their senses. When a crypt breaker drinks one of these draughts, he gains a +4 bonus on all Perception checks and gains one of the following special senses: darkvision



60 feet, low-light vision, or scent. While under the effects of a crypt breaker's draught, the alchemist also gains light blindness. This ability replaces the mutagen class ability (a crypt breaker cannot create mutagens unless he selects the mutagen discovery from *Ultimate Magic*).

Trapfinding: A crypt breaker adds 1/2 his level on Perception checks made to locate traps and to Disable Device checks (minimum +1). A crypt breaker can use Disable Device to disarm magic traps. When determining the ability of a crypt breaker to deal with locks or traps, treat his alchemist levels as rogue levels. This ability replaces the Brew Potion bonus feat.

Discoveries: A crypt breaker may take the following rogue talents as discoveries: quick disable, trap sense, and trap spotter. Treat the crypt breaker's alchemist level as his rogue level for these talents.



Crypt Breaker

Enhanced Alkahest (Su): At 14th level, a crypt breaker's alkahest grows more potent. Against constructs and corporeal undead, the crypt breaker's alkahest bombs deal +1 points of damage per die, and the bomb threatens a critical hit on a 19–20. This does not stack with other effects that improve critical hit threat ranges. This ability replaces persistent mutagen.

Dawnflower Dervish (Bard Archetype)

Although Sarenrae is seen mainly as a goddess of healing and redemption in most parts of the Inner Sea, her stern, evil-smiting element is more common in areas like Qadira, Osirion, and Katapesh. Many of the Dawnflower's disciples from these lands become Dawnflower dervishes, religious mystics who use a spinning dance as part of their worship. Many bards of her faith hone their skills with dance and scimitar to become dervish dancers (see *Ultimate Combat*), but some tread a similar path focused more on magic and healing than swordplay. These are the Dawnflower dervishes. A Dawnflower dervish has the following class features.

Weapon and Armor Proficiency: Dawnflower dervishes gain weapon proficiency with the scimitar. This ability replaces their proficiency with the rapier and whip.

Deity: A Dawnflower dervish must be a worshiper of Sarenrae. A dervish who abandons or betrays this faith reverts to a standard bard.

Battle Dance: A Dawnflower dervish is trained in the use of the Perform skill, especially dance, to create magical effects on himself. This works like bardic performance, except that the Dawnflower dervish's performances grant double their normal bonuses, but these bonuses only affect him. He does not need to be able to see or hear his own performance. Battle dancing is treated as bardic performance for the purposes of feats, abilities, and effects that affect bardic performance, except that battle dancing does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. The benefits of battle dancing apply only when the bard is wearing light or no armor. Like bardic performance, battle dancing cannot be maintained at the same time as other performance abilities.

Starting a battle dance is a move action, but it can be maintained each round as a free action. Changing a battle dance from one effect to another requires the Dawnflower dervish to stop the previous performance and start the new one as a move action. Like a bard, a Dawnflower dervish's performance ends immediately if he is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A Dawnflower dervish cannot perform more than one battle dance at a time. At 10th level, a Dawnflower dervish can start a battle dance as a swift action instead of a move action.

When the Dawnflower dervish uses the inspire courage, inspire greatness, or inspire heroics bardic performance types as battle dances, these performance types only provide benefit to the Dawnflower dervish himself. All other types of bardic performance work normally (affecting the bard and his allies, or the bard's enemies, as appropriate). This ability alters the standard bardic performance ability.

Dervish Dance (Ex): A Dawnflower dervish gains the Dervish Dance feat (*Inner Sea World Guide* 286) as a bonus feat. This ability replaces bardic knowledge.

Spinning Spellcaster (Ex): At 5th level, a Dawnflower dervish gains a +4 bonus on concentration checks to cast spells defensively. This ability replaces lore master.

Meditative Whirl (Ex): At 8th level, when using battle dance, the Dawnflower dervish can enter a trance-like state where his spinning motion represents the movement of the planets around the sun, and his spirit is attuned to the healing aspects of Sarenrae. By spending a move action focusing on his whirling, the dervish can apply the Quicken Spell feat to any cure spell he is about to cast (effectively spending a move action and swift action to cast the spell). This does not alter the level of the spell or the casting time. The dervish can use this ability once per day at 8th level and one additional time per day for every two dervish levels he has beyond 8th. This ability replaces the dirge of doom bardic performance.

First Worlder (Summoner Archetype)

Most summoners have a close connection to creatures from the farthest reaches of the planes. A few have a primal connection to nature, and their power is tied to the First World. It is not unusual for these summoners to associate with druids, for like druids, first worlders have a powerful tie to the natural world. Some first worlders are driven half-mad by the strange energies and intelligences that seep into their minds and bodies, though, and these poor souls are prone to lash out at loggers, druids, or innocent passersby without considering whether or not they are threats. A first worlder's eidolon usually resembles a fey creature or a plant monster, though some are fantastic otherworldly animals with exaggerated features. A first worlder has the following class features.

Summon Nature's Ally (Sp): Starting at 1st level, a first worlder can cast *summon nature's ally* a number of times per day equal to 3 + his Charisma modifier. At levels where a summoner would gain a more powerful *summon monster* spell as a spell-like ability, he instead gains the equivalent *summon nature's ally* spell (at 19th level, he can use *summon nature's ally IX* or *gate*). When a first worlder gains a *summon nature's ally* spell as a spell-like ability, he adds it to his class spell list (he must still select it as a

spell known if he wants to cast it as an actual spell). This ability otherwise replaces the *summon monster* ability of a normal summoner.

Fey Summons (Su): At 3rd level, a first worlder adds the following creatures to the lists of what he can summon with his *summon nature's ally* spell-like ability:

Summon nature's ally II: gremlin (jinkin, pugwampi, or vexgit, see *Bestiary* 2).

Summon nature's ally III: gremlin (nuglub, see *Bestiary* 2).

Summon nature's ally IV: unicorn.

Summon nature's ally V: pixie, satyr.

Summon nature's ally VII: nymph.

Eidolon: Instead of an outsider, a first worlder's eidolon has the fey creature type and the extraplanar subtype. Its statistics are changed from a standard eidolon as follows:

Hit Dice: d6 Hit Die (instead of d10).

BAB: Equal to 1/2 the eidolon's Hit Dice.

Good/Bad Saves: The eidolon's good saves area always Reflex and Will.

Skills: The eidolon's class skills are Acrobatics, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (geography), Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, and Use Magic Device.

Senses: The eidolon gains low-light vision instead of darkvision. The summoner can grant the eidolon darkvision 60 ft. as a 1-point evolution.

Damage Reduction: If the first worlder chooses this evolution, he may select DR/cold iron instead of one of the alignment-based types of damage reduction.

This otherwise works like and replaces the eidolon ability of a normal summoner.

Hidden Priest (Cleric Archetype)

Practicing one's religion is not always legal. For example, most lands outlaw worshiping fiends. Taldor has banned the faith of Sarenrae from being openly worshiped. Rahadoum flat-out forbids all religions within its borders. But as time has shown again and again, mere laws are poor deterrents to the worship of dedicated members of such faiths, whether the zealous wish to subvert authority, free the spirits of the oppressed, or merely enjoy the right to practice their beliefs. Clerics in these circumstances must conceal their true natures, practice their magic in secret, and always be on guard for betrayal and discovery. A hidden priest has the following class features.

False Arcanist (Ex): At 1st level, a hidden priest is able to disguise his cleric spellcasting, presenting it as arcane magic of some kind. Typically, this is as alchemist, bard, sorcerer, or wizard magic, and the cleric disguises the words and gestures of the cleric spell with accoutrements appropriate to his apparent profession.



He must make a skill check (DC 10 + twice the level of the spell) to disguise his casting and successfully cast the spell. The type of skill check depends on the type of caster he pretends to be: Craft (alchemy) for alchemist, Perform for bard, Knowledge (arcana) for sorcerer or wizard. Using Spellcraft to identify the spell works normally, though unless the observer beats the DC by 10 or more, she doesn't suspect the source of the magic is divine.

For example, a hidden priest pretending to be an alchemist wants to cast *cure light wounds* on a wounded townsperson. If he makes a DC 12 Craft (alchemy)

check, he disguises his spellcasting as the mixing of an alchemical extract or potion (perhaps with the words disguised as reciting an obscure formula or talking herself through the list of ingredients), which he gives to the target. An observer making a DC 16 Spellcraft check can identify his spell as *cure light wounds*, but doesn't realize his "alchemical" methods are a sham unless her check result is 26 or higher.

When the hidden priest uses this ability, he must still provide any divine focus components for the spells he casts. However, the divine focus doesn't need to be an obvious symbol of his faith. It could be a small coin, tattoo, or garment bearing the symbol, whether presented openly, disguised, or hidden within a larger picture. For example, a hidden priest of Sarenrae may use a coin with an ankh or sunburst, a complex tattoo or scar that has an ankh shape hidden within it, a glove with an ankh stitched on the inside of the palm, and so on. He must use this replacement divine focus just as he would his true one (for example, he couldn't leave the coin in his shoe). If a spell requires a divine focus with a specific or minimum cost, the replacement divine focus must be of similar value to be used as the divine focus.

A hidden priest adds half his class level (minimum +1) on all Bluff skill checks to send secret messages about religious matters, and on all Sense Motive checks to recognize similar messages. He also adds this bonus on Perception and Sense Motive checks relating to agents of the laws against his religion (including city guards in lands where these laws are in effect).

This ability replaces one of the cleric's two 1st-level domain powers (her choice).

Unseen Devotion (Su): At 8th level, a hidden priest can apply the Silent Spell and Still Spell feats to a spell he is about to cast. This does not alter the level of the spell or the casting time. He can use this ability once per day at 8th level and one additional time per day for every four additional cleric levels beyond 8th. Even though this ability does not modify the spell's actual level, he cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that he is capable of casting. This ability always applies both feats (the cleric cannot use it to just apply one or the other). This ability replaces one of the cleric's two 8th-level domain powers (his choice).

Mendevian Priest (Cleric Archetype)

People of high and low character flock to Mendev for glory, plunder, or the desire to slay demons from the Worldwound. Crusade-minded clerics of Iomedae, Gorum, and other churches come to Mendev, learn battlefield tactics and the weaknesses of demons, and



Hidden Priest

strike out to make a name for themselves. A Mendevian priest has the following class features.

Weapon and Armor Proficiency: A Mendevian priest is proficient with all simple weapons, light armor, medium armor, heavy armor, shields (except tower shields), and the favored weapon of her deity.

Diminished Spellcasting: A Mendevian priest chooses only one domain from her deity's list of domains rather than the normal two domains. In all other respects, this works like and replaces the standard cleric domain ability.

Demonic Knowledge (Ex): At 1st level, when making Knowledge (planes) checks regarding demons, demonic cults, and their magic, a Mendevian priest gains a bonus on the check equal to half her class level (minimum +1) and can make these Knowledge skill checks untrained.

Teamwork Feat: At 4th level and 8th level, the Mendevian priest gains a bonus feat. This must be a teamwork feat, Alignment Channel, Greater Spell Penetration, Leadership, or Spell Penetration. The cleric must meet the prerequisites of the selected bonus feat.

Nirmathi Irregular (Ranger Archetype)

The forested country of Nirmathas is known for its rangers—skilled trackers, marksmen, and silent stalkers under the leafy canopy. Nirmathas has no formal military, for her people love their freedom and are reluctant to take orders from anyone, so her defense falls to individual scouts and small groups of allied commandos. Many of Nirmathas's rangers take the guide or skirmisher archetypes (see the *Advanced Player's Guide*), but some focus on the magic of stealth. These irregular troops fight against the frequent invasions by Molthuni soldiers, striking quickly and melting into the green shadows as soon as their opponents rally themselves for a counterattack. A Nirmathi irregular has the following class features.

Weapon and Armor Proficiency: A Nirmathi irregular is proficient with all simple and martial weapons and with light armor. This replaces the normal ranger armor and weapon proficiency.

Focused Enemy (Ex): At 1st level, a Nirmathi irregular selects one favored enemy (usually “humanoid [human]”). He does not gain additional favored enemies at higher levels. He does get to increase his favored enemy bonus by +2 at 5th, 10th, 15th, and 20th level. This otherwise acts as and replaces the standard favored enemy ability.

Forest Ghost (Ex): At 1st level, a Nirmathi irregular adds a bonus equal to 1/2 his level on all Perception and Survival skill checks he makes while located in forest terrain. This ability replaces wild empathy.

Focused Terrain: At 3rd level, a Nirmathi irregular selects one favored terrain (usually “forest”). He does not gain additional favored terrains at higher levels. He does get to increase his favored terrain bonus by +2 at 8th, 13th,

and 18th level. This otherwise acts as and replaces the standard favored enemy ability.

Spells: At 4th level, a Nirmathi irregular increases his number of spells per day by +1 for every spell level. This means the irregular gets at least 1 spell per day as soon as he gains access to a level of spells, even if Table 3–12: Ranger in the *Core Rulebook* lists 0 for spells per day.

A Nirmathi irregular also learns to draw upon druidic magic, perhaps from association with the druids of Crystalhurst or a natural connection to the magic of the Fangwood. Each day when the ranger prepares spells, he may choose one druid spell and prepare it as if it were on the ranger spell list as a ranger spell of its druid spell level.

Oenopion Researcher (Alchemist Archetype)

Nex is known for its advanced magical lore, and the alchemists of Oenopion are incredibly skilled at making potions, elixirs, and other materials crucial to the country's economy and its monster-creating fleshforges. A Oenopion researcher has the following class features.

Discoveries: The following discoveries complement the Oenopion researcher archetype: acid bomb, bottled ooze*, feral mutagen, infuse mutagen, infusion, sunlight bomb*. An asterisk (*) indicates a discovery detailed in *Ultimate Magic*.

Experimental Mutagen (Su): At 2nd level, an Oenopion researcher learns how to create an experimental mutagen that benefits others, though not as well as his normal mutagen. The experimental mutagen works just like a standard mutagen, except the natural armor bonus and the alchemical bonus to the ability score are half normal (+1 natural armor bonus and +2 to one ability score). The experimental mutagen has no risk of nauseating a creature who drinks it. The researcher decides when he creates the mutagen if it is a standard mutagen (which gives no benefit if another creature drinks it) or an experimental mutagen (which does); there is no difference in the cost, time to create, or any other aspect of the mutagen. If the researcher has discoveries or other abilities that alter or increase the benefits of the mutagen, these apply to the experimental mutagen (though the drinker only gets half the numerical bonus of the mutagen). This ability replaces poison use.

Acid Resistance (Ex): At 3rd level, an Oenopion researcher gains acid resistance 5. This ability replaces swift alchemy.

Primalist (Wizard Archetype)

A primalist is a wizard who has spent a considerable amount of time studying the chaos that is primal magic—she seeks order in chaos, and hopes to master the raw power of primal magic to bolster her own abilities. A primalist wizard has the following class features.



Primal Magic (Su): At 1st level, a primalist may attempt to channel primal magic as a swift action to cast a prepared spell without losing that spell from its spell slot. Essentially, a primalist is forcing primal magic into the world and attempting to shape it into a specific spell effect. To use this ability, she casts the spell as she would normally, but as the spell's effects take place, she makes a concentration check (DC 20 + double the spell's level). If she fails this check, she expends the spell normally as if she had cast it, but its actual effects are replaced by a primal magic event with a CR equal to her caster level and she is staggered for 1 round per level of the spell she was attempting to cast. If she makes this check, she casts the spell normally and it is not expended from her prepared spell slot, allowing her to cast that spell again at a later point.

You may use primal magic in this manner once per day. This ability replaces arcane bond. At 5th, 10th, 15th, and 20th level, you can use it an additional time per day.

Enhance Primal Magic Event (Su): At 5th level, when a primalist triggers a primal magic event, as a swift action she can increase or decrease its CR by 1. If she makes a concentration check (DC = 15 + the primal magic event's CR), she can instead increase or decrease the CR by 2. If

she reduces a primal magic event's CR to less than 1, the event is negated. She can choose to use this ability after she determines what primal magic event she triggers, but before she resolves the effects of that event. This ability replaces the wizard bonus feat acquired at 5th level.

Primal Surge (Su): At 10th level, whenever a primalist triggers a primal magic event, she rolls the percentile dice twice to determine the event that occurs and chooses which one of the two possible events occurs. She becomes resistant to the effects of primal magic events. Anytime an event would affect her, the GM rolls 1d20 + the event's CR against a DC of 11 + her wizard level. If this roll fails, the event does not affect her, similar to a creature with spell resistance ignoring magical effects with an SR check. If the primal magic event is duplicating the effects of a spell that does not allow spell resistance (such as *create pit*), this resistance does not apply. This ability replaces the wizard bonus feat acquired at 10th level.

Razmiran Priest (Sorcerer Archetype)

The so-called "priests" of Razmir are magical charlatans—missionary servants of the Living God who spread his fervent devotion wherever they travel. Altered



Primalist

by Razmir's magic, he can perform feats impossible for other sorcerers. A Razmiran priest has the following class features.

False Piety (Ex): At 1st level, a Razmiran priest gains Knowledge (religion) and Perform as class skills, but loses Appraise and Fly as class skills. He adds half his sorcerer level to Use Magic Device checks to activate spell trigger and spell completion items that use divine spells. He gains False Focus as a bonus feat (see page 10). In addition to replacing Appraise and Fly as class skills, this ability replaces the priest's Eschew Materials bonus feat.

Lay Healer (Su): At 3rd level, the Razmiran priest adds *aid* to his list of spells known as a 2nd-level spell. At 5th level, he adds *remove disease* to his list of spells known as a 3rd-level spell. This ability replaces the bloodline spells gained at 3rd level and 5th level respectively.

Razmiran Channel (Su): At 9th level, the Razmiran priest can use his own magic to power spell completion and spell trigger items that use divine spells. He expends a sorcerer spell slot that is at least 1 level higher than the level of the spell he's trying to activate, then makes a Use Magic Device check. If he succeeds, the item's spell occurs and the item or charge is not expended. If he fails, nothing happens. Whether he succeeds or fail, his spell slot is expended. This ability replaces the bloodline power gained at 9th level.

Shadowcaster (Wizard Archetype)

Trained in the dark mysteries of Nidal's Umbral Court and its Kuthonite dogma, your training allows you to harness the power of shadows to bolster your spellcasting. A shadowcaster has the following class features.

Shadow Spells (Su): At 1st level, a primalist uses his shadow to prepare additional spells. He must spend his entire period of spell preparation in dim illumination to use this ability. He may prepare a number of additional spell levels of spells equal to the level of the highest-level wizard spell he can cast. For example, if he can cast 6th-level wizard spells, he could prepare six 1st-level spells, two 3rd level-spells, or any similar combination that adds up to a total of six spell levels. These spells are stored in his shadow. He can only cast these spells when he is in an area of normal light or dim light. He gains Shadowtongue as a bonus language. This ability replaces arcane bond.

Shadowsight (Ex): At 5th level, a shadowcaster gains darkvision 60 feet. This ability replaces the shadowcaster's 5th-level wizard bonus feat.

Shadowy Specialization (Ex): At 10th level, when a shadowcaster casts *shades*, *shadow conjuration*, *shadow evocation*, and similar illusion spells that have a listed fraction of the strength of real effects, he increases the percentage of damage caused by the spell's effect

or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, *shadow evocation* and *shadow conjuration* deal 40% normal damage on a successful save instead of 20%. This ability replaces the shadowcaster's 10th-level wizard bonus feat.

Spire Defender (Magus Archetype)

Spire defenders are magi who train themselves to accompany sages and archaeologists who venture from the Mordant Spire, acting as aids and bodyguards. Because they often operate in difficult terrain—narrow trenches in dig sites, flooded dungeons, and tight corridors in ancient ruins—spire defenders place mobility and agility at a premium. As a result, they eschew armor entirely. Most spire defenders are elves—it's exceptionally rare for a non-elf to be granted access to the training required to take this archetype (non-elves need GM approval to take this archetype). A spire defender has the following class features.

Weapon Proficiency: A spire defender is proficient with all light and one-handed simple and martial weapons, as well as one exotic light or one-handed melee weapon that has the disarm or trip special feature. This replaces the magus's normal weapon proficiencies.

Bonus Feats (Ex): At 1st level, the spire defender gains Combat Expertise and Dodge as bonus feats, even if he doesn't meet the prerequisites. The spire defender is not proficient in any kind of armor or shield. The spire defender does not have the magus' ability to ignore arcane spell failure from armor; however, if the spire defender becomes proficient in light armor, he automatically gains the magus's ability to ignore the arcane spell failure chance of light armor. If he becomes proficient in medium armor, at 7th level he ignores medium armor's chance of arcane spell failure. If he becomes proficient in heavy armor, at 13th level he ignores heavy armor's chance of arcane spell failure. This replaces the magus's normal armor proficiencies.

Arcane Augmentation (Su): At 4th level, a magus can expend 1 point from his arcane pool as a swift action to grant himself a +5 competence bonus for 1 minute to one of the following skills: Acrobatics, Climb, Escape Artist, Perception, Stealth, and Swim. For every three levels beyond 4th, the magus gains another +1 enhancement bonus, to a maximum of +10 at 19th level. This ability replaces the spell recall ability.

Sword of Valor (Paladin Archetype)

The goddess Iomedae was once a mortal paladin, and those holy champions who follow her path seek to uphold her specific code of conduct in the hopes of honoring her name and destroying evil. Valor, justice, and honor are their lifeblood, and they would sooner cut out their own



hearts than betray their comrades and faith. A sword of valor has the following class features.

Iomedae Worshiper: A sword of valor must have Iomedae as a patron deity.

First Into Battle (Su): At 2nd level, a sword of valor can spend 1 use of smite evil or lay on hands to act in the surprise round, even if she is surprised. When the paladin makes an Initiative check, she gains a bonus to the check equal to her Charisma bonus. This ability replaces divine grace.

Prayer of the Fourth Act (Su): At 6th level, by spending 1 minute leading a prayer to Iomedae, the sword of valor can spend one use of channel energy to give living creatures in the channel burst temporary hit points equal to the amount that ability normally heals. These temporary hit

points last for no more than 1 hour. This replaces the paladin's mercy gained at 6th level.

Worthy Enemy (Su): At 11th level, when a sword of valor critically hits an enemy with a smite, the target must make a Will saving throw (DC = 10 + 1/2 the paladin's level + the paladin's Charisma bonus) or be compelled to surrender to the paladin, as if affected by a *suggestion* spell (CL = the paladin's level) to lay down arms and give up the fight. An enemy that succumbs to this ability remains docile until it is injured by the paladin or one of his obvious allies, at which point the compulsion to surrender immediately ends and the enemy is free to make his own choices again. If the enemy makes the save, it is not subject to this ability for 24 hours. Worthy enemy is a mind-affecting effect. This ability replaces aura of justice.

Tattooed Sorcerer (Sorcerer Archetype)

The tattooed sorcerer has embraced the ancient traditions of Varisian spellcasting, and uses colorful and intricate tattoos to enhance her magical powers. A tattooed sorcerer has the following class features.

Familiar Tattoo (Su): A tattooed sorcerer gains a familiar as an arcane bond, as a wizard equal to her sorcerer level. Her sorcerer levels stack with any wizard or witch levels she possesses when determining the powers of her familiar—this ability does not allow her to have both a familiar and a bonded item.

Unlike most familiars, her familiar can transform itself into a tattoo that she carries in her flesh. Transforming into a tattoo or back to normal familiar form is a move action for her familiar. In tattoo form, the familiar looks like a stylized version of itself, but does not count as a creature separate from the tattooed sorcerer. In tattoo form it continues to grant its special familiar ability (*Core Rulebook* 82), but otherwise has no abilities and can take no actions except to transform from tattoo into creature. A familiar tattoo cannot be erased or dispelled. This ability replaces her 1st-level bloodline power.

Varisian Tattoo (Ex): At 1st level, the tattooed sorcerer gains Varisian Tattoo (see the *Inner Sea World Guide*) as a bonus feat. If she doesn't have Spell Focus, she may choose which school of magic her Varisian Tattoo enhances. This ability replaces her Eschew Materials bonus feat.

Bloodline Tattoos (Ex): Whenever a tattooed sorcerer gains a bloodline spell, a new tattoo manifests on her body to represent this spell. Her bloodline spells are always enhanced by her Varisian Tattoo feat, even if they don't match the school to which her Varisian Tattoo belongs.

Create Spell Tattoo (Su): At 7th level, a tattooed sorcerer can create a *spell tattoo* (see page 16) once per day with a single touch as a standard action. The recipient of the



Tattooed Sorcerer

spell tattoo must be willing to receive the spell tattoo. If she gives the *spell tattoo* to herself, it does not count against the regular limit of magic tattoos she can have. The *spell tattoo* must be of a spell that she knows that has no material or focus component. She can maintain one *spell tattoo* created by this ability at a time—if she uses this ability again, the previous spell tattoo she created fades away. *Spell tattoos* she creates with Inscribe Magic Tattoo do not count against this limit. She can use this ability twice per day at 11th level, and three times per day at 15th level. This ability replaces the bloodline feat gained at 7th level.

Enhanced Varisian Tattoo (Su): At 9th level, the tattooed sorcerer can pick any one spell she knows for which she has a Varisian Tattoo feat. This spell must be one that lacks focus components and costly material components. She can now use that spell as a spell-like ability once per day. This spell-like ability is not enhanced by her Varisian Tattoo, but it functions at +2 caster levels above her sorcerer caster level. Whenever she gains a bloodline power at a later date, she may change this spell-like ability to another qualifying spell. This ability replaces the 9th-level bloodline power.

Tempest Druid (Druid Archetype)

The hurricane-wracked Sodden Lands are a chaotic strip of wilderness dotted with tiny fiefdoms ruled by cultists, cannibals, and scavengers. Druids of Gozreh have tried and failed many times to repair the devastation caused by the Eye of Abendego. Today, some druids have come to worship the storm as an aspect of pure elemental fury in the world. The tempest druids seek not to venerate the Eye, but to study and learn its mysteries so they can survive it, and use this knowledge to protect themselves and others in the Sodden Lands—or even in lands beyond these reaches where storms are potent. A tempest druid has the following class features.

Armor and Weapon Proficiencies: A tempest druid is proficient with the trident. This is in addition to the armor and weapon proficiencies of a normal druid.

Spontaneous Domain Casting: A tempest druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can “lose” a prepared spell in order to cast any domain spell of the same level or lower. This replaces the druid’s normal ability to spontaneously cast summon spells.

Nature Bond (Ex): A tempest druid may not choose an animal companion, and must instead select a domain when she gains the Nature Bond ability. A tempest druid must choose the Air or Weather domain from the *Core Rulebook*, the Cloud, Storm, or Wind subdomain from the *Advanced Player’s Guide*, or the Aquatic or Swamp domain from *Ultimate Magic*.

Sodden Shore Sense (Ex): A tempest druid gains a +4 bonus on Knowledge (nature) and Survival checks in coastal and marshy lands. This ability replaces nature sense.

Electrical Resistance (Ex): At 3rd level, a tempest druid gains electricity resistance 5. As a standard action, she can transfer this resistance to another creature for 1 hour, after which time it reverts to her. This ability replaces trackless step.

Eyes of the Storm (Ex): At 4th level, a tempest druid can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every 4 levels beyond 4th. This ability replaces resist nature’s lure.

Bend Bolt (Su): At 9th level, a tempest druid can redirect nearby electrical attacks. As an immediate action, the druid can shift the area or target of an electricity attack by 5 feet in any direction. If the electricity affects an area, the druid selects one square to be unaffected and an adjacent square to be affected (if this square is already in the area, this has no additional effect in that area). If the electricity affects a target, the druid selects an adjacent target. She cannot redirect electricity damage conducted to her by physical contact with an object or creature (such as a *shocking grasp* or a *shock* weapon). She can use this ability a number of times per day equal to her Charisma bonus.

For example, if she were in the line of a wizard’s *lightning bolt*, she could have the spell skip her square and instead affect an adjacent square, even if this meant the spell did not form a continuous line. If another druid attacked her with *call lightning*, she could shift the targeted bolt to an adjacent square, hitting a creature in that square (if any).

This ability replaces venom immunity.

Vampire Hunter (Inquisitor Archetype)

Undead are a scourge upon the living. The vampire hunter believes that the worst of the undead are the ones with unnatural appetites for flesh and blood—things that should persist without feeding, but consume anyway. Vampires and ghouls are especially dangerous because they turn their victims into more of their kind, and just one reckless night-feeder can turn an entire city into a den of undead.

Vampire hunters use their skills and magic to track and slay the hungry dead, walking a fine line between the purity of good magic and the tempting evil of turning dark necromancy against the unliving. Rare even in grim Ustalav, and slain on sight in Nidal and Geb, vampire hunters lead lonely existences under the constant threat of becoming that which they live to destroy. A vampire hunter has the following class features.

Judgment: The following vampire hunter judgments work differently than those of a standard inquisitor.

Purity: At 10th level, the judgment bonus is doubled against diseases and energy drain saving throws, but not curses or poisons.



Smiting: At 6th level, the vampire hunter's weapons count as silver instead of an alignment type.

Silversmith: At 2nd level, a vampire hunter learns the secrets of crafting silver into dangerous weapons. She adds a bonus equal to her class level on any Craft or Spellcraft check made to create a silver item that bypasses DR/silver, such as alchemical silver, *silversheen*, or silver weapon blanch (see the *Advanced Player's Guide*). This ability replaces detect alignment.

Bane (Su): A vampire hunter can only imbue her weapons with the undead-bane ability, but it persists even when she isn't holding the weapon.

Sun Strike (Su): At 5th level, a vampire hunter can infuse a single weapon she wields with the purifying light of the sun as a swift action for a number of rounds per day equal

to her inquisitor level. These rounds do not need to be consecutive. While a weapon is infused with the sun, it deals +1d6 points of damage to any creature that is susceptible or vulnerable to sunlight, including many types of undead (particularly spectres, vampires, and wraiths). This additional damage also applies to oozes and fungus-based monsters. A weapon infused with sun strike sheds illumination as if it were a sunrod.

Varisian Pilgrim (Cleric Archetype)

While most clerics are associated with a particular temple, adventuring clerics spend much of their time away from their favored place of worship, and there are those who worship primarily on the road and during the journey. These clerics see the act of travel and the arrival at sites sacred to their religion as valuable, and perhaps more so than time spent sequestered inside a church. Relatively common in Varisia, these pilgrims love to travel, typically on foot or with caravans. While the archetype is called the "Varisian pilgrim," this archetype can be selected by any cleric who prefers to worship while on the move. Whether or not they are Varisian, these clerics learn a little about fortune-telling and a lot about people.

A Varisian pilgrim has the following class features.

Fortunate Road: At 1st level, a Varisian pilgrim must select the Chaos, Community, Liberation, Luck, Travel, or Weather domain (or the Exploration, Fate, Freedom, Trade, or Seasons subdomains from the *Advanced Player's Guide*, if available in the campaign) as one of her domains. If the cleric worships a deity that doesn't normally grant one of these domains, she gains access to this domain but can only pick this one domain—she effectively loses the option to pick a second domain. As a result, very few clerics who worship deities who don't grant access to one of the domains or subdomains listed above opt to become Varisian pilgrims. In all other respects, this works like and replaces the standard cleric's domain ability.

Caravan Bond (Su): At 1st level, by leading a group prayer for 1 minute, a Varisian pilgrim can select a number of traveling companions equal to her cleric level + her Wisdom bonus. She may use her domain-granted powers on any of these traveling companions as if they were her. She can use these abilities on her traveling companions at a range of up to 30 feet, even if the ability normally requires her touch. This ability replaces the cleric's proficiency with medium armor and shields—she retains proficiency with light armor only.

Blessing of the Harrow (Su): At 8th level, once per day the pilgrim may perform a harrowing for herself or another creature. This is otherwise identical to the blessing of the harrow from the harrower prestige class (*Inner Sea World Guide* 276). This replaces an 8th-level domain power of the Varisian pilgrim's choice.



Vampire Hunter

Winter Witch (Witch Archetype)

The descendants of Baba Yaga rule the frozen realm of Irrisen, and possess a unique power stemming from their otherworldly origin and ties to cold magic. This power is partly magical, partly political, and partly cultural. Known as winter witches, these scions of Baba Yaga have not coveted or hidden their secrets, for they understand the truth that those who see winter witches work their frozen magic will simply assume the witch works for Irrisen. By opening their traditions to those who have no blood connection to Baba Yaga or the rulers of Irrisen, they spread the notoriety and infamy of their magic far beyond what they could accomplish on their own. While winter witches are most commonly encountered in Irrisen, they can and have been encountered throughout the Inner Sea region, working to spread their nation's notoriety with each frozen spell and manipulative hex. A winter witch has the following class features.

Familiar: Winter witches must choose a familiar that is native to the frozen north, even when they themselves operate in other regions. Traditionally, this limits winter witch familiar choices to bat, cat, fox, hawk, owl, rat, raven, or weasel. A winter witch who gains the Improved Familiar feat can select any familiar she desires, save for familiars with the fire subtype.

Cantrips: A winter witch adds *ray of frost* to her spell list, but does not automatically learn this cantrip.

Patron: A winter witch must choose her patron from one of the following patron themes: ancestors*, deception, enchantment*, endurance, moon*, occult*, portents*, stars*, transformation, trickery, vengeance*, water, winter*, or wisdom. An asterisk (*) indicates a patron theme detailed in *Ultimate Magic*.

Ice Magic: When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by +1. A winter witch cannot learn or cast spells with the fire descriptor at all.

Cold Flesh (Ex): At 1st level, a winter witch gains *endure elements* as a constant spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. At 9th-level, this increases to cold resistance 10, and at 14th level, it becomes immunity to cold. This replaces the witch's 4th-level hex.

Hexes: The following hexes complement the winter witch archetype: beast eye*, blight, cook people*, evil eye, feral speech*, hag's eye, hoarfrost*, ice tomb*, witch's hut.* An asterisk (*) indicates a hex detailed in *Ultimate Magic*.

A winter witch can select the following hexes:

Frostfoot (Su): This ability works like the *spider climb* spell, but the surfaces the witch climbs must be icy. The witch can move across icy surfaces without penalty and does not need to make Acrobatics checks

to run or charge on ice. She can move across regular snow without penalty, and heavy snow only costs her 2 squares of movement instead of 4.

Frozen Caress (Su): Whenever the winter witch casts a touch spell, she can infuse the magic with cold as a swift action. This grants the spell the cold descriptor, and adds 1d4 points of cold damage to the spell's effect. If the touch spell allows a saving throw, a successful save negates this additional cold damage.



Winter Witch



Prestige Classes

The following prestige classes each present additional options for arcane and divine spellcasters.

Cyphermage

Based in Riddleport, the cyphermages are students of ancient history and runic lore, with a particular focus on the monuments and magics of ancient Thassilon. cyphermages are respected in some ways for their depth of knowledge about the history of the region, yet some people find them dangerously stubborn in their pursuit of secrets best left lost, or their borderline obsession with any scrap or fragment of carven rubble. Like the legendary Cyphergate itself (the rune-carved arch that spans the entrance to Riddleport's harbor), much of the labor of the cyphermages seems to others to be wasted ponderings searching for hidden meanings and sublime significance that simply may not exist. Nonetheless, cyphermages are

dogged in their pursuit of knowledge, often secretive not only with outsiders but with one another, as each strives to uncover a forgotten scrap of lore, uncover a choice bit of Thassilonian architecture, or present a triumphant dissertation to his peers in the Order of Cyphers or to academics half a world away.

Hit Die: d6.

Requirements

To qualify to become a cyphermage, a character must fulfill all the following criteria.

Feats: Cypher Magic (*Inner Sea World Guide* 284), Scribe Scroll.

Skills: Knowledge (arcana) 5 ranks, Knowledge (history) 5 ranks, Linguistics 5 ranks.

Languages: Thassilonian, Varisian.

Spells: Able to cast arcane spells.

Class Skills

The cyphermage's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Disable Device (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the cyphermage prestige class.

Weapon and Armor Proficiency: A cyphermage gains no additional weapon or armor proficiencies.

Spells: When a cyphermage gains a level, he gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefits a character of that class would have gained. This essentially means that he adds the level of cyphermage to the level of whatever other arcane spellcasting class he has.

If the character had more than one arcane spellcasting class before he became a cyphermage, he must choose which class he adds each cyphermage level to for the purposes of determining spells per day.

Cypher Lore: As a cyphermage gains levels, he begins mastering written magic such as scrolls, *glyphs*, and *symbols*. He also begins to discover ancient Thassilonian magics that further bolster his power. These discoveries are known collectively as cypher lore. Each level, the cyphermage learns a new way to enhance his magic, chosen from the list of cypher lores given below.

Analyze Scroll (Su): As a free action, a cyphermage can automatically discern the contents of a magic scroll, as if he were using *read magic*. He gains an insight bonus equal



Cyphermage



Cyphermage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+1	Cypher lore	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Cypher lore	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+2	Cypher lore	+1 level of arcane spellcasting class
4th	+2	+1	+1	+2	Cypher lore	+1 level of arcane spellcasting class
5th	+2	+2	+2	+3	Cypher lore	+1 level of arcane spellcasting class
6th	+3	+2	+2	+3	Cypher lore	+1 level of arcane spellcasting class
7th	+3	+2	+2	+4	Cypher lore	+1 level of arcane spellcasting class
8th	+4	+3	+3	+4	Cypher lore	+1 level of arcane spellcasting class
9th	+4	+3	+3	+5	Cypher lore	+1 level of arcane spellcasting class
10th	+5	+3	+3	+5	Cypherlord	+1 level of arcane spellcasting class

to his cyphermage level on Use Magic Device checks made to cast spells from scrolls.

Bypass Symbol (Su): When a cyphermage makes a save against a magical glyph, symbol, sigil, or similar written trap, as an immediate action he may attempt a Spellcraft check against the same DC to delay the trap's effects for 1d6 rounds. Once the delay is over, the trap has its normal effect. The cyphermage must be at least 8th-level to select this lore.

Defensive Scrollcaster (Ex): A cyphermage gains a +4 bonus on concentration checks to cast defensively when casting spells from scrolls.

Enhance Scroll (Su): As a swift action, a cyphermage can cause any scroll spell he reads to function using his caster level rather than the scroll's caster level. He can use this ability a number of times per day equal to 1/3 his cyphermage level (minimum 1).

Extended Scroll (Su): As a swift action, a cyphermage can double the duration of any scroll spell he reads as if the spell were modified by Extend Spell. He can use this ability a number of times per day equal to 1/3 his cyphermage level (minimum 1).

Focused Scroll (Su): As a swift action, a cyphermage can add a bonus equal to twice his Intelligence modifier on any caster level checks made with a scroll spell, including checks to overcome SR. He can use this ability a number of times per day equal to 1/3 his cyphermage level (minimum 1).

Giant's Master (Ex): The cyphermage has unraveled several of Thassilon's methods of commanding and controlling giants. As a swift action, whenever he uses a mind-affecting spell or effect on a humanoid with the giant subtype, he increases his spell DC by +2. The cyphermage must be at least 6th-level to select this lore.

Glyph Finder (Ex): A cyphermage can locate glyphs of warding, symbols, and similar magical spell traps that utilize writing as if he were a rogue. He can use Perception or Knowledge (arcana) to notice such traps, and can use Disable Device or Spellcraft to disable these types of traps.

Insightful Scroll (Su): As a swift action, a cyphermage can alter a spell he's casting from a scroll to use his own spellcasting ability score (Intelligence for wizards, and so on) and relevant feats to set the DC for the spell. He can use this ability a number of times per day equal to 1/3 his cyphermage level (minimum 1).

Rune Trap (Ex): Whenever the cyphermage casts a spell that creates a trap that uses magical writing (such as *explosive runes*, *illusory script*, *sepia snake sigil*, or a *symbol*), as a swift action he may include Thassilonian runes in the writing. This adds +4 to the Perception DCs to notice it, Disable Device DCs to disarm it, and caster level DCs to dispel it. The cyphermage must be at least 6th-level to select this lore.

Swift Scrivener (Ex): The cyphermage may scribe up to two scrolls per day, so long as the total market price of all scrolls scribed that day does not exceed 1,000 gp. The cyphermage reduces the casting time of all *symbol* spells to 1 minute.

Swift Scroll (Ex): The cyphermage does not provoke attacks of opportunity when retrieving a stored scroll. If the cyphermage moves at least 10 feet, he may retrieve a scroll as a free action as part of his move.

Thassilonian Summoning (Ex): The cyphermage has learned how to summon strange creatures to his aid when he casts certain summon monster spells. He adds *sinspawn** to the list of monsters he can conjure with *summon monster III*, *lamia* to the list of monsters he can conjure with *summon monster VI*, and *shining child** to the list of monsters he can conjure with *summon monster IX* (monsters marked with an asterisk [*] are detailed in *Pathfinder Bestiary 2*). The cyphermage must be at least 6th-level to select this lore.

Cypherlord (Su): At 10th level, a cyphermage gains a +5 insight bonus on saving throws against the effects of magical symbols, glyphs, sigils, and similar writing-based spells and traps. He selects one of his cypher lore abilities that requires a swift action to activate; thereafter, he may activate that ability as a free action.



Divine Scion

Many are the mortals who serve the gods, in small ways and large. Some give offerings to many divinities in hopes of appeasing them all, while others serve one faithfully and exclusively, even zealously. A few, however, are instead chosen by their deities to fulfill sacred missions. Some are merely graced with the anointing spirit of divinity, while a few are the literal scions of their divine patrons, by-blows of a dalliance with mortals. Whatever the source, these are the few who can, with the proper training, become divine scions. The spark of divinity animates their every deed, and voices whisper secrets and commands that were never meant for the ears of others. Divine scions may frustrate the orthodox hierarchy of their faith, as they represent an end-run around the ecclesiastical structures of the church. Their calling comes directly from their deity, and their orders supersede any earthly authority. Of course, many more claim such direct visitation and commission than actually have been touched by the divine, but it is risky to defy or deny any who claim it.

Hit Die: d8.

Requirements

To qualify to become a divine scion, a character must fulfill all the following criteria.

Feats: Iron Will, Weapon Focus (deity's favored weapon)

Skills: Knowledge (planes) 5 ranks, Knowledge (religion) 5 ranks, Spellcraft 5 ranks

Spells: Able to cast divine spells.

Deity: Must have a patron deity.

Alignment: Must be identical to patron deity's.

Class Skills

The divine scion's class skills (and the key ability for each skill) are Diplomacy (Cha), Fly (Dex), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the divine scion prestige class.

Weapon and Armor Proficiency: A divine scion gains no additional weapon or armor proficiencies. She can select Greater Weapon Focus, Weapon Specialization, and Greater Weapon Specialization as feats once she qualifies for them normally (although she does not have to fulfill the prerequisite of having fighter levels in order to select these feats).

Spells: When a divine scion gains a level, she gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the

prestige class. She does not, however, gain any other benefits a character of that class would have gained. This essentially means that she adds the level of divine scion to the level of whatever other divine spellcasting class she has.

If the character had more than one divine spellcasting class before she became a divine scion, she must choose which class she adds each divine scion level to for the purposes of determining spells per day.

Opposition Alignment (Ex): A divine scion must pick one of the following alignment subtypes as her opposition alignment: chaotic, evil, good, or law. The opposition alignment she chooses must be one that she does not possess as part of her own alignment. She gains a +1 bonus on caster level checks made to overcome spell resistance of creatures with that alignment subtype.

Domain Specialization (Su): At 3rd level, a divine scion selects a domain granted by her deity—this domain becomes the divine scion's chosen specialization in representing her deity. Although most divine scions pick domains that they've gained from other classes (such as cleric), they don't have to do so. Every time a divine scion casts a domain spell from her specialized domain, she heals damage equal to twice the spell's level.

In addition, each domain specialization grants a spell-like ability (which functions at a caster level equal to the divine scion's total character level) and a permanent sacred bonus (or profane, if the divine scion is evil) on a single type of d20 roll. The specific spell-like abilities and bonuses granted are listed below. Spells marked with an asterisk (*) are detailed in the *Advanced Player's Guide*, while spells marked with two asterisks (**) are detailed in *Ultimate Magic*.

Air: fly 1/day; +4 on Fly checks

Animal: *beast shape I* 1/day; +4 on Handle Animal checks

Artifice: *crafters' fortune** 3/day; +4 on Craft checks

Chaos: *detect law* constant; +2 on Will saves

Charm: *beguiling gift** 3/day; +4 on Diplomacy checks

Community: *tongues* 1/day; +4 on Diplomacy checks

Darkness: *shadow weapon*** 3/day; +4 on Perception checks

Death: *murderous command*** 3/day; +2 on Fortitude saves

Destruction: *break** 3/day; +4 on Intimidate checks

Earth: *stone fist** 3/day; +4 on Survival checks

Evil: *detect good* constant; +2 on Will saves

Fire: *flame arrow* 1/day; +4 on Acrobatics checks

Glory: *archon's aura*** 1/day; +4 on Intimidate checks

Good: *detect evil* constant; +2 on Will saves

Healing: *symbol of healing*** 1/day; +4 on Heal checks

Knowledge: *identify* 3/day; +4 on Knowledge checks (choose one)

Law: *detect chaos* constant; +2 on Will saves

Liberation: *remove sickness*** 3/day; +4 on Escape Artist checks

Luck: *divine favor* 3/day; +2 on Reflex saves



Divine Scion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+1	Opposition alignment	+1 level of divine spellcasting class
2nd	+1	+1	+1	+1	—	+1 level of divine spellcasting class
3rd	+2	+1	+1	+2	Domain specialization	+1 level of divine spellcasting class
4th	+3	+1	+1	+2	Divine wrath	+1 level of divine spellcasting class
5th	+3	+2	+2	+3	—	+1 level of divine spellcasting class
6th	+4	+2	+2	+3	—	+1 level of divine spellcasting class
7th	+5	+2	+2	+4	Deific defense	+1 level of divine spellcasting class
8th	+6	+3	+3	+4	Divine awe	+1 level of divine spellcasting class
9th	+6	+3	+3	+5	—	+1 level of divine spellcasting class
10th	+7	+3	+3	+5	True scion	+1 level of divine spellcasting class

Madness: *fumbletongue*** 3/day; +4 on Bluff checks

Magic: *detect magic* constant; +4 on Spellcraft checks

Nobility: *command* 1/day; +4 on Diplomacy checks

Plant: *speak with plants* 1/day; +2 on Fortitude saves

Protection: *wrathful mantle** 1/day; +1 to Armor Class

Repose: *sanctify corpse* 3/day; +2 on Fortitude saves

Rune: *comprehend languages* 3/day; +4 on Linguistics checks

Scalykind: *summon nature's ally III* (reptilian creatures only), 1/day; +2 on Reflex saves

Strength: *burst bonds** 3/day; +4 on combat maneuver checks

Sun: *daylight* 1/day; +4 on Perception checks

Travel: *expeditious retreat* 3/day; +4 on Acrobatics checks

Trickery: *glibness* 1/day; +4 on Stealth checks

Void: *deeper darkness* 1/day; +4 on concentration checks

War: *true strike* 3/day; +1 on weapon damage rolls

Water: *water walk* 1/day; +4 on Swim checks

Weather: *cloak of winds** 1/day; +4 on Survival checks

Divine Wrath (Su): At 4th level, a divine scion's damaging spells deal +1 point of damage per die against creatures with an alignment subtype that matches the divine scion's opposition alignment.

Deific Defense (Su): At 7th level, a divine scion gains DR 2, bypassed by attacks with the alignment subtype of her opposition alignment (so a divine scion with "evil" as her opposition alignment gains DR 2/evil).

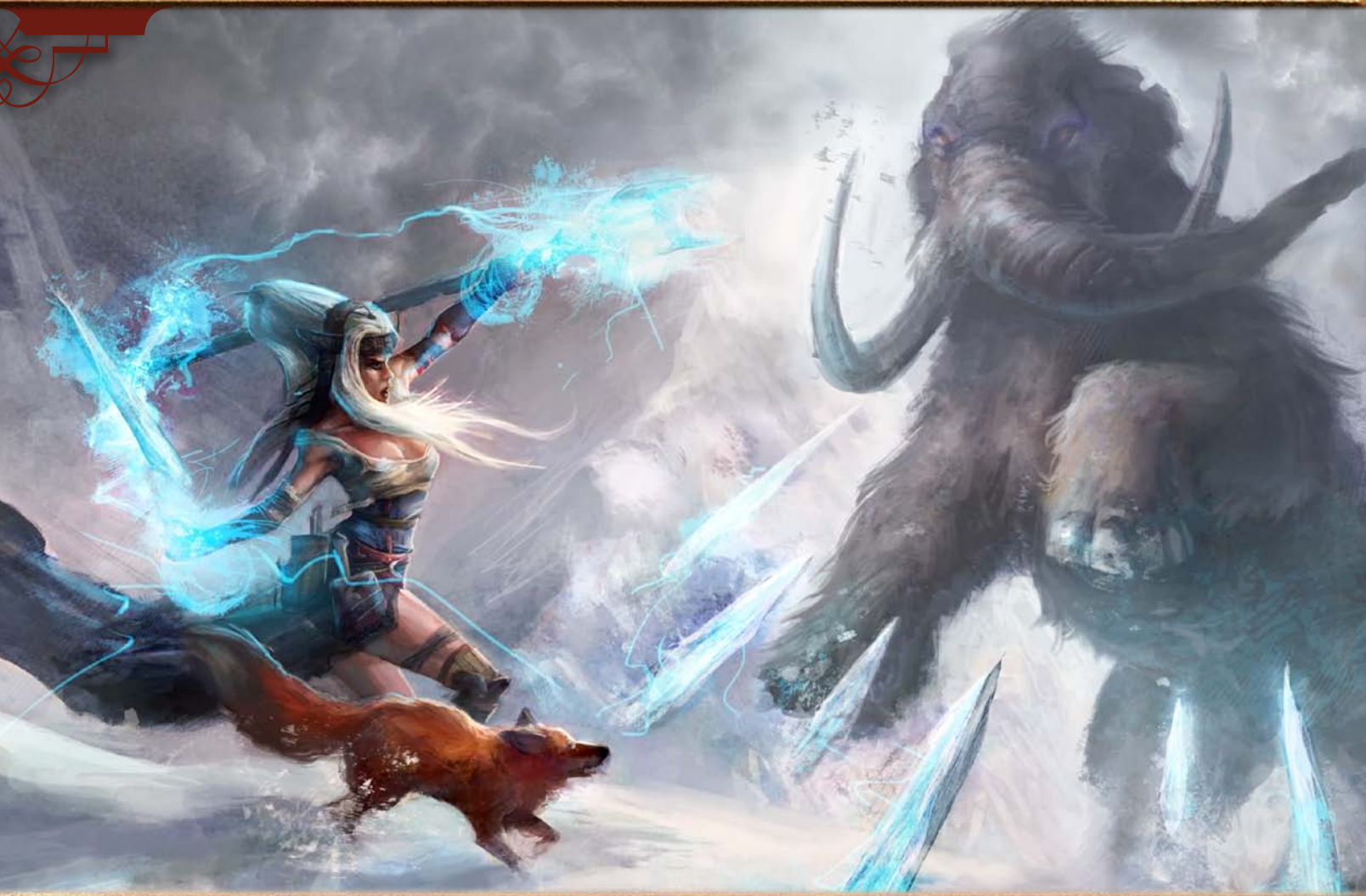
Divine Awe (Su): At 8th level, a divine scion's spells can stagger creatures that match the alignment subtypes of the divine scion's opposition alignment. When such a creature is affected by a divine scion's spell, it is staggered for 1 round if it fails its save against that spell. If the creature makes its save (or if the spell doesn't allow a saving throw), this ability has no effect.

True Scion: At 10th level, a divine scion becomes a true scion of her deity. The amount of healing she gains from her domain specialization doubles. Her divine wrath ability now deals +2 points of damage per die against creatures of the appropriate alignment. The damage reduction granted by her deific defense increases to

5. Finally, she permanently increases her Wisdom or Charisma score (her choice) by +1.



Divine Scion



SPELLS

“I certainly hope never to know all there is to know about magic. Wizards who waste their lives trying to perfect their knowledge of arcana are just as pitiful as clerics who ignore the finer things in life while they seek perfection in the eyes of their goddess. Instead, think of magic as an unexplored wilderness, one filled with equal parts beauty and danger. There is much that magic can do to please the senses, but just as much as it can do to create mayhem. I’m not sure which one’s more exciting, but the day I can no longer be surprised by magic is a day I hope I won’t live to see.”

—Shensen, Diva of Kintargo

The following lists summarize all of the new spells presented in this book. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a material or focus component not normally included in a spell component pouch.

Order of Presentation: These lists present the spells in alphabetical order by name, except when a spell's name begins with "greater," in which case it is alphabetized under the base spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: "Creature" and "character" are used synonymously in the short descriptions.

Alchemist Spells

2nd-Level Alchemist Spells

Tattoo Potion^M: Cause a potion to turn into a *spell tattoo* when it is drunk.

3rd-Level Alchemist Spells

Orchid's Drop^M: Heal 2d10 points of damage when you drink a mutagen, gain +2 bonus on saves.

Bard Spells

1st-Level Bard Spells

Call Weapon: Telekinetically gain control of a weapon wielded by a nearby ally.

Transfer Tattoo: Move a magic tattoo from one creature to another.

Weaponwand^F: Merge a magic wand with a weapon to wield both simultaneously.

2nd-Level Bard Spells

Bladed Dash: Swiftly move 30 feet and attack one foe along the way.

Pugwampi's Grace: One creature rolls 2d20 whenever it needs to roll a d20, and must take the lower result.

Tattoo Potion^M: Cause a potion to turn into a *spell tattoo* when it is drunk.

3rd-Level Bard Spells

Martial Marionette: Manipulate foe's limbs to hamper its attacks and provide you cover.

4th-Level Bard Spells

Kiss of the First World^M: Grant living creatures enhanced life or undead creatures debilitating conditions.

Song of Kyonin: Your bardic performance heals allies.

5th-Level Bard Spells

Bladed Dash, Greater: Swiftly move 30 feet and attack all foes along the way.

Music of the Spheres: Grant fast healing, resistance, and save bonuses to all creatures in a 20-foot radius from you.

Cleric Spells

1st-Level Cleric Spells

Weaponwand^F: Merge a magic wand with a weapon to wield both simultaneously.

2nd-Level Cleric Spells

Martyr's Bargain: Delay immediate damage to yourself from a spell to take maximum damage later.

3rd-Level Cleric Spells

Light of Iomedae: Illuminate undead, negate channel resistance, and inflict -2 penalty vs. positive energy.

4th-Level Cleric Spells

Crusader's Edge: Weapon gains *evil outsider bane* quality plus other benefits against evil outsiders.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Shadow Barbs: Creates a shadowy *vicious spiked chain* that radiates darkness around you.

Suppress Primal Magic: Prevent primal magic events from occurring in a 10-ft. radius around you.

5th-Level Cleric Spells

Geniekind: Gain your choice of genie-themed powers.

Khain's Army: 1d4+1 ghouls and 1 ghost fight for you and explode when killed to deal damage.

Siphon Magic: Transfers a magical effect from touched creature to yourself.

6th-Level Cleric Spells

Eaglesoul: Grants combat bonuses against evil creatures, particularly against evil outsiders.

Impart Mind^M: Grant temporary intelligence and powers to a magic item.

Music of the Spheres: Grant fast healing, resistance, and save bonuses to all creatures in a 20-foot radius from you.

8th-Level Cleric Spells

Spellscar: Infuse area with primal magic.



Druid Spells

3rd-Level Druid Spells

Ice Spears: Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.

Vengeful Comets: Creates 1 comet/4 levels; provides fire protection and shoots comets at spellcasting foes.

4th-Level Druid Spells

Blast Barrier: Creates unstable wall for cover that eventually explodes for 2d6 slashing damage plus 1d6 sonic/3 levels.

Kiss of the First World^M: Grant living creatures enhanced life or undead creatures debilitating conditions.

Zone of Foul Flames: Creatures in zone take damage from their own fire spells; makes casting fire spells difficult.

5th-Level Druid Spells

Geniekind: Gain your choice of four different genie-themed appearances and powers.

Inquisitor Spells

1st-Level Inquisitor Spells

Weaponwand^F: Merge a magic wand with a weapon to wield both simultaneously.

2nd-Level Inquisitor Spells

Hunter's Lore: Take 20 on Knowledge checks to learn monster's weaknesses.

3rd-Level Inquisitor Spells

Light of Iomedae: Illuminate undead, negate channel resistance, and inflict –2 penalty vs. positive energy.

4th-Level Inquisitor Spells

Crusader's Edge: Weapon gains *evil outsider bane* quality plus other benefits against evil outsiders.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Shadow Barbs: Creates a shadowy *vicious spiked chain* that radiates darkness around you.

Magus Spells

1st-Level Magus Spells

Call Weapon: Telekinetically gain control of a weapon wielded by nearby ally.

Weaponwand^F: Merge a magic wand with a weapon to wield both simultaneously.

2nd-Level Magus Spells

Bladed Dash: Swiftly move 30 feet and attack one foe along the way.

3rd-Level Magus Spells

Shining Cord^M: Immaterial cord connects you and foe, and deals 1d6 force damage/2 levels to first person to move more than 30 feet away.

4th-Level Magus Spells

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

5th-Level Magus Spells

Bladed Dash, Greater: Swiftly move 30 feet and attack all foes along the way.

Impart Mind^M: Grant temporary intelligence and powers to a magic item.

Paladin Spells

2nd-Level Paladin Spells

Light of Iomedae: Illuminate undead, negate channel resistance, and inflict –2 penalty vs. positive energy.

Martyr's Bargain: Delay immediate damage to yourself from a spell to take maximum damage later.

4th-Level Paladin Spells

Crusader's Edge: Weapon gains *evil outsider bane* quality plus other benefits against evil outsiders.

Eaglesoul: Grants combat bonuses against evil creatures, particularly against evil outsiders.

Forceful Strike: Empower a melee weapon to deal 1d4 force damage/level and bull rush on one hit.

Ranger Spells

1st-Level Ranger Spells

Call Weapon: Telekinetically gain control of a weapon wielded by nearby ally.

2nd-Level Ranger Spells

Hunter's Lore: Take 20 on Knowledge checks to learn monster's weaknesses.

3rd-Level Ranger Spells

Blast Barrier: Create unstable wall for cover that eventually explodes for 2d6 slashing plus 1d6 sonic/3 levels.

Vex Giant: Deal more damage, gain a +4 bonus on combat maneuver checks, and avoid attacks of opportunity against larger foes.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Transfer Tattoo: Move a magic tattoo from one creature to another.

2nd-Level Sorcerer/Wizard Spells

Eldritch Conduit: Use an enemy as a point of origin for a cone, cylinder, line, or sphere spell.

Fleshcurdle: Cause target's limbs to mutate to hamper attacks, defense, or movement.

Tattoo Potion^M: Cause a potion to turn into a *spell tattoo* when it is drunk.

3rd-Level Sorcerer/Wizard Spells

Blast Barrier: Creates unstable wall for cover that eventually explodes for 2d6 slashing damage plus 1d6 sonic/3 levels.

Ice Spears: Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.

Pugwampi's Grace: One creature rolls 2d20 whenever it needs to roll a d20, and must take the lower result.

Vengeful Comets: Creates 1 comet/4 levels; provides fire protection and shoots comets at spellcasting foes.

4th-Level Sorcerer/Wizard Spells

Geb's Hammer: Use destroyed undead to smash foes for 1d6 damage per 3 levels.

Suppress Primal Magic: Prevent primal magic events from occurring in a 10-ft. radius around you.

Shadow Barbs: Creates a shadowy *vicious spiked chain* that radiates darkness around you.

5th-Level Sorcerer/Wizard Spells

Geniekind: Gain your choice of four different genie-themed appearances and powers.

Khain's Army: 1d4+1 ghouls and 1 ghast fight for you and explode when killed to deal damage.

Siphon Magic: Transfers a magical effect from touched creature to yourself.

Spell Absorption: Counterspell a 3rd-level or lower-level spell to regain some spellcasting power.

6th-Level Sorcerer/Wizard Spells

Eldritch Conduit, Greater: Use multiple enemies as points of origin for cone, cylinder, line, or sphere spells.

Impart Mind^M: Grant temporary intelligence and powers to a magic item.

7th-Level Sorcerer/Wizard Spells

Hungry Darkness: As *deeper darkness*, but inflicts 3d6 force damage and 2 Con damage per round; victims continue to bleed after leaving darkness.

8th-Level Sorcerer/Wizard Spells

Spell Absorption, Greater: Counterspell a 3rd-level or lower-level spell to regain some spellcasting power.

Spellscar: Infuse area with primal magic.

9th-Level Sorcerer/Wizard Spells

Aroden's Spellbane^F: Prevent 1 spell per 5 levels from working in a 10-foot emanation.

Summoner Spells

5th-Level Summoner Spells

Eaglesoul: Grants combat bonuses against evil creatures, particularly against evil outsiders.

Geniekind: Gain your choice of four different genie-themed appearances and powers.

Witch Spells

1st-Level Witch Spells

Transfer Tattoo: Move a magic tattoo from one creature to another.

2nd-Level Witch Spells

Eldritch Conduit: Use an enemy as a point of origin for a cone, cylinder, line, or sphere spell.

Tattoo Potion^M: Cause a potion to turn into a *spell tattoo* when it is drunk.

3rd-Level Witch Spells

Ice Spears: Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.

Pugwampi's Grace: One creature rolls 2d20 whenever it needs to roll a d20, and must take the lower result.

4th-Level Witch Spells

Blast Barrier: Creates unstable wall for cover that eventually explodes for 2d6 slashing damage plus 1d6 sonic/3 levels.

Geb's Hammer: Use destroyed undead to smash foes for 1d6 damage per 3 levels.

5th-Level Witch Spells

Khain's Army: 1d4+1 ghouls and 1 ghast fight for you and explode when killed to deal damage.

Siphon Magic: Transfers a magical effect from touched creature to yourself.

6th-Level Witch Spells

Eldritch Conduit, Greater: Use multiple enemies as points of origin for cone, cylinder, line, or sphere spells.



Spells

The following spells are presented in alphabetical order, with the exception of those whose names begin with “greater.” These spells are alphabetized after the base spell name instead.

ARODEN’S SPELLBANE

School abjuration; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, F (cold iron scepter worth at least 1,000 gp)

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** see text

One of many spells originally created by the Last Azlanti before he became a god, *Aroden’s spellbane* creates an area within which spells selected by you simply do not function. Select one spell per five caster levels at the time of casting. The spells selected cannot be changed after the spell is cast. *Aroden’s spellbane* otherwise functions like *antimagic field*, except its emanation only prevents the functioning of the selected spells. Only the exact spells mentioned are affected—a *spellbane* set to prevent the casting of *summon nature’s ally II* would not prevent castings of *summon nature’s ally I* or *summon nature’s ally III*. If you move into an area where a previously cast spell you have selected as a banned spell is in effect, that spell is affected as if by *antimagic field*. If the spell affects a summoned creature that has spell resistance, you must make a caster level check against the creature’s spell resistance to make it wink out.

Aroden’s spellbane can even negate an *antimagic field*, another *Aroden’s spellbane*, or any spell that specifies immunity to *antimagic field* (such as *wall of force*, *prismatic sphere*, and *prismatic wall*). Multiple *spellbane* effects can overlap. Their effects stack, preventing the functioning of every spell targeted by any of the multiple *spellbane* emanations. Spell effects created by artifacts or deities cannot be suppressed by *Aroden’s spellbane*.

BLADED DASH

School transmutation; **Level** bard 2, magus 2

Casting Time 1 standard action

Components V

Range personal

Target you

Duration instantaneous

Both Quantum and Jalmeray claim that this spell was born in their arcane universities. Regardless of the spell’s origin, it quickly spread throughout the Inner Sea and beyond as spellcasting sword-fighters learned of its existence.

When you cast this spell, you immediately move up to 30 feet in a straight line any direction, momentarily leaving a multi-hued cascade of images behind you. This movement

does not provoke attacks of opportunity. You may make a single melee attack at your highest base attack bonus against any one creature you are adjacent to at any point along this 30 feet. You gain a circumstance bonus on your attack roll equal to your Intelligence or Charisma modifier, whichever is higher. You must end the bonus movement granted by this spell in an unoccupied square. If no such space is available along the trajectory, the spell fails. Despite the name, the spell works with any melee weapon.

BLADED DASH, GREATER

School transmutation; **Level** bard 5, magus 5

This spell functions like *bladed dash*, save that you can make a single melee attack against every creature you pass during the 30 feet of your dash. You cannot attack an individual creature more than once with spell.

BLAST BARRIER

School transmutation (sonic); **Level** druid 4, ranger 3, sorcerer/wizard 3, witch 4

Casting Time 1 standard action

Components V, S, M (handful of snow, earth, or gravel)

Range close (25 ft. + 5 ft./2 levels)

Effect 1-ft.-thick wall up to 10 ft. high by 20 ft. wide

Duration concentration, up to 1 round/2 levels

Saving Throw Reflex half (see below); **Spell Resistance** yes (see below)

Originally used by the winter witches on the field of battle in the early days of Irrisen, *blast barrier* has entered the oral traditions of many northern barbarian tribes as legends of winter witches possessing powers to bend the very ground of a battlefield to their will. *Blast barrier*, however, has proven to be an exceptionally versatile spell as far as terrains are concerned, for it works equally well in swamps, deserts, or any region where the ground is soft or easy to shape.

When you cast *blast barrier*, you cause a rippling wall of loose earth, mud, snow, sand, or gravel to spring up in a designated space within the spell’s range. This wall provides total cover to all Large or smaller creatures and objects. The barrier can only spring up in an area of natural, unworked ground. The energy that forms the wall’s matrix is unstable, and you must concentrate to maintain the wall’s shape. A *blast barrier* has an AC of 9, hardness 0, and 5 hit points per caster level. When a *blast barrier* reaches 0 hit points, or when you cease concentrating on maintaining it, the energies that maintain the barrier’s shape fail with explosive results, sending sharp chunks of the materials comprising the wall and magical energy out along both sides. Any creature that is adjacent to a *blast barrier* when it explodes takes 2d6 points of slashing damage and 1d6 points of sonic damage per 3 caster levels (maximum 6d6). A successful Reflex save halves the total damage done. Spell resistance applies as well.

This instability can make using a *blast barrier* risky, but

many of the spellcasters that pioneered the spell became experts at its tactical applications, often using the barriers to cover an escape while lobbing spells and parting shots, hoping to trigger the barrier's destruction just as their would-be pursuers approached.

CALL WEAPON

School transmutation; **Level** bard 1, magus 1, ranger 1

Casting Time 1 swift action

Components V, S

Range 30 feet

Target one melee weapon wielded by an ally

Duration instantaneous

This spell first rose to prominence among the elves of Kyonin in the war to retake their ancestral land from the demon lord Treerazer and his minions. Elite units of elven magi entered battle with this spell prepared to shield fallen comrades or stand firm against fell foes. As the elven presence returned to the world, this spell spread throughout the Inner Sea and beyond.

When you cast this spell, you cause a weapon wielded by an ally within 30 feet to telekinetically fly across the space between you and into your open hand. This extra energy persists in the weapon for the rest of the round, granting you a +2 circumstance bonus on attack rolls and weapon damage rolls made during the same round you cast this spell.

If the ally targeted for this spell is unwilling to give up her weapon, the spell fails. An unconscious or dying ally is considered a "willing" target so long as the weapon to be called is still in contact with the ally's body.

CRUSADER'S EDGE

School transmutation [good]; **Level** cleric 4, inquisitor 4, paladin 4

Casting Time 1 standard action

Components V, S, M (dried blood from an evil outsider, sprinkled on the weapon)

Range touch

Target melee weapon touched

Duration 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** no

This spell was created by the paladins of the Mendevian Crusades, and co-opted by inquisitors and rangers dedicated to tracking and fighting demons, devils, and other evil extraplanar creatures.

When you cast this spell on a melee weapon you imbue it with a powerful holy energy, granting the weapon the *bane* weapon quality against evil outsiders. Furthermore, whenever you score a successful critical hit against an outsider with the evil subtype, you not only deal normal critical damage with the weapon but also nauseate the outsider for 1d3 rounds—the outsider can reduce this nauseated condition to sickened for 1 round with a successful Fortitude save.

EAGLESOUL

School conjuration (summoning) [good]; **Level** cleric 6, paladin 4, summoner 5

Casting Time 1 standard action

Components V, S, M (vellum inscribed with good outsider's name)

Range personal

Target you

Duration 1 hour/level (see below)

As the Inner Sea's bravest men and women answered the call of what became the Second Mendevian Crusade, constructing the *wardstones* that eventually kept the brutal chaos of the Worldwound at bay, they realized that they needed help beyond traditional magics.

Legends say that the first *eaglesoul* spell was created when an agathion avoral joined his own spirit with that of



Bladed Dash



a courageous paladin who was about to be overwhelmed on the field of battle. The holy knight used the combined might of the agathion's great strength and his own to win the day for the crusaders. Now, although the spell is still in use chiefly among those that patrol the borders of the Worldwound, other champions of good have carried it with them to all corners of the Inner Sea region.

When you cast this spell, you reach into the great beyond and beseech a good-aligned outsider for their aid against evil. The outsider infuses a small portion of its own power into you, making you a powerful force for good. You gain a +2 morale bonus on all Perception checks made against evil creatures, a +2 bonus on Initiative checks, and *detect evil* as a constant spell-like ability.

In addition, once during the spell's duration you can call forth a surge of holy power when fighting an evil creature.

Doing so is a swift action that shortens the spell's remaining duration so that its remaining hours of duration become rounds of duration. For the rest of this duration, the surge of power grants you the following benefits:

- A +2 sacred bonus to AC
- A +4 sacred bonus to Strength
- Resistance 5 to acid and fire
- A +5 sacred bonus on all Intimidate checks made against evil creatures
- Fast healing 2
- Any critical threat roll made against an evil creature with a weapon you wield is automatically confirmed.

Although this surge of power can be activated against any evil opponent, this ability activates automatically as soon as you attack any evil outsider, regardless of whether you hit or not, and regardless of whether you actually recognize that the target is in fact an evil outsider. In such cases the activation is a free action.

Nongood spellcasters can cast this spell, but doing so causes them to be sickened (for spellcasters who are neither good nor evil) or staggered (for spellcasters who are evil) for the spell's duration.

ELDRITCH CONDUIT

School transmutation; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a small mirror)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Originally created by a disciple of the archwizard Nex, this spell was used to turn enemy soldiers in Geb's undead armies into conduits capable of blasting spell energy back into the far reaches of the Gebite lines. Since then, it has become a favorite among arcane casters with an understanding of battlefield tactics.

If the target of this spell fails to resist its effects with a Will save, he becomes outlined in faint radiance, as if via *faerie fire*. At any time before the *eldritch conduit* expires, you may cast another spell with an area effect of cone, cylinder, line, or sphere and use the subject of the *eldritch conduit* as the point of origin for that spell. Doing so ends the spell immediately. The target must be within close range (25 feet + 5 feet/2 levels) in order for you to use the conduit—if the target moves out of range, the *eldritch conduit* effect persists but cannot be utilized by you until you get back within range.

ELDRITCH CONDUIT, GREATER

School transmutation; **Level** sorcerer/wizard 6, witch 6

Range medium (100 ft. + 10 ft./level)

Area one creature/level, no two of which can be more than 30 ft. apart



Fleshcurdle

Duration 1 minute/level

This spell functions like *eldritch conduit* save for the differences listed above and that the target must be within medium range (100 ft. + 10 ft./level) in order for you to use the conduit. Using a creature as a conduit for a spell ends the greater eldritch conduit effect on that creature, but does not end the effect for other eldritch conduits.

FLESHCURDLE

School transmutation (polymorph); **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (scrap of pickled flesh)

Range close (25 ft. + 5 ft./2 levels)

Target one living or undead creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You warp the target creature's flesh, discoloring it and causing it to become misshapen and impairing its function. When you cast this spell, you must choose one of three types of effects to inflict on the target—movement, attacks, or defense.

Attacks: One of the creature's natural attacks takes a –2 penalty on attack and damage rolls, only scores a critical hit on a natural 20, and only deals x2 damage on a confirmed critical hit.

Defense: The creature's natural armor bonus decreases by –4, to a minimum bonus of +0.

Movement: One of the creature's movement speeds (chosen by you) is halved.

Most undead are susceptible to *fleshcurdle*, but amorphous creatures and creatures without flesh are immune (such as elementals, oozes, plants, gaseous or incorporeal creatures, and skeletons).

FORCEFUL STRIKE

School evocation [force]; **Level** cleric 4, inquisitor 4, magus 4, paladin 4

Casting Time 1 swift action

Components V, S

Range touch or reach of melee weapon

Target 1 creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, but also deal an additional amount of force damage equal to 1d4 points per caster level (maximum of 10d4). The force of the blow may be enough to knock the target backward as well. To determine if the target is pushed back, make a combat maneuver check with a bonus equal to your caster level to resolve a bull rush attempt against the creature struck. You do not move as a result of this free bull rush, but it can push the target back if

it defeats the target's CMD. A successful Fortitude save halves the force damage and negates the bull rush effect.

GEB'S HAMMER

School necromancy; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a leather glove coated in dried embalming herbs)

Range close (25 ft. + 5 ft./2 levels)

Effect sphere of undead remains composed of 3 or more destroyed undead

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Centuries of war with Nex trained the necromancers of Geb to extract every last resource from the mindless undead that make up most of Geb's rank-and-file troops.

When you cast this spell, you draw the remains of nearby destroyed undead together and fuse them into a mass of flesh and bone you can then hurl at any foes within range. Three corpses within range of the spell are required for the spell to function. *Geb's hammer* can be directed to attack one foe within range per round as a move action. It uses your caster level as its base attack bonus, modified by your Intelligence, Wisdom, or Charisma modifier (whichever one is highest). On a hit, the corpse hammer deals 1d6 points of damage per three caster levels (to a maximum of 6d6 points of damage).

Geb's hammer also has secondary effects based on the nature of the three bodies you use to create it. If the majority used to create *Geb's hammer* (at least two) were skeletal, the jagged bits of bone cause the corpse hammer to deal slashing damage and increase *Geb's hammer's* critical threat range to 19–20. On the other hand, if the majority were fleshy (at least two), the increased mass causes *Geb's hammer* to deal bludgeoning damage and increase its critical hit damage to x3.

Undead that have been destroyed by positive energy or a similar effect that does not leave a corpse, like a *disintegrate* spell, cannot be used to form *Geb's hammer*.

GENIEKIND

School transmutation (polymorph); **Level** cleric 5, druid 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M (a pinch of dust, embers, wind-blown sand or drops of water, depending on the genie type)

Range personal

Target you

Duration 1 round/level

Keleshite wizards and clerics have always sought to emulate the genies that they bind. The *geniekind* spell is the result of attempts to gain the power and influence of these proud outsiders without entirely forsaking the caster's own form.

Upon casting this spell, you must choose one type of genie to transform into, selecting from djinni, efreeti, marid, or



shaitan. You retain your basic physical appearance but shift in some way to become more akin to the genie type you chose. While under the effects of *geniekind*, you gain a +2 racial bonus on all saving throws against paralysis, poison, sleep, and stunning effects, and a +4 enhancement bonus to your natural armor bonus. You also gain a +2 enhancement bonus to Constitution and a +5 bonus on all Diplomacy checks made when interacting with creatures of the same elemental

subtype as your chosen genie. In addition, you gain other abilities depending upon the type of genie you choose to assume the form of, as detailed below.

Djinni: You gain the ability to fly at a speed of 60 feet with perfect maneuverability. When flying, your lower torso trails away into a vortex of wind and smoke. You gain resist electricity 10.

Efreeti: Your flesh turns a deep red and you grow large horns on your head. Your unarmed strikes and any melee weapon you wield deal +1d6 points of fire damage. You gain resist fire 10.

Marid: Your flesh turns blue and you gain webbed fingers and toes. You gain a swim speed of 60 feet and can breathe water. You gain resist cold 10.

Shaitan: Your flesh gains the coloration of stone and your hair appears to be sculpted from fine crystals. You gain a burrow speed of 60 feet and resist acid 10.

HUNGRY DARKNESS

School evocation [darkness, force]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a bat's tooth)

Range close (25 ft. + 5 ft./2 levels)

Area 60-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes (see text)

This spell creates an area of intense blackness, as *deeper darkness*, but filled with unseen chewing teeth and ravenous maws. Any creatures beginning its turn within the *hungry darkness* is gnawed and slashed by these unseen fangs of force, dealing 3d6 points of force damage and 2 points of Constitution damage per round. Once a creature leaves the cloud, it continues to take 1d6 points of bleed damage each round until it receives magical healing or enters an area of bright light. Spell resistance can prevent damage from the *hungry darkness* but not against the darkness it creates.

HUNTER'S LORE

School divination; **Level** inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S, M (a scrap of paper torn from a book about monsters)

Range personal

Target you

Duration 1 minute/level

Inquisitors and rangers alike learned long ago that knowledge of an enemy grants power over that enemy. This spell was created so that almost any enemy could have its vulnerabilities known and exploited.

For the duration of this spell you may spend a full-round action to take 20 on any Knowledge skill checks made to identify a foe's weaknesses, provided the foe in question is within line of sight and provided that you have at least one



Geniekind

rank in that particular Knowledge skill. This spell allows you to make untrained Knowledge checks to determine a monster's weaknesses as if you had ranks in that skill, but you cannot take 20 on these checks.

ICE SPEARS

School conjuration [cold]; **Level** druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a small stalagmite-shaped crystal)

Range close (25 ft. + 5 ft./2 levels)

Effect 1 ice spear/4 levels

Duration instantaneous

Saving Throw Reflex half and see below; **Spell Resistance** no
Favored by the spellcasters of Irrisen, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges.

Upon casting this spell, one or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. You may cause a number of *ice spears* equal to one spear for every four caster levels you possess to burst from the ground. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of cold damage per square—creatures that take up more than one square can be hit by multiple spears if the caster is high enough level. The explosive growth can also trip foes. When the spears erupt from the ground, they make a combat maneuver check against any targets that take damage from the spears, with a total bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. Each additional *ice spear* beyond the first that strikes a single foe grants a +10 bonus to this CMB check. If the check succeeds, the *ice spears* knock the foe prone. A successful Reflex save halves the damage and prevents the trip attempt.

If you cast this spell upon an area covered with ice or snow, such as atop a glacier, frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect suffer a –2 penalty and the spell gains a +4 bonus on its combat maneuver check to trip foes. *Ice spears* created by this spell remain after they do their damage. They melt as normal damage foes in their square, but can provide cover. An *ice spear* has hardness 5 and 30 hit points.

IMPART MIND

School transmutation; **Level** cleric 6, magus 5, sorcerer/wizard 6

Casting Time 2 rounds

Components V, S, M (diamond dust worth at least 1,000 gp)

Range touch

Target permanent nonintelligent magic item touched

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell grants the target magic item temporary intelligence

by siphoning off a tiny portion of your own mind to infuse the object. Only permanent magic items may be enhanced by this spell—one-use items and charged items cannot be affected by *impart mind*. Intelligent magic items cannot be affected by *impart mind*.

When you cast *impart mind* on a magic item, the item gains an Intelligence, Wisdom, and Charisma score of 10 and gains your alignment. You have no special control over the item once it becomes intelligent, although since it has your alignment, personality conflicts with items you wield won't be a problem. Determine the item's ego normally, as per the rules on intelligent items in the *Core Rulebook*.

An item made intelligent via *impart mind* communicates via speech and has normal senses to a range of 60 feet. It speaks and reads one language known by you—if you know multiple languages, you may choose which language the item knows.

When you cast *impart mind* on an item, roll once on Table 15–24 on page 534 of the *Core Rulebook* to randomly determine the item's power—add your caster level to this roll. By expending additional diamond dust in excess of the 1,000 gp worth of material components required to cast this spell, you can gain further bonuses on the d% roll made to determine the item's power. Every additional 100 gp in diamond dust you use in excess grants a cumulative +1 bonus to the roll, up to a maximum additional bonus equal to your caster level. If the item gains the ability to cast a spell, determine the spell it can cast randomly from spells you know of the appropriate level. If the item gains ranks in a skill, it gains ranks in a random skill in which you have at least 1 rank.

If you roll above 100, then you can choose one item power on Table 15–24 in the *Core Rulebook* to grant the item, and the item gains a special purpose. Roll once on Tables 15–25 and 15–26 on page 534 of the *Core Rulebook* to determine what the item's special purpose and dedicated powers are. These d% rolls are not modified by your caster level or any additional powdered gems you used to cast the spell.

Once this spell ends, the item reverts to its previous nature—if you cast this spell on the item again, it gains entirely different powers as determined by a new set of rolls.

KHAIN'S ARMY

School necromancy [evil]; **Level** cleric 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a handful of ghoul's teeth)

Range 5 feet

Effect 1d4+1 ghouls and 1 ghast

Duration 1 round/level

Saving Throw Fortitude half (see text); **Spell Resistance** no
Originally created by the priest-king of Nemret Noktoria, the ghoul Kortash Khain, for use by his minions to bolster their forces in battles against their enemies, Khain's army has become a favorite of many necromancers throughout Osirion



and beyond. By scattering a handful of ghoul's teeth across the ground, you cause 1d4+1 ghouls led by a single ghast to rise up from the ground around you. The ghouls and their ghast leader must appear in squares adjacent to you, but after that they follow your spoken commands unerringly.

If one of the ghouls is destroyed while the spell's duration is still in effect, it bursts into a spray of rotten flesh and necromantic energy that deals 1d6 points of negative energy damage to all adjacent targets—this energy heals undead targets as typical for negative energy damage. If the ghast is destroyed in this manner, it deals twice as much negative energy damage as a ghoul. A successful Fortitude save halves the negative energy damage dealt. When this spell's duration expires, any remaining undead created by this spell crumble apart into dust and blow away without dealing any additional negative energy damage.

KISS OF THE FIRST WORLD

School transmutation; **Level** bard 4, druid 4

Casting Time 1 standard action

Components V, S, M (diamond dust worth 100 gp)

Range touch

Area living or undead creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell—a favorite of fey spellcasters—is traditionally bestowed with a kiss, though all that's really required to gift someone with a *kiss of the First World* is a touch. This spell infuses a living creature with a surge of positive energy from the First World, filling the target with the raw energies of life. The exact effects of this spell vary, depending on the nature of the creature touched. Constructs are immune to the effects of this spell.

Living Creature: A living creature gains a 20-foot increase to his base land speed and a +2 insight bonus on all Charisma-based skill checks. In addition, the creature gains fast healing 2. Fire, acid, and negative energy cause this fast healing to stop functioning on the round following the attack.

Undead Creature: An undead creature targeted by this spell is staggered for the duration of this spell. It does not gain the benefits of any channel resistance it might normally enjoy, and the save DCs for any of its special attacks (but not spell-like abilities or spells) are reduced by 2.

LIGHT OF IOMEDAE

School conjuration [good, light]; **Level** cleric 3, inquisitor 3, paladin 2

Casting Time 1 minute

Components V, S, DF

Range medium (100 ft. +5 ft./level)

Targets all undead in a 10-foot-radius spread

Duration 1 minute/level

Saving Throw Will partial; **Spell Resistance** yes

With this spell, you create shafts of blue light that illuminate all undead creatures in the area. Affected undead take a –20 penalty on all Stealth checks. Invisible undead are not made visible by this effect, but the light does make it easy to pinpoint the exact squares in which such undead are located (they still retain the 50% miss chance granted by invisibility). The *light of Iomedae* increases light levels by one step in a 5-foot radius around an affected undead creature. Once an undead is affected, it remains illuminated as long as remains within the spell's range, even if it leaves the spell's original radius, until the spell's duration ends.

Affected undead must also make a Will save when they are first illuminated by the light of Iomedae. Those who fail this save lose all benefits of channel resistance and take a –2 penalty on all saving throws made against positive energy effects.

MARTIAL MARIONETTE

School enchantment (compulsion) [mind-affecting]; **Level** bard 3

Casting Time 1 standard action

Components V, S, M (a marionette's crossbar)

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

When you cast this spell, you take partial control of an opponent's limbs, making it difficult for him to attack you. Any attacks made against you by the target of the spell take a –2 penalty due to the erratic and random motions the spell forces onto any efforts to strike you. In addition, any creature suffering the effects of this spell cannot flank you and cannot aid other opponents in flanking you.

As long as the affected creature is adjacent to you, you can cause the creature's limbs to flail into the path of other attacks against you as an immediate action. This provides partial cover against that attack, granting you a +2 bonus to AC and a +1 bonus on Reflex saves.

MARTYR'S BARGAIN

School transmutation (good); **Level** cleric 2, paladin 2

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Among the faithful followers of the gods of purity—whether they be the servants of Desna in Nidal, zealous followers of Milani struggling against Cheliah's government, paladins of Iomedae fighting against the horrors of the Worldwound, or simply those that fight evil the world over—*martyr's bargain* represents true faith and true sacrifice.

You cast this spell as an immediate action when you are subject to a spell or spell-like ability that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage itself is determined. The damage dealt by the spell and any related effects are then delayed for you (and you only) for a number of rounds equal to your caster level.

At the end of that time (or immediately if *martyr's bargain* is dispelled), the delayed damage takes effect on you as it would have at the time it was cast, but is maximized as if affected by the Maximize Spell metamagic feat. Spells and spell-like abilities that were already maximized gain no additional benefit from this spell. Nothing can prevent this delayed damage from affecting you.

You can be affected by only one *martyr's bargain* spell at a time. If you cast this spell while you are already under the effects of a previous *martyr's bargain*, the previous spell effect ends and you immediately take the damage it had delayed.

MUSIC OF THE SPHERES

School conjuration (healing) [sonic]; **Level** bard 5, cleric 6

Casting Time 1 standard action

Components V, S, M (a stick of incense treated with special balms)

Range 20 ft.

Area 20-ft.-radius spherical emanation, centered on you

Duration concentration, up to 1 round per level

Saving Throw none; **Spell Resistance** yes (harmless)

As any scholar of Desnan lore or astrologer can tell you, the music of the spheres is the harmonic constant that plays under and through all of reality. It is this constant song, this otherworldly music, that keeps the laws of reality constant and the connections between the planes of existence strong.

With this spell, one can amplify the underlying music of the spheres in the spell's area of effect to infuse yourself and all creatures within 20 feet of you, friend and foe alike. All creatures that begin their turn within the area of this spell's effect gain fast healing 5, resistance 10 to all energy types, and a +3 sacred bonus on all saving throws against poison and disease. Any creature that enters the area of effect does not gain the benefits of the music of the spheres until it begins its turn in that area. You must maintain concentration on the amplification of the music or the effects immediately end, but you can move around to prevent enemies from gaining the benefits of this spell.

ORCHID'S DROP

School transmutation; **Level** alchemist 3

Casting Time 1 standard action

Components V, S, M (a much-diluted drop of sun orchid nectar worth 500 gp)

Range personal

Target you

Duration 1 hour/level

Alchemists have tried for centuries to recreate Artokus Kirran's feat of genius that created the *sun orchid elixir*. Although they have yet to unlock the elixir's exact formula, their efforts have not been entirely wasted. One by-product of their experiments was the *orchid's drop* formula. This extract, distilled from a much-diluted drop of the nectar of a sun orchid flower, can transform an alchemist's mutagen into a potent healing tonic.

As long as you're under the effects of *orchid's drop*, drinking a dose of your mutagen heals you of 2d10 points of damage. For the spell's duration, you gain a +2 alchemical bonus on all saving throws.

PUGWAMPI'S GRACE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a pugwampi's hair)

Range short (25 ft. + 5 ft./2 levels)

Target one creature (see below)

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Hated by adventurers throughout the Inner Sea region, the gremlins known as pugwampis infect those around them with a malignant form of unluck—an effect that this spell emulates. If the target fails its Will save, it becomes infused with the so-called “grace of the pugwampi.” A creature affected by this spell must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. As with the aura shed by actual pugwampies, this spell has no effect on animals, gremlins, or gnolls. The effects of this spell are negated as long as a target gains any sort of luck bonus to a d20 roll (such as those granted by a *luckstone* or *divine favor*), but the spell's duration is not impacted by these effects. If the luck bonus goes away before the *pugwampi's grace* effect ends, the unluck returns and remains until the spell's normal duration runs out.

SHADOW BARBS

School illusion (shadow) [darkness]; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a single link from a spiked chain)

Range 0 ft.

Effect spiked chain-like shadowy weapon

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** no

This spell, developed originally by priests of Zon-Kuthon in Nidal's early years, has recently crossed the boundary between divine and arcane magic. Although it still bears some of the



stigma of being associated with the Midnight Lord, it's rapidly becoming a favorite spell of magi and other martially minded arcane spellcasters.

When you cast this spell, you create a shadowy spiked chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

The chain radiates darkness in a 10-foot-radius spread around you, reducing the illumination level in this area by one step, but not below the level of dim light.

You can wield the *shadow barbs* as a spiked chain as if you were fully proficient with spiked chains. Any additional abilities or feats that you possess that apply to spiked chains apply to the *shadow barbs* as well. The weapon functions as a +2 *vicious spiked chain*. Its enhancement bonus increases to +3 at caster level 11th, to +4 at caster level 15th, and finally to +5 at caster level 19th. When the spell effect ends, you can make a Will save against the spell—if successful, all of the damage caused to you by the *shadow barbs'* vicious weapon quality vanishes, unless you are dead or unconscious at the time the spell ends, in which case you automatically fail this Will save and the vicious weapon damage remains.

SHINING CORD

School evocation [force]; **Level** magus 3

Casting Time 1 standard action

Components V, S, M (a small length fine of silver chain worth 100 gp)

Range 30 ft.

Target 1 creature

Duration 1 round/level or instantaneous (see below)

Saving Throw Fortitude partial (see below); **Spell Resistance** yes

When you cast this spell, you make a ranged touch attack against a single opponent within 30 feet. If you hit, a thin silver strand extends from your body to its, forming a connection that allows you to anticipate its actions. For the duration of the spell, you receive a +5 insight bonus on all Perception and Sense Motive checks opposed by the target. You gain a +5 insight bonus on all Spellcraft checks made to identify your opponent's spell as part of a counterspelling attempt. Finally, you gain a +2 dodge bonus to your AC against attacks made against you by the target.

Lastly, if either you or the target moves more than 30 feet away from the other, the cord crackles with a surge of light and sends a blast of force along its length to the other end. This blast deals 1d6 points of damage per two caster levels (maximum 10d6) and stuns the one who moved out of range for 1 round—a successful Fortitude save halves the damage and negates the stun effect. This blast ends the spell and severs the connection between you and your target.

Although the *shining cord* makes a visible connection

between you and your target, creatures can move through it without ill effect. The cord even passes through solid objects as necessary to maintain the connection between you and the target.

SIPHON MAGIC

School abjuration; **Level** cleric 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a coiled length of copper wire wrapped around the palm)

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell attempts to transfer a magical effect from a creature you touch to yourself. When you touch the creature, *siphon magic* attempts to end one ongoing spell that has been cast on that creature, as if via a targeted *dispel magic*. If you know the specific spell effect you wish to target, you can name that spell effect to target that specific spell; otherwise *siphon magic* begins with the highest-level spell in effect and works its way down through all spells affecting the target until it dispels one or runs out of effects, as per *dispel magic*.

If siphon magic successfully ends a spell effect on the target, the remaining duration of that spell effect is transferred to you. That spell effect plays out for the rest of its duration as if you had been the original target. If the spell allows a saving throw to resist the effect, you gain a saving throw as if the spell were just being cast upon you, although this does not "reset" the spell's duration.

SONG OF KYONIN

School conjuration (healing); **Level** bard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets up to 3 creatures, no two of which can be more than 30 ft. apart

Duration 1 round/level or until performance ends or changes (see text)

Certain elven bards of Kyonin are known for the restorative power of their performances—mostly as a result of this spell. You must have a bardic performance in effect to cast this spell (although this spell is called *song of Kyonin*, the bardic performance need not be singing). As long as that performance continues, up to 3 creatures affected by the performance gain fast healing 2. When this bardic performance ends or you change to a different bardic performance, the fast healing granted by this spell ends as well, but all creatures affected by this spell heal 1d8 points of damage + 1 point per caster level (maximum +15) and are cured of any of the following conditions: exhausted, fatigued, nauseated, paralyzed, sickened, or stunned.

SPELL ABSORPTION

School abjuration; **Level** sorcerer/wizard 5

Casting Time 1 round

Components V, S, M (a prism)

Range personal

Target you

Duration 1 round/level

If you successfully counterspell a 3rd-level or lower level spell (through either *dispel magic* or normal means) while *spell absorption* is in effect, you absorb the countered spell and use it to regain spells you have already cast. If you're a wizard, you regain the use of any single spell that you have cast since the last time you prepared spells. If you're a sorcerer, you regain a single spell slot. The spell recovered or spell slot regained must be of an equal level or lower than the spell you counterspelled.

SPELL ABSORPTION, GREATER

School abjuration; **Level** sorcerer/wizard 8

This spell functions as spell absorption, save that you can absorb countered spells of 6th level or lower.

SPELLSCAR

School abjuration; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a pinch of sand from the Spellscar Desert)

Range medium (100 ft. + 10 ft./level)

Area two 10-ft. cubes per level (S)

Duration 10 minutes/level (D)

This potent spell invokes the same sort of magical devastation that created the Mana Wastes so long ago—albeit on a much more localized (and thankfully temporary) scale. Within the area you choose to affect with *spellscar*, the terrain takes on a strange pale hue, as if colors were muted. Periodically, ripples of vibrant color wriggle through the terrain. Within this area, any spell, spell-like ability, or magic item activation automatically triggers a primal magic event—a spellcaster can avoid triggering such an event by making a concentration check (DC 15 + twice the spell's level), but non-spellcasters who activate magic items have no such option.

You gain a +4 insight bonus on concentration checks made to avoid triggering primal magic events while within a *spellscar* you have created, and if you do trigger a primal magic event, you may roll d% twice and pick which of the two results you wish to have occur.

SUPPRESS PRIMAL MAGIC

School abjuration; **Level** cleric 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a pinch of sand from the Spellscar Desert)

Range 10 ft.

Area 10-ft.-radius emanation centered on you

Duration 1 round/level

Nexian wizards first created this spell while researching the nature of the Mana Wastes, hoping to create small zones within the magic-starved region where their own spells could still function reliably. The best the Nexians could manage was this spell—a method to temporarily stabilize magic so that spellcasting within a small area can be accomplished without fear of triggering primal magic events. In the area of effect of this spell, primal magic events cannot be triggered. The emanation grants a +4 circumstance bonus on all saving throws against effects generated by primal magic outside of the spell's effect that expand into the area.

Unfortunately, suppressed primal magic tends to build up around the emanation created by this spell. When *suppress*



Vengeful Comets



primal magic's duration ends (or when the spell is dispelled), a primal magic event is immediately triggered at the center of the emanation if that point is still in an area where primal magic is active. The CR of this event is equal to the caster level of the recently ended *suppress primal magic* spell. The original caster of the *suppress primal magic* spell can attempt to negate this triggered primal magic event by making a DC 20 Will save—most spellcasters instead relocate to an area not affected by primal magic if they can so that they can end the spell's effect safely.

TATTOO POTION

School transmutation; **Level** alchemist 2, bard 2, sorcerer/wizard 2, witch 2
Casting Time 1 minute
Components V, S, M (a potion to be tattooed, special inks worth 500 gp)

Range one potion

Effect one *spell tattoo*

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you cast this spell, you mix special tattoo inks into a potion of your choice. Once you finish casting *tattoo potion*, the potion begins bubbling and fizzing—if no one drinks the potion within 1 minute of the spell being cast, the potion bubbles away into vapor and is destroyed.

When a potion under the effects of *tattoo potion* is imbibed, the effects of the potion do not occur. Instead, the potion transforms into a *spell tattoo* (see page 16) on the drinker's chest tattoo slot—if the drinker already has a magic tattoo in this location, the *tattoo potion* is wasted. Once the potion transforms into a *spell tattoo*, it remains in place permanently until it is used as a *spell tattoo*.

TRANSFER TATTOO

School transmutation; **Level** bard 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action

Components V, S, M (tattooing needle)

Range touch

Target one magic tattoo

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

With this spell, you can transfer one magic tattoo from one creature to another. A target that isn't willing to have his tattoo removed or to receive the transferred tattoo can resist this spell with a Fortitude save—if successful, the transfer fails and the caster of this spell is staggered for 1 round by the backlash of magical energy. A tattoo can be transferred from a dead creature in this manner to a living host, provided the body has been dead no longer than one hour per caster level.

VENGEFUL COMETS

School evocation [cold]; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect 1 comet per 4 levels

Duration 1 round/level or until completely discharged (see below)

Saving Throw none; **Spell Resistance** yes

This spell causes a number of miniature comets (up to one per four caster levels) to orbit in the air above your head. Bits of snow and cold wind drift down from the orbiting comets, granting you a circumstance bonus equal to the number of comets on all saving throws against fire effects.

The actual use for the comets, though, is to make vengeful strikes against foes who dare to target you with offensive spells. As an immediate action whenever you are affected by a spell cast by another creature, you can fire one of your *vengeful comets* as a bolt of icy retribution (provided the



Weaponwand

source of the offensive spell is within range of your *vengeful comet*, of course). The comet requires a ranged touch attack to hit. If it hits, a comet deals 1d6 points of bludgeoning damage and 3d6 points of cold damage to the target, plus an additional amount of cold damage equal to the level of the spell you are retaliating against. If the spell you're retaliating against had the fire descriptor, you may opt to fire two comets instead of one.

VEX GIANT

School transmutation; **Level** ranger 3

Casting Time 1 standard action

Components V, S, M (a fragment from a Large or larger weapon)

Range personal

Target you

Duration 1 round per level

The giants and their kin have long plagued the peoples of Varisia, particularly the Shoanti of the Storval Plateau. Among the various tactics and methods the Shoanti have developed to fight against their enemies, this spell is one of the most widespread today.

When you cast *vex giant*, your senses and reflexes become particularly honed against a single target within 60 feet, provided the target is at least one size category larger than you. You may select your focused foe as a free action when you cast this spell—switching your focus to a different foe within 60 feet is a move action. If a foe moves beyond 60 feet from you, you lose your focus on that foe, although you may regain it by moving within 60 feet and spending a move action. Although the name of the spell is *vex giant*, it works equally well on any foe that's at least one size category larger than you.

Against a foe you are focused on, you do not provoke attacks of opportunity by moving through their threatened area. Additionally, the first successful melee attack you make against the foe in a round deals an additional 1d6 points of damage. Finally, you gain a +4 insight bonus on all combat maneuver checks made against your focused foe.

WEAPONWAND

School transmutation; **Level** bard 1, cleric 1, inquisitor 1, magus 1

Casting Time 1 round

Components V, S, F (a magic wand)

Range touch

Target one weapon

Duration 1 minute/level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

When you cast this spell on a weapon, you cause a portion of the weapon to open like the skin of a partially peeled apple, revealing a space large enough to insert a single wand within.

As part of the spell's casting, you can insert a single wand into the weapon, at which point the weapon returns to its original form with the wand held inside of it without negatively impacting the weapon's integrity. For the spell's duration, a character who wields the transmuted weapon is also considered to be wielding the wand as well. You can attack normally with the weapon or use the weapon as if it were the encased wand. If the effect created by the wand requires an attack roll to successfully strike a foe, you may make the attack roll as if you were making an attack with the weapon at its highest bonus (including any bonuses the weapon would normally receive) rather than just a normal attack with the wand—doing so does not allow you to add the weapon's damage to the wand's attack roll, but instead allows you to use your skill with the weapon to boost your chance of hitting with the spell.

At the end of the spell's duration, the encased wand is ejected from the weapon. If you have a free hand, you may catch the weapon as a free action; otherwise, the wand drops to the ground. If the weapon housing the wand is broken or destroyed during the duration of *weaponwand*, the encased wand is similarly broken or destroyed.

ZONE OF FOUL FLAMES

School transmutation; **Level** druid 4

Casting Time 1 standard action

Components V, S, M (a sliver of tree bark from a burnt tree from the Uskwood)

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius spread

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

The twisted druids of the Uskwood forsook fire in ages past for the glory of Zon-Kuthon. Despite this aversion, these servants of Nidal know well the sting of flame, and have learned to turn it back on those that wield it. This spell creates a zone where magical fire effects twist and lash out against those who create the effects. A *zone of foul flames* looks unremarkable to the casual observer, but a Perception check (DC = 20 + the caster's level) reveals a faint rippling effect in the area, as if of heat distortions in the air.

Whenever a creature casts a spell with the fire descriptor or activates a magical fire effect (as from a magic item or a special attack) while that creature is located in a *zone of foul flames*, that creature takes full fire damage from the effect. If the effect allows a saving throw to reduce the damage, the victim may attempt the same saving throw to reduce the damage. All creatures in a *zone of foul flames* gain a +4 circumstance bonus on all saving throws against fire effects, except for those made by a creature attempting to save against fire damage from his own magic. Nonmagical fire in a *zone of foul flames* burns half as brightly but is otherwise not affected.

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Inner Sea Magic explores the role of magic within this vast and varied region. Within this book, you will find:

- ▶ A who's-who of powerful and famous spellcasters from throughout the Inner Sea region.
- ▶ Details on four types of magical schools—arcane academies, spellcaster's guilds, monasteries, and secret societies—along with rules for joining and studying with such organizations.
- ▶ Rules for several types of specialized or variant magic, including the chaotic power of primal magic, the secrets of shadowcasting, the traditions of Thassilonian sin magic, and the wonders of Varisian tattoo magic.
- ▶ Two new oracle mysteries (the primal-magic wielding spellscar mystery and the sinister Outer Rifts mystery).
- ▶ More than a dozen new archetypes for all sorts of spellcasters, including the black-blooded oracle, the Razmiran priest, the shadowcaster wizard, the tattooed sorcerer, and the winter witch.
- ▶ Two new prestige classes—the cyphermage and the divine scion.
- ▶ Dozens of new spells, from Aroden's *spellward* to *zone of foul flames*!

Inner Sea Magic is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be used in any fantasy game setting.



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