

SECOND
EDITION

PATHFINDER[®]

SECRETS OF MAGIC

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SECRETS OF MAGIC

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This book refers to several other Pathfinder products; however, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at paizo.com/prd.

APG *Advanced Player's Guide*
CR *Core Rulebook*
LOGM *Lost Omens Gods & Magic*
LOWG *Lost Omens World Guide*

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THE STRUCTURE OF MAGIC

Scholars of magic break down the magical forces at play and their effects using three categories. The power behind magic comes from the magical **essences** tied to fundamental components of reality: matter, spirit, mind, and life.

Spellcasters practice one of four **traditions** of magic: arcane, divine, occult, or primal. Each tradition's magic arises mainly from the confluence of two of the essences, which that tradition channels far more commonly than all others: arcane commands matter and mind, divine convokes the powers of spirit and life, occult aligns spirit and mind, and primal feeds upon matter and life. Yet these borders are not as limited as they may appear, as each tradition's adherents have picked up other spells over time, or found ways to generate effects typically associated with one essence using clever applications of another.

Finally, the most narrow category are the **schools** of magic. Most important to wizards—many of whom specialize in one school above others—the schools classify individual spells, items, and other magical techniques. The schools are the fingers that shape the magic, the traditions the arm that directs them, and the essences the beating heart that powers their movement.

INTRODUCTION

Magic's secrets are limitless. No one person can hope to understand them all. Powerful yet delicate, infinite in scope but precise in execution, magic is a conundrum that challenges the greatest minds and the most naturally talented souls. Within this book, you'll find rules and descriptions of all kinds of magic, but they need players and Game Masters to bring out their full potential!

Secrets of Magic goes beyond the basics of magic in ways both large and small. You'll find everything from a new cantrip that creates a small spout of water to rules for pervasive magic that can totally transform a campaign's world. And more than just the rules, this book digs deep into how magic feels and the ways spellcasters understand the magic of their world. Though the Essentials of Magic chapter goes in-depth on this topic, you'll find notes among the spells and magic items written by the people of Golarion, and the Book of Unlimited Magic explains in each section how that form of magic can affect roleplaying and the game world.

The knowledge and methods of magic recounted in this book come from all sorts of sources, and only the most seasoned experts in the game world are familiar with them all. When using these sources, consider which areas a given character or institution knows how to use or is familiar with—and, crucially, which ones they're unaware of. A druid who knows geomancy and druidic circles in great depth might be entirely unfamiliar with arts practiced by arcane or occult casters. Separate what you as a player or GM understand and think of fun wrinkles or misunderstandings a character might make based on their limited experience. As another example, the magical essences are crucial to magic working, but a follower of a certain tradition might only know the practical spellcraft that lets them actually use magic. They might be unaware of the deeper sources, or even consider them unnecessary to learn—frivolous time wasted on esoterica when one could be studying a new spell!

CHOOSING EXPANSIONS

The *Pathfinder Core Rulebook* and *Pathfinder Advanced Player's Guide* include rules useful to the vast majority of games. Parts of *Secrets of Magic* aren't meant for every table. Chapter 5 in particular, with its new forms of magic, is more appropriate for certain games and circumstances than others. Some of that chapter's entries have rarities above common to more clearly indicate this. If you're running a game or want to use options like these for your character, think in advance about what their inclusion means for your game. You might even want to have a discussion about the implications with the rest of your group.

That said, Chapters 2, 3, and 4 are more broadly useful. Even if you don't want to have elementalists as a specific type of caster in your game, the elemental spells in Chapter 3 could still be useful for any caster of the appropriate tradition. The classes in this book are common, as are the vast majority of spells and magic items.

The pieces of this book are meant to play well together. Exploring the spells and items can open up more options for the new rules in the Book of Unlimited Magic, and the new classes will find spells that work well with their abilities. Pick and choose your favorites, and above all, experiment!

CHAPTER SUMMARIES

Secrets of Magic has five chapters, each detailing the practices of magic, those who harness its power, and the fruits of that power.

Chapter 1—Essentials of Magic:

Learn how magic works from the writings of Golarion's magical luminaries. Then you'll find both common and rare backgrounds for characters with a magical past

Chapter 2—Classes:

Fight while slinging spells with the magus, or form a special bond with a magical creature as a summoner. These full new classes are followed by their multiclass archetypes.

Chapter 3—Spells:

Over 200 spells, including new rituals and focus spells for the magus and summoner, offer new tools for spellcasters of any tradition. Summon powerful entities, use magic for everyday tasks, harness the elements, and even manipulate time!

Chapter 4—Magic Items:

Expand your collection with new consumables and permanent items. You'll also find sections on brand-new types of items, including fulu consumables, grimoires, magical tattoos, personal staves you design yourself, spell catalysts, and spellhearts you fasten to your gear.

Chapter 5—Book of Unlimited Magic:

Dive deep into strange and new forms of magic, from the emotion-based cathartic magic to elementalism, geomancy, shadow magic, rune magic from ancient Thassilon, and more!

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CHAPTER 1: ESSENTIALS OF MAGIC

I was pleased to get word from your mother of your interest in magical studies. Has she told you that when we were growing up she wanted to be a wizard? Can you imagine? She went another path, of course, but it heartens me to see you've picked up that interest. A chip off the old block, eh? I've taken the liberty of finding some resources from my personal library to give you the basics of instruction. I do advise that long-term you directly engage with a specific spellcasting course rather than continuing a broad study of all magic. I do hope the enclosed materials help you find your path, my dear!

Scholars classify magic into four traditions, four essences, and eight schools. Understanding these specifics is necessary to comprehend most texts on the subject.

TRADITION TREATISES

Magical traditions represent distinct types of training. As their methods vary greatly, I've sourced this information from four different scholars.

- **Principals of Elementary Thaumaturgy (page 8):** Arcane scholars are prone to stultifying pedantry, digging into every bit of minutiae. Toff Ornelos is among the few to present anything approaching a text suitable for beginners.
- **Journeys of the Spirit and Flesh (page 10):** The divine tradition is as varied in practice as the many gods that empower it. Zorahar the Wandering Cleric compiled an absolutely massive study of different Nethysian subfaiths. I thought a sampling would be enlightening.
- **A Letter from Djavin Vhrest (page 12):** Scholarship on the occult tradition can melt your mind to a puddle (figuratively, for the most part). Luckily, I possess a letter from a foremost curator in my discipline: Djavin Vhrest of the Forae Logos.
- **On Primal Practice (page 14):** Primal theorists publish almost nothing—they prefer an oral tradition held within secret druidic circles—though I did find this kindly letter. As it's from one family member to another, I find it especially fitting I now place it in your hands, my dear.

ON ESSENCES

The larger forces practitioners call upon—what they call the magical essences—have seen little academic consideration until recently. Marquise Cordelia Perseis published the first edition of *On Essences* (page 16). My rarities collection included this annotated copy. Please take extra care with this one!

THE EIGHT ARCHES OF INCANTATION

Practitioners slice up their formulas into eight schools of magic. The distinctions are a bit complex, but *The Eight Arches of Incantation* (page 20) is a delightful almanac covering the basics. Made for an audience of nobles and merchants rather than magicians themselves, to my understanding. The author's identity was never revealed, though many speculate. I suspect given the profits of this pamphlet, they're happy keeping this secret!

MAGICAL BACKGROUNDS

Starting on page 28 are new backgrounds that have a particular magical bent. As with many backgrounds, these can work with all sorts of characters, from those who went on to be spellcasters to others who dabbled in magic but ended up choosing a different path.

You might also want to look at the following backgrounds from the *Core Rulebook* and *Advanced Player's Guide*.

Core Rulebook (page 60): Acolyte, animal whisperer, fortune teller, herbalist, hermit, scholar

Advanced Player's Guide (page 48): Cultist, pilgrim, root worker, teacher

RARE BACKGROUNDS

Some of these magical backgrounds require atypical magical events in a character's past (such as the circumstances of their birth); these are rare backgrounds, and you'll need to work with your GM if you'd like to take one of them. Rare backgrounds start on page 30.

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The Tools of Creation approach, also called Nexian Understanding, posits magic is leftover detritus from the dawn of time, when the universe was created at some indeterminate point in eternity by entities unknown. However, this was not a simple or painless thing. It required scaffolding, tools, and effort on a scale that the mortal mind is little capable of comprehending. Magic theory is discovering these tools and applying them to mortal purposes.⁷ Thus, in the Tools of Creation, when one casts a 4th-Degree Incendiary, one is using the same tools that originally created our sun, albeit on an immensely smaller scale.⁸

An alternative perspective proposed recently by Prof. Juleanna Foridius was that magic use actually utilizes various flaws in the structure of the universe—essentially applying a chisel of mortal will to tiny chinks in the mortar of reality.⁹

One key ramification of the Tools of Creation is that it posits that magic is ultimately finite, if incredibly vast. All spells that ever were or could be are integrated into the structure of the universe, and one cannot “invent” a new spell. One can only discover what was previously unknown. Perhaps in some unimaginably distant day, all magic will be discovered and understood.

The Tools of Creation has historically been centered around the Arcanamirium in Absalom, and some believe the archmage Nex understood magic in such terms. It is most prominent in Absalom, Cheliah, Taldor, and Nex. For the moment, Prof. Foridius’s variant hypothesis has been most eagerly taken up in her native Egorian.

The Soil and Path approach, also called the Channeling Method, comes out of the Magaambya in Nantambu. Proponents of the Soil and Path argue that the universe has more flexibility in its physical laws than typically believed. Rather than stone, the universe is soil, and sufficient application of will and energy can command reality to overturn itself. Such power is generally outside the grasp of all except gods, magically potent creatures, or the most puissant of archmages. The act of forcing your will upon reality leaves marks, like the wheels of a wagon leave ruts in the soil. These ruts channel magical energy down precisely the same path it had taken before, and in so doing make subsequent castings of the spell easier. If the first act of wizardry is equivalent to forging your way through dense jungle, soon there is a trail, then a path, and finally a wide road, at which point any arcane spellcaster can cast the spells.¹⁰

Unlike the Tools of Creation, the Soil and Path holds magic to be infinite and unbounded, limited only by creativity. The abiding interest of Southern wizards is in discovering how to impress spells more easily into the universe, and they perform endless experiments to try to force new magic into being. Advocates of the Soil and Path are fond of tracing their history to Old-Mage Jatembe, and the approach is quite dominant in many nations and regions in Garund.

There are other approaches throughout the Inner Sea region as well. In the next chapter I will speak of the symbolic logic of the Keleshite Constructivist school,¹¹ and the elemental grammar proposed by Dr. Yi.¹²

7. In both the schools presented here, it is believed that arcane spellcasters produce the effects by direct application of their own will, while clerical and druidic spellcasters mediate the spells via the gods or non-sapient natural forces.

8. Zey, Aram, *Forgotten Wonders: A Discourse on the Foundations of Arcanism* (Arcanamirium, 4702)

9. Foridius, Juleanna, *Gods’ Will or Gods’ Mistakes: A Critical Look at Thaumaturgy* (Egorian Academy of Magical Arts, 4718)

10. Janatimo, *Collected Tales* (Magaambya, 4694)

11. Al-Zhierri, Qittan and Orius Mavrogenis, *New Developments in Constructivism* (Kitharodian Academy, 4719)

12. Yi, Si-Dao, *Language of the Void* (Imperial College of Lingshen, 4711)

Excerpt from Chapter 3 of *Principals of Elementary Thaumaturgy*, 7th Ed. (Acadamae, 4720) by Toff Ornelos



To cast a spell, wizards⁶³ must first create a mental construct of that spell: a task which requires a fair amount of time and effort, usually prepared at the beginning of each day for convenience. Typically, this requires the use of a mnemonic matrix—there are as many of these as there are practicing wizards, but for the following example I will use the classic memory palace.⁶⁴

Imagine a great palace with ten floors. In each room, you build the construct of a spell: a combination of language and mathematics, symbolism and geometry, which defines how the spell functions in the world. On the first floor you form the simplest spells, but the ones higher up require greater complexity and stronger attachments. The tenth floor is reserved for only the greatest of archmages.⁶⁵ You then energize the spell, redirecting a minute amount of your mental essence into powering the construct.

The mental spell construct is not a completed spell, but it is the potentiality of a spell, ninety-nine parts out of a hundred of a finished spell, akin to an epic poem with the last stanza missing. When the spell is called for, the wizard completes the arcane construct by providing the final elements—these are called components and are typically classed into general groups: verbal, somatic, material, and focus. Simultaneously, the wizard sets the final parameters of the spell, such as the range and target of a war-spell or the visualization for

an illusion. At that point, the mental construct is completed, and the energy stored within it is able to act, producing the desired physical effect, and the spell construct collapses in the process.⁶⁶

An important ramification of this collapse is that the wizard cannot swiftly recreate a mental construct—they are constrained both by time and the limitations of their mental energy, the latter of which appears to be a hard limit on how much magic an arcane spellcaster can have. An apprentice wizard will have only two or three spells, while an experienced wizard might have fifteen or twenty at hand. But even archmages such as Sorshen or Tar-Baphon have a finite supply of complex magic at their beck and call at any time.

For the purposes of instruction, spells are classed by school (evocation, illusion, divination, and so on), by degree and category if needed (4th-Level incendiary), and by specific spell manifestation (such as fireball, invisibility, clairvoyance). Common names popular in certain regions or coteries (“invocation of the blinded eye,” “Al-Mirai’s telesight”) are best avoided in instruction, as they are functionally identical for most purposes. However, they may have cosmetic differences or varying inputs and learning them might be necessary to communicate with certain groups. I’ve done my utmost to eliminate such colloquialisms from the Acadamae’s instruction to get as close to the essentials as possible.

63. Practitioners of other arts such as sorcery and witchcraft have their own methods—these are similar to but distinct from wizardry and will be discussed in later chapters.

64. Uldor, Oridius, *The Art of Remembrance* (Arcanamirium, 4519)

65. Why ten floors? Difficult to say, but experimental data clearly show that spells can be sorted into ten bands of power and complexity, aside from simple cantrips. The general consensus is that this reflects something fundamental in the mathematics of our reality, though iconoclastic scholars such as Prof. Foridius argue that it reflects nothing more than an artifact of our base-ten counting system.

66. The spells commonly called cantrips are the exception to this rule. Cantrips are extremely simple, robust spell constructs that do not collapse when used, instead refilling their energy reservoirs automatically. A wizard can prepare only so many cantrips at a time, but they are endlessly reusable.

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Perhaps the most severe, prescriptive worshippers of Nethys I encountered in all my travels are those found at the secretive Temple of Ten Doors. This sect is not for the faint of heart, for many of their practices are harsh and unforgiving. This is a fragment I discovered from one of their texts, the *Nethry-Katha*, otherwise known as *The Codices of the Ten Doors*, attributed to one Abazul of Osirion, Third Head Priest of the Temple.

"The grace of Nethys is a gift given to but a few, and know that all of us blessed to receive it are but keepers of a flame. Burn it must, within us all, fed by faith and stoked by sacrifice. Keep your Flame ever kindled, for that is the first duty of all in this Temple.

"The faithful and faithless alike ask 'Why?' All things dual should be given due consideration, for duality is the mark of Nethys Himself. But this time it shall be given an answer, and that answer is who are you? If your answer be anything but "A Child of Nethys," close this tome now, for what I have to say is not for you. You were not chosen, and never will be.

"To use the power of Nethys is to be used by Him, to channel His Will through yourself. To do this you must let Him know how bright your flame burns, and the fuel you stoke it with is His Name. Thus, outward you must look, toward Nethys Himself; toward Him you must learn to focus, to the exclusion of all else. All power comes from Nethys, what the unenlightened call 'Magic' is merely His touch, each of what they call 'spells' merely one of His thoughts given form. And these thoughts He shares only with those who earn them. Nethys's favor is as a palace with ten doors—behind each lies a room filled with treasure: different Thoughts of Nethys that you might earn the right to invoke. But to know what lies behind each Door



you must first walk through it.

In this Temple you will learn of these Ten Doors, starting with the very first, that for the novice.

"To begin you are given the following words; hear them and act as they command: On the First Moonday of Neth, mark your face with both sawdust and ash, and turn it West, away from the sun, that it may see you, but you see not it back. Hold firm in your grasp a two-headed reed and draw with it in the earth the Mark of Nethys. Kneel and kiss it with the center of your forehead, and as you do, speak this most holy word..."



As I have seen time and again, while amongst the Oracles and Mediums of Nethys, there are as many varied traditions as any other school of worship. The Siblings of the All-Seeing Eye must be one of the most fascinating, for perhaps no other group documents their unique rituals, methods, and beliefs as comprehensively as they.

"Our ways come not from without, but within, for it is within ourselves that we find Nethys, and only by seeking inside can we open ourselves up to Him. Remember this always: as the Oracle of

Excerpt from Chapter 6, *Journeys of the Spirit and Flesh: A Thousand Paths to Nethys*,
by Zorahar the Wandering Cleric



When presented with the opportunity to hear the renowned Master Silkas expound on his own theories of divine magic during his now-famous Silkas Speaks Lecture Series (4654 AR), I took it with great enthusiasm. This excerpt from a transcript seemed especially illuminating.

“...That in turn leads us to the question, what is divine magic? Where does it come from? The answer seems obvious, does it not? I see some of you smiling. ‘Of course we know this! Divine magic, it comes from the divine!’ But do we know? If we claim to truly understand it, we are no different

from wizards, with all their arrogance to believe that the gift of magic is a science that can be quantified. Don’t be too hasty, my friends, remember, the early bird gets the worm, but the early worm gets the bird—in neither instance does any of it help the worm. It seems so easy, to just say Nethys or Shelyn or Torag or Irori; all those names, you might wonder whether there are more gods than worshippers! Why do I, a cleric of Nethys, speak of other gods? Because Nethys tells me to. There have been those in His service who have said that there is but one path and it lies through Him, but to them I ask, is our Nethys really that jealous? Does He not share His gifts with all who deserve them? Just as Nethys rewards our devotion, do these deities not reward their followers with the power to perform divine magic too? It is by earning the favor and trust of one’s god that one’s own grasp of divine magic grows. To a point, that is—the magic of the divine is not a coin to be spent without thought. Your deity will hold you to a limit on how often you can draw on those divine powers. For only the Gods can channel divine magic as often as they wish, and they are jealous of that power.

“What then are cantrips, you might ask? They are the residue of a god’s trust, a deity’s promise to a devotee that they have not been forgotten; they simply must abide by the rules. And so, use them as and when you will, for each act of doing so is an affirmation of the trust your god has placed in you.

“Now, how do you earn the trust of your god? Through word and deed, by living by their principles which are now yours too. The strength of divine magic is the strength of faith, both from a god and from their devotees.”

Excerpt from Chapter 11, *Journeys of the Spirit and Flesh: A Thousand Paths to Nethys*,
by Zorahar the Wandering Cleric

Nethys, all you are is the tool. He who acts is Nethys, and what is done is Nethys too. For each of your Ten Gates you learn to unlock, with each successive Inner Circle you enter to strengthen your connection to Nethys, He is always the Cobbler, we always the leather, in time with right practice we may rise to be lathe. The stronger your faith, the more likely you are to be Chosen. And know that it is a Choice, for both you and Nethys, His of the tool it pleases Him to use, yours to be

His instrument if He chooses you. Humility is the First Gate, for it takes humility to offer oneself up to His Will, knowing your sole purpose is to act in furtherance of it. To let Him work through you takes discipline and practice—more than any other worship. Listen, for He may speak through you anytime, and practice your Null State so it becomes second nature to let Him work through you, that He may do so when you need Him most.”

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The esoteric. The unknown. The forbidden.

Misguided dabblers in the occult consider these their studies' foundation, but they are in fact their headstones—these fantasies do little but intoxicate self-important amateurs as they impress one another with their mistranslations of foreign philosophy. With each generation, a new pseudo-intellectual movement deludes itself that occult enlightenment lies in the Other—that which mundane minds are not meant to know. Perhaps they are right, in a way; each of these movements at best ends in ignorance and ignominy, chronicled only in unloved tomes. At worst, these hobbyists conjure extradimensional horrors, dying to self-inflicted tentacles.

Why does flawed occultism always involve tentacles?

These misguided studies so often approach the occult as if it were the arcane: as unfathomable power locked in a cosmic puzzle box awaiting some brilliant but dry solution. That misses half the point. Occult power stems not from isolation but from connection. Peel away all the regalia, the sheet music, the chanting, the wiggling fingers, and the mystery, and what do you have? A story.

Ideas, art, and expression form metaphysical threads, each woven into a grander tapestry of culture, tradition, and community. Every thinking being develops some twist on this vocabulary—every painful lesson of cause and effect, every bedtime tale laughed off or taken to heart, every syntactic rule that dictates our logic, every object that carries even a semblance of symbolism—all strained through the myriad combination of senses we each experience. Each of these elements forms your narrative language, rooted in your thoughts and emotions. Each is a tool to create and manipulate a story.

Look back to that grand tapestry. We all perceive some bigger picture, yet only a true practitioner of the occult can discern the individual threads. Not only is your every thread laid bare, but the filaments extend into the surrounding weave, showing a practitioner how you understand and narrate your surroundings. One fiber's wear speaks to a favorite moment or haunted memory you return to repeatedly. An out-of-place strand buried among a brighter pattern is a trauma best forgotten. And these bold colors speak to powerful faith shaped by pantheons or patriotism.

What's a practitioner of the occult to do? Tug. Coax that worn thread to soothe ragged emotions, reminding your subject of a happier time and place. Pull that hidden filament to the surface, laying bare their shame and tormenting your subject with forgotten miseries. Tug at the bold colors, awakening faith, fervor, and fury to fight their deepest fears. Or you might even pull in new threads, distracting others with novelties alien to their personal patterns. Wherever there is mental activity, there is this occult potential.

As the tapestry settles and stretches, it leaves its imprint upon reality: echoes of thought and action like coarse cloth pressed into wet clay. Here, too, the occult practitioner thrives, reading these mental grooves as a hunter scanning a spoor in order to discern the past. Anything can serve as this substrate. A favorite toy lies heavy with happy memories, dungeons reverberate silently with the screams of those tormented, and even an undead creature's corporeal form is as much emotional anguish as it is bone. Pulling the right thread reveals all.

Parsing, tweaking, and tapping nearby mental and spiritual energies is central to basic occult spellcasting as well, yet these are a reflection of far greater principles that represent far greater power. The world's living emotions are only the topmost layer to this tapestry, woven into countless generations' aspirations, doldrums, and anguish. These emotions echo through the Ethereal Plane. Elsewhere, enduring thoughts slowly manifest as immortal archetypes on the Astral Plane, and souls resonating with the weight of a million aligned choices meld with the Outer Planes to form the Great Beyond. Unfold trillions have lived and died, and their stories form the tapestry's very foundation. Pick any mortal's

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little patch in the greater design, and you'll find the multiverse's vast narrative reflected in some corner of their mind. Even without shared language, values, and lived experience, an occult practitioner and their subject almost always share this esoteric memory. Not only is that enough to work magic, but any practitioner powerful enough to tap into these cosmic expressions can influence thousands at a time by manipulating the multiverse's underlying mythology. And if we believe the Chronicler Tabris (as I do), there are even deeper secrets and greater narratives dwelling in dimensions hitherto unknown!

I write figuratively, of course. The only literal threads controlling you are sinew, and manipulating those is the base science of surgeons and necromancers. While a rare few might conceptualize the aforementioned tapestry when casting spells, occult practitioners more commonly stoke and siphon power through other means. Most famously, by tapping into underlying cultural connections through some artistic medium. A bard's music isn't merely pretty; it's a carefully crafted analysis of what society's taught you to love and fear, paired with a persuasive tug at those unseen threads. The first few notes are an invitation for your mind to dance in time with the tune. A few more notes, and you're transported from your mundane reality. A strategic key change or discordant twist, and you're utterly transformed.

An arcane scholar might study the bard's sheet music, convinced the spell lies secreted within the key signature and staff, but there's nothing so formulaic. Every moment and thought is different, tweaked by the emotional state and inner mythologies of its practitioners and witnesses alike. A vital improvisation or playing to an audience, if you will.

Remember those chanting cultists I mentioned, who dissect numerological tomes and enact secret rituals? The ritual instructions are only half of the spell. The other half stems from the ritualists' inner narrative of what these rituals represent, how rituals turn out in popular tales, and what fearsome events might go wrong. Their narrative of self-important enlightenment fuels their magic. Their elaborate ciphers, exclusive initiations, and cloying incense are like a storybook's illustrations, driving each practitioners' immersion. And yet if they fail to realize their magic is as much myth as it is mystery, they're vulnerable to stray emotions: just one celebrant's fiction of accidentally conjuring an abomination can actually conjure the abomination, and that is how you get tentacles.

"So how?" I hear you ask. "How, can I internalize the countless legends, rhetorical strategies, and tones necessary to master occultism?" You've already begun. Your life so far has interwoven untold thousands of expressions, axioms, idioms, melodies, and myths shared by neighbors and spread across intermingling centuries, all fused into your identity. With some training, you can tap into these shared experiences to evoke thoughts and feelings. With enough presence and mastery, you can reshape minds, spirits, and reality.


Like those cultists, I also dedicated years to academic mastery, convinced that cryptic scrolls would grant some eldritch insight into the cosmos or grant me wisdom of unfathomable beings. It worked, but not as expected. Rather than charm listeners with a lute, I have traced common threads across stories from myriad cultures, drawing magic from their interconnected resonance. I have felt the pride poured into our archive's every potsherd left by long-dead craftspeople, listened to the uncertainty inscribed into a hundred oracle bones, and witnessed the impossible dreams of a forgotten child as told through their discarded doll now on display in this museum. Through all of it, I have borrowed, altered, and developed many of my own incantations to tap into the occult, yet at its core, my magic draws from a common narrative pool just as any other bard's. How you might achieve the same feats remains to be seen.

If you desire eldritch emptiness, world-shattering allergies, or the comforting embrace of ignorant devotion, by all means, set aside my words. I can refer you to innumerable priests, hermits, and friendless wizards. Know that occultism is different. It begins with a story, very much like this one. Your journey began a million lifetimes ago.

Open your mind and take the next step.

From the desk of
Djavin Vhrest

Djavin Vhrest
Curator of Apocrypha
Forae Logos, Absalom



I have already seen the seed of our primal heritage taking root in you. Practitioners of our magic traditionally prefer to pass along our histories in songs and rites of initiation rather than scratching knowledge down on scrolls to be studied, but the wind whispers that I will return to the earth before you are grown, so instead I leave this letter to welcome you to your birthright. The earth will teach you the rest.

You will meet many in your travels who are connected to the magic of the world as you are, but not all walk as wild and untamed a path as we. Some open a channel of faith to the gods; others meticulously study ancient tomes and mysterious objects. But we, child, need only put our bare feet to the earth or sea to connect with the source of creation that is all around us: the vitality of the planet, the very air we breathe, the fire that destroys and creates, the spark inside us all. There is only mystery if you cannot hear the wisdom of the granite, the growing seed, the coming storm. Living creatures tap into the primal power inherent in all beings as they follow the cycles of the seasons and the rotation of the planets, and we, child, are no different.

Outsiders forget that our gifts arise not only through nature's furies, but also its nourishment; we hold the lethal grace of a great cat and the industrious precision of the bee's dance. We rage with the maelstrom and sing with the resonant wisdom of the whales. We draw as much power from the tiniest spores as we do from the vast, ancient groves. Always in nature there is a balance, and as untamed and free as our magic is, it is strongest when it is called in service of protecting this harmony. All life ends with death. All completed cycles begin anew. This is our dance, this infinite spiral. I may be gone before you are old enough to remember your grandmother, but you will still know me in the eyes of the lynx, the web of the spider, the rings within the trees—just as you will be connected to all your ancestors, and to all other living beings. In the quest for power, some will lose their way from this truth. Hold it close.

I can pass on some of the Ways in which I have connected to our primal source in my many years, but it is rare for two practitioners to channel their power in identical forms, for we are all shaped by the different lands we walk and the songs we hear. Someone from arid climes might channel the motion of the millions of grains of sand and follow the sources of life-giving water, while someone from a lush forest might extend their senses like roots into the ground, connecting to the plants all around them. Someone living in snowcapped mountains might imitate the steadfast endurance of stone while cherishing the precious warmth within them that keeps away the cold. All songs from the earth are true. Take what speaks to you and leave the rest; you will discover your own pathways through the wilderness soon enough.

The key for all primal practitioners is listening. You cannot harmonize with nature if you cannot first hear its melodies. Sit under the stars and hear their distant song. Greet the dew-soaked dawn with the birds and welcome the moonrise with the frogs. Hear the pure silence of the snowfall. Stand out in the tempest and feel the primordial power of the storm's call, the rumble of the skies and the answer from the shifting earth.

You're a smart child; you know that the other senses are essential to accessing the whole of your abilities. Taste the rain, and the vitality of the green things it nourishes. Place your hand gently on the rough bark of the ancient trees for a glimpse of their unfathomable histories. Smell the fire's smoke or the flower's fragrance. Watch the way the insects work together or how the predator stalks its prey, no step out of place. Plant your bare feet in the sand, feeling each individual grain. Receive the mist of waterfalls. Feel the moon's pull on the tides and on the very blood coursing through your veins.

Are you already asking when we get to the spellcasting? Child, this is the magic. Of course there are tangible tools, chants, and dances that aid in calling magic forth, but nothing happens without your attunement to the natural world. When you know this in your bones, nothing and no one can take this from you.

There's no singular script for you to memorize for your chants or invocations, either; ours are not spells where one mispronounced syllable invites disaster from a malicious entity (but do be watchful of the tricksters, for nature is not without humor or cruelty). Yet, there are common practices that strengthen your connection and your spellwork, which you can modify to your own needs as you establish your unique primal harmony.

When preparing your spells or rituals, gather any needed tools or components, and then be still and attune to your surroundings. Stand or sit tall, drawing the earth's energy up through your own roots and inhaling the sky's energy with your breath. You might draw a circle in the dirt with yourself at the center, wind one about your body with smoke, stand in a grove of trees or ring of stones, or simply visualize the circle in your mind.

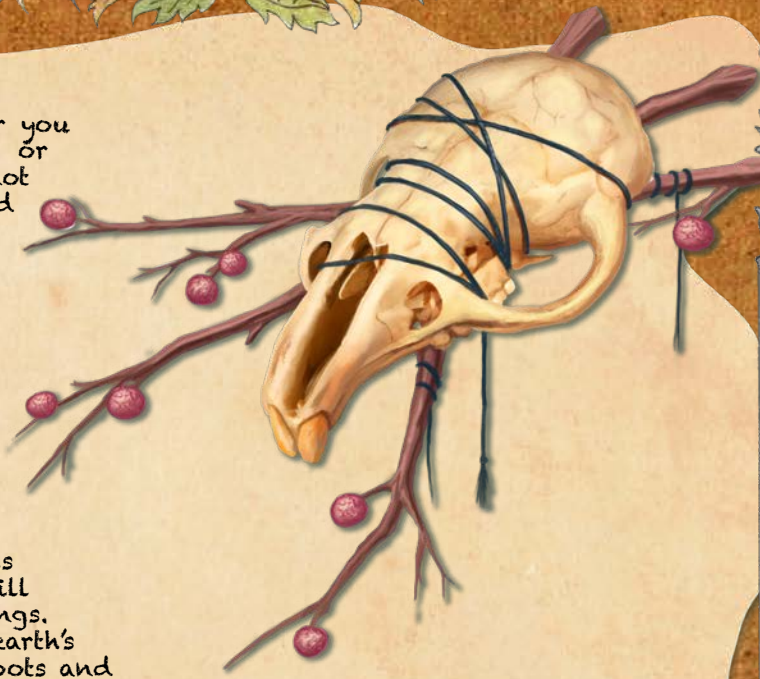
Formally invite the elemental energies you are about to work with. You might silently envision them, chant your welcome aloud, or call them with movement and music. It has always been my way to dance in the dawn, but you may prefer this rhyme passed to me from my own elders:

Ancient beings of land, sky, stars, and sea,
I invoke you now as the dawn awakens
And welcome your songs as they flow through me.

Your instincts and emotions drive your magic, so follow what feels right; you will likely forge your own routine, but day-to-day variances are normal, too. After all, are any two sunrises exactly the same?

As you grow in your power, you'll gain a sense of what components best connect your magic to the source. One person might use a leaf to invoke the wind while another uses it to represent the vitality of the soil; neither is wrong. Even your own methods might vary based on the surrounding environment or the spell itself. On a still morning you might decide to sketch a winding pattern in the air for a summoning or communication spell, yet on a windy day you might instead inscribe it on paper and burn it, letting the smoke bind the wind's power to your spell. For a fire spell, you might direct your invocation to the south, lighting a candle and singing of a lightning strike or erupting volcano; to prepare a spell for healing, you might face the west, pouring out an offering of water to invite its cleansing power. You might fortify spells for strength and stamina by kneeling on the ground and digging your hands into the earth, while for a spell to disperse ill effects, you might laugh aloud and raise your arms to soak in the rising sun. When your work is accomplished, complete the rites by offering gratitude to the primordial vitality within the cycles of creation and destruction, and open the circle.

Remember, child, that ours is not a solemn, rigid practice—what matters most are your own intentions and connections. The powers of nature and your ancestors are within you. Bring the harmony of your whole being to this magic: your playfulness, your precision, your raw grief, your radiant fury, your unabashed joy, your deepest love. We will be with you when you do.



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Author's Note: Lazeril, can you take a look at this essay taken from my most recent publication? I'm hoping to reprint it as a standalone for a larger audience. Your perspective as an oracle of lore and master of divine magic would be the perfect counterpoint to my own arcane perspective. (See my notes below. -L)

On Essences

By Marquise Cordelia Perseis

(Edited by Lazeril of New Thassilon)

Abstract

To understand the nature of magic, we first need to understand the four essences that compose it, rather than continuing to toil narrowly within our own traditions without a broader picture of what we can accomplish. *(While it's true that a distressingly low percentage of today's spellcasters are fully aware of this context, it's worth noting that numerous magical scholars throughout the ages have come to these conclusions before.)* Magic is composed of four distinct essences: Matter, Mind, Spirit, and Life. These four essences exist in two sets of two; Matter and Spirit are the building blocks of the multiverse itself, of the physical and metaphysical, material and immaterial. Mind and Life are the magical energies that give those blocks shape and determine how a spellcaster pursues and understands the magic.

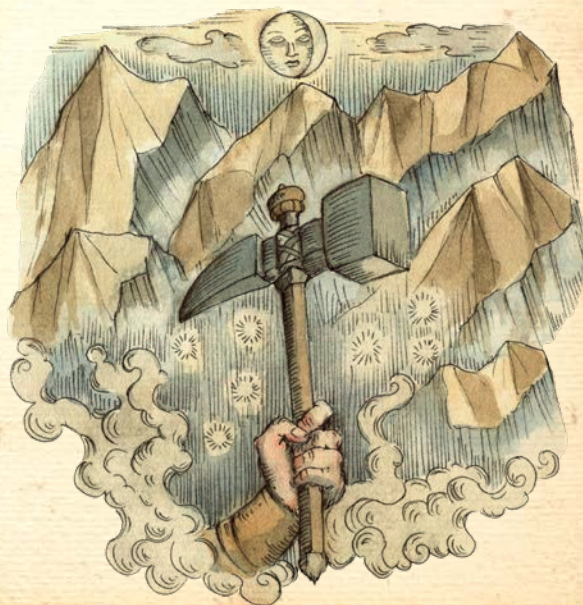
Matter

We will start with Matter, or material essence, the most concrete and easiest to understand. *(The latter statement is subjective and assumes a reader whose primary focus lies with arcane or primal magic.)* of the four essences. While students of basic sciences will know that solid objects, liquids, and gases are matter, the essence of matter reflects the energy of fundamental physical forces and reactions such as electricity or combustion. Thus, Matter is not merely earth, water, and air, but fire too, as well as cold (the lack of heat) and chemicals like acid. Material essence is also the namesake of the plane we call home, the Material Plane, but ours isn't the only plane home to Matter. It's found everywhere, even in realms mainly built of spirit, and Matter in its purest form can be found on the four elemental planes. Spells based on Matter are physical energy attacks, such as fireballs and lightning bolts, but also spells of physical transmutation like enlarge and shrink, or physical creation like wall of stone. Thus, it covers much of evocation, transmutation, and conjuration, as well as certain physical abjurations.

The most important thing to remember about Matter is that it follows physical laws possible to deduce through a scientific process of observation and experimentation. To arcane scholars, that might not seem special, but compared to the other essences, you can't take that fact as a given! Arcane magic is

based upon the idea that we can understand Matter using logic and thought, the classic "Mind over Matter." Nonetheless, adherents of primal magic have proven that even Matter, the most quantifiable essence, has hidden secrets possible to unlock through faith and holistic understanding. The best research on this juxtaposition comes from the Magaambya, the magic school founded by Old-Mage Jatembe, whose students blend arcane and primal magic through the lens of material essence. I implore you to seek out the recently recovered *Usafi* from Jatembe's *Utunzaji Hekima* to get the best context from his own words.

Before we move on, let's think about what it means for something to lack any connection to Matter. As mentioned, even most planes built mainly of Spirit also contain some amount of Matter. A being without Matter has no physical form and is thus incorporeal, composed of one or more of the other essences (for instance, a wraith is composed of Spirit and the destructive aspects of Life, while an animate dream is composed of Spirit and Mind). What implications does this have? For one, you might otherwise assume that a creature in a gaseous state or made of fire is incorporeal, whether from spells that cause those effects, or because it is naturally an elemental made of air or fire. However, these beings are corporeal, merely



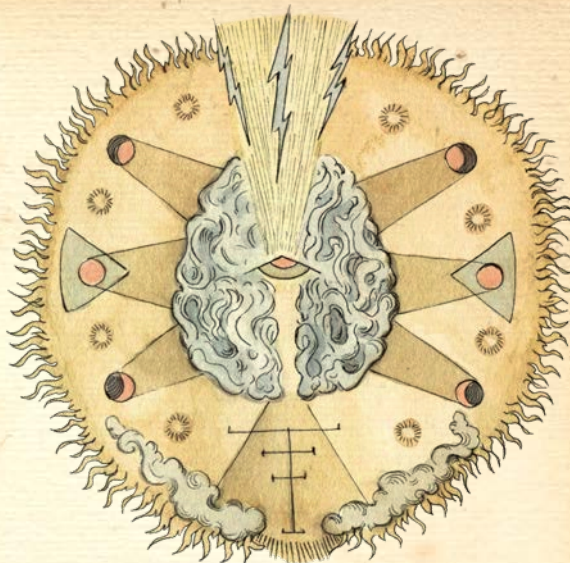
from different states of Matter, and those confronting a fire elemental will find magic designed to fight foes with no bodies isn't particularly helpful.

Meanwhile, pure Matter, with no other essences, is just an object, like a chunk of rock, a flow of water, or a breeze of air. *(You might want to note the presence of pure Life essence entities in stones, water, and the like, used for spells like stone tell rather than save the topic for later. A single stone might not have one, but a mountain likely would!)*

Mind

Let's move on to discuss Mind, or mental essence, also known as thought essence or even astral essence among esoteric circles. It's critical that you don't overgeneralize Mind to mean "Everything I experience in my consciousness as a thinking being." All three of the remaining essences (and even Matter, when considering the ability of physical chemicals to alter a mental state) have profound parts to play in your experience of consciousness. But Mind plays a very specific part. This is the energy of knowledge, facts, and your rational mind, including language processing, learning facts, and conscious decision-making. Mental magic is versatile and can be extremely powerful as it assists in gleaning information via divination, building illusions, and even enchanting minds. Not just spells like charm, hypercognition, or illusory image, but a variety of effects from subtle suggestion to obvious dominate. Mind is rarely involved with other schools of magic, but you'll see it pop up occasionally in mental abjuration effects like mind blank. The transmutation spell haste can either speed up one's body (mostly Matter) or speed up one's thoughts (mostly Mind), or both, and is thus available to spellcasters using either Matter or Mind.

Mind is not simply cold and calculating logic. Intellectual creativity and dreams are built of Mind, along with Spirit. Emotions are among the most difficult parts of our experience to distribute among the essences, and are the subject of great debates as to exactly how they should be assigned. Suffice to say, my best summary is that many of our emotions are complex enough that they are composed of more than one essence, and the most instinctual and subconscious emotions aren't associated with Mind. *(That's not bad for someone so steeped in the study of the astral, but it might have been easier if you put Spirit before Mind, discussed the uplifting and transformative power of Spirit, and then paved the way to distinguish logic and the rational in Mind vs faith and the instinctive in Life. This is especially important as non-technical readers might expect faith to be associated with Spirit, not Life.)*



But what does it mean to lack Mind? To put it simply, if perhaps circularly, it means having no mind, rendering a creature incapable of thought. While this might be more obvious for something like a stone, even living creatures, including most oozes, have no Mind, nor do rudimentary undead like zombies, as the magic creating them isn't sophisticated enough to steal or build a vessel for mental essence. Mental magic can't work on such a being, even though it might be capable of performing actions that seem like it has a mind. Generally, these occur either due to instincts built into the creature's being through life essence (including the perversion that fuels undead), or are preprogrammed by the being's creator. This often means a creature without Mind has no metaphysical alignment, though the instincts carried by life essence could instill one in them (as with mindless undead).

A being composed purely of Mind is not alive, and has no body, instincts, or capacity for growth and change. It's like a bodiless yet intelligent construct, capable of reason, but not of instinct or growth.

Spirit

Matter's metaphysical opposite, Spirit, or spiritual essence, is also known as soul essence or ethereal essence. For most of us on the Material Plane possessed of all four essences, our spiritual building blocks are intangible and invisible, passing through our physical bodies in a way we can feel more easily than see.

That's not the case for celestials, fiends, monitors, and other creatures built primarily or wholly from Spirit. Many are fully tangible and manifest physical bodies from the form of Spirit known as quintessence, which might seem counterintuitive to my definition of Matter above. You might be most used to seeing the adjective quintessential, meaning a typical example, but quintessence means "fifth essence" or "fifth element." It refers to physically manifested Spirit used

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as building blocks of embodied creatures of Spirit, as well as the Outer Planes such as Heaven, Hell, and the like. *(I trust your readers are aware of the names of the Outer Planes? Perhaps you can drop the reference to simplify this sentence?)* Why, when there are four essences, is it named this way? According to elemental scholars, in addition to the elements of air, earth, fire, and water, there is a fifth substance called aether, formed when elemental physicality mixes with the essence of the Ethereal Plane. This leads me to believe aether and quintessence are two words for the concept of Spirit made manifest. Since aether is the basis of force at a distance in effects like telekinesis, this also explains how spiritual magic such as spiritual weapon and spirit blast are associated with metaphysical force (as opposed to physical forces in bludgeoning, piercing, or slashing attacks). Spirit has another physical manifestation in ectoplasm, which occurs when Spirit pushes against the veil of the Material Plane. If quintessence, or aether, is Spirit made manifest like Matter, then ectoplasm is Matter stretched by Spirit, amorphous and only partially solid.

So, if we're not a being of the Outer Sphere or the Ethereal Plane, what does Spirit do for us? It is the building block of our immortal soul, which carries us to our afterlife along the River of Souls, meaning it's strongly connected to the metaphysical alignments of good and evil, law and chaos, much like the Outer Spheres themselves. It also carries pieces of those transcendent emotions that can elevate our souls to their highest (such as love) or drag them down to their lowest (such as love, again, but also hatred and despair). Spirit reverberates through you like a breath, and inspires and elevates, so it unsurprisingly is associated with pure inspiration, like the muse that guides a bard or artist. Spirit is not just used for force effects like spiritual weapon or metaphysically aligned spells like divine decree, but also for divinations connecting to the Outer Sphere or beyond, such as read omens, as well as necromancy manipulating spirits or souls, such as resurrection or bind soul. The uplifting and transcendent emotions lead the way to certain enchantment effects, like heroism.

The most frustrating thing about Spirit is how misused the word is. The vernacular is popular, and most languages lack an analogous word meaning "Being composed only of Life," so beings composed of other essences are called "spirits" an unfortunate percentage of the time. For example, consider the manifestations of Life that form leshys and guide druids. These are often referred to as "spirits of nature" while not being spirits in the true sense, beings composed of Spirit, at all. I prefer to refer to them as vitae, though using the term vitae to refer to a category of vital-only beings is a bit of a neologism of mine. *(This is useful, but by phrasing it as a rant, you are likely to turn off scholars*

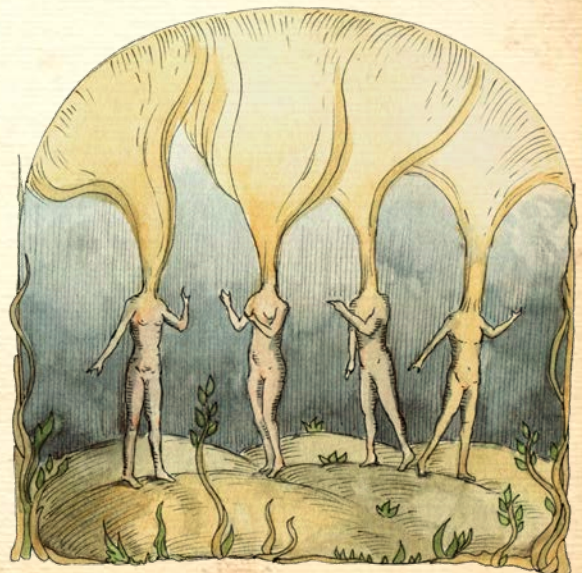
who had been misusing the word. I suggest rephrasing this (less accusatorially).)

What would a being without Spirit be like? Much as your physical body can change and grow as you age, work your muscles, or gain weight, Spirit allows you to grow metaphysically. That means a being without Spirit can think, reason, have instincts, and even have a metaphysical alignment, but it has no capacity to grow past those and become a fundamentally different person. This has led scholars to deep questions like, "If a being with no Spirit is created with a good alignment, meaning it had no choice but to be good and has no ability to change or choose, is it even actually good?"

A being of pure Spirit would be a mindless quintessential or ethereal construct, neither alive nor dead, requiring programming from a creator to act. Think of a mindless inevitable aeon and you're close.

Life

I've saved Life for last not only because it is the hardest for me to write about as an arcane scholar, but also because by its nature it is impossible to teach it fully in a text like this. Nonetheless, I shall try. Life essence, or vital essence as it is often called to make it clear the essence has a destructive side, is the essence presiding over what we call positive energy, the cosmic energy of creation and life, and negative energy, that of destruction and death. It's tempting to misattribute metaphysical alignments from the Outer Sphere like "good" and "evil" to positive and negative energy, but that would be an attempt to project morality onto amoral forces. Used for their intended purposes, both are part of the way the universe is supposed to work. Twisted against their intent, using positive energy to destroy or negative energy to create can lead to unspeakable evil.



Before we get sucked into a discussion on undead, let's finish defining vital essence. It's not so simple as "I'm alive. I have Life." Life is the counterpart to Mind because it represents the irrational, the instincts ingrained in you from birth as part of your very life force, your faith in the unknown. Here we return to emotions. Our most primal and subconscious emotions and urges are ruled by Life, and that is critical to understanding how we act in ways we might not have wanted to rationally, or in ways we can't explain. This can lead to sublime epiphanies and expressions of faith, but it has a dangerous side as well: In her provocative text on drug addiction, the world-famous Rahadoumi medic Kassi Aziril postulates that when the gods molded our vital essence to leave a hole to be filled by faith, they accidentally made us susceptible to filling that gap with drugs and other more dangerous addictions. *(Is it necessary to antagonize your audience by referencing a polarizing work?)*

The magic of Life is most obviously associated with necromancy, the study of life and death. It's true that positive and negative energy are strongly tied to Life magic, as are abjurations that protect against them such as death ward. But there's also an undercurrent associated with instinct and faith, more often found in enchantment, and sometimes even divination. For instance, effects like fear and sometimes charm, a prototypical spell of Mind, can be accessed via the instinctual connections within Life, speaking to base fears and drives, rather than intellectual ones.

Let's address undead. If negative energy isn't evil, why are undead evil? The tragedy of undeath is that it perverts negative energy outside its natural role of destruction and forces it to create. The result is a being with a horrifying emptiness filled only by a connection to that subverted need to destroy, full of instincts and subconscious urges from the corrupted essence that inexorably twist it to evil. This is why ghouls must devour the living's flesh, vampires need fresh blood, and even incorporeal undead drain Life. Many become evil almost right away, but those with the willpower and virtue to stave it off are still doomed, with time, to change. *(This is not bad, for a wizard, but your Taldan bias is showing. You might want to mention Tian undead that drain qi, or that fully embody their perverse unbirth by drinking amniotic fluid.)*

So, what would a creature be if it didn't have Life at all? It would be neither living, nor undead. Even beings of the afterlife built of spiritual quintessence have vital essence. It would be a construct, albeit an intelligent construct with a soul, able to reason and grow, but with no inherent instincts.

What about a being of pure Life? Disembodied and acting on instinct? The vitae of nature called upon in commune with nature and that come to embody leshys are the perfect example. *(You coined the term vitae because of the inaccuracy*



of "spirits of nature" two sections ago, but what if the readers skipped to this section? They'd have no idea what this means.) Powerful and wise beyond time, they don't have Mind or Spirit until embodied in a leshy, and thus don't remember or change in the way that we do.

Contributions

In this essay, I have demonstrated and explained the nature of the four magical essences. By isolating and understanding the essences, we can build them together and see why and how magic works. Arcane magic is the study of the physical world (Matter + Mind), though that doesn't mean arcane spells can't occasionally access topics of magic traditionally covered by Life or Spirit through a scientific fashion, such as in the study of necromancy. Occult magic is the study of the metaphysical (Spirit + Mind), though sometimes there is an overlap with the other essences, as in the case of object reading, where a material object houses a psychic imprint. Primal magic is the faith in the physical and natural world (Matter + Life), and among all magics hews closest to those two essences in traditional spellcasting, but creatures such as fey have found ways to exploit the powerful energy of primal magic to create cerebral mental effects. Divine magic is the faith in the metaphysical (Spirit + Life), but such faith can still on occasion create or manipulate Matter, or effects of quintessence that seem similar to Matter. Thus, a reminder: The world needs magical scholars to continue these studies! Even these fundamentals house contradictions and idiosyncrasies awaiting the next new magical theory. *(You should mention that maybe some of these contradictions aren't really contradictions at all, when viewed from outside the lens of an arcane scholar.)*

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The Eight Arches of Incantation

Signs

Harmonic Colors:

Blue, gold

Celestial Body:

Akiton

Season: Winter**Plant:** Mangrove**Animal:** Tortoise**Stone:** Horn, coral**Harrow Cards:**

The Brass Dwarf,
The Betrayal

ABJURATION

Let us begin our survey with the most essential school: abjuration, the use of magic for defense, protection, unraveling magic, and other countermeasures. Every spellcaster is well-advised to study its basics, for only a fool grasps at magic without first learning how to do so safely. Abjurations operate by banishing, blocking, or unraveling adverse forces. The greatest abjurations unmake dangers even as they materialize, or layer prepared defenses.

Abjuration is oriented around outcome as much as theory, meaning its techniques are as varied as the threats they confront. Abjurers exploit innate anathema to banish extraplanar foes, tear apart vulnerabilities in opponents' spells, and create barriers of physical and psychological force to repel attackers. Efficacy of result is what matters, not purity of arcane principle. This means those who wish to truly master abjuration are scholars of every other sort of magic as well, since they need to understand how magic works to protect against it or unravel it. Similarly, scholars of monsters make great abjurers, as they are able to use the proper precautions against a particular creature's most devastating attacks.

The school suffers from one profound limitation: abjuration is purely reactive, concerned with neutralizing threats and shielding what already exists. This makes it weak on offense and limited in its capacity for influencing others. Abjurers often cite this as a strength since it imposes a restraint upon its practitioners. This is not

to say that all abjurers are saints, of course. They can be unforgiving toward those who fail to act with equal foresight. Because their training demands clear demarcations between friend and foe, abjurers can be prone to categorical thinking and indifference toward outsiders. And, because their habitual mindset is defensively oriented, they can be slow to rouse to action. It is also easy to forget that in the right circumstances, reactive magic can be the deadliest of all. For instance, dispelling the magic allowing a creature to breathe underwater could leave them with a cruel and inevitable demise, a feat that would normally require much more powerful magic.

At their core, most abjurers are pragmatic, with plans for any eventuality, and they dislike being caught unprepared. Military spellcasters, security specialists, and planar scholars often find that expertise in abjuration is a professional necessity: no general's council, or spell-locked prison, can afford to dispense with sophisticated wards.

The Eight Arches of Incantation

CONJURATION

Infinite possibilities await the spellcaster clever enough to command the mysteries of conjuration. What the conjurer imagines becomes real. What the conjurer cannot do, a summoned servant can. This discipline offers the pure mastery of space and matter—fundamental pillars of existence. There can be no dispute: conjuration reigns supreme among the magical arts.

Conjuration encompasses several related concepts. The magic of creation gathers raw material essence, the matter of the universe, and temporarily confines it in a concrete physical form, which dissipates when the spell ends. Summoning magic is similar but creates a simulacrum of a creature from matter, willpower, and sometimes raw spiritual quintessence. Teleportation bends space, allowing an object or creature to move across vast distances.

There is, naturally, overlap between these categories. To the outside observer, creation and summoning can appear identical: something appears, seemingly from nowhere, at the conjurer's behest. Spells of creation are sometimes referred to by laypeople as "summons," and vice versa, further blurring the issue in the public mind. Even to the conjurer, who is privy to the internal workings, the distinction may not always be clear.

For much of my career—though it must seem like ancient history to readers of this almanac—practitioners disputed whether summoned monsters were created facsimiles that lacked true life of their own, or whether they were being drawn from somewhere else: an alternate dimension, or a unique potentiality housing the thoughtforms representing the idealized concept of a creature. Though this debate is now settled, and modern scholars agree that summoning creates facsimiles, it illustrates the stakes: are the conjurer's inventions truly real, or is it only hubris that makes them imagine so? The importance of that question, when a spell imitates life, can be quite high.

This also, regrettably, casts an unflattering light on conjuration's great weakness: the unfeeling arrogance shared by many of its finest minds. Those accustomed to commanding the obedience of summoned creatures, creating and dismissing them at whim, can find it difficult to view other beings as entirely real. What does it matter if a rare flower's habitat is destroyed, or a village slaughtered, when one can simply conjure a replacement? This callousness, not to say cruelty, is an unfortunately common affliction that has—justly, I must confess—given conjuration a poor reputation in many circles.

Another, related weakness is conjuration's dependence on intermediaries. Abjurers and enchanters can be particularly dangerous adversaries, for they are capable of breaking or usurping conjurers' control, turning conjured beings against their masters. As freed thralls are generally eager for vengeance, such scenarios rarely end well for the conjurer.

All magic comes with perils, however, and few schools can rival conjuration's rewards. Thus, I must commend its study to any young wizard seeking a worthy specialization.

Signs

Harmonic Colors:

Crimson, gold

Celestial Body:

Bretheda

Season:

Spring

Plant:

Orchid

Animal:

Spider

Stone:

Pearl

Harrow Cards:

The Midwife,
The Peacock

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Signs

Harmonic Colors:

Gray, white

Celestial Body:

Castrovel

Season: Fall**Plant:** Yarrow**Animal:** Ox**Stone:** Diamond**Harrow Cards:**

The Theater,
The Vision

DIVINATION

If forewarned is forearmed, as they say, then none is better armed than a diviner. Yet divination is—unjustly, I would argue—dismissed as the weakest of the schools by a good many wizards, such as those who ruled the empire of Thassilon.

Divination is the use of magic to obtain knowledge. Its subspecialties include predictions, which read signs and portents from phenomena such as the patterns of tea leaves, the tossing of carved bones, and the movements of the heavens; detections, which allow the caster to sense, find, or locate that which they desire; revelations, which show things as they really are; scrying, which projects the caster's senses from their body; and sundry divinations I like to call "lorespells," those which enable diviners to speak with spirits, animals, and plants, and to draw fragments of history from inert objects.

No secret is safe from divination, and no treasure secure. A powerful diviner is a terrible foe, for who could hope to bring down a spellcaster who knows in advance every attack and every enemy's weakness? And yet, as I have said, divination has acquired a reputation as a specialty for dreamers and eccentrics, not serious spellcasters.

This I believe to be a grave mistake. It's one thing to *possess* information, and another to be able to *act* on it. Divination, on its own, offers limited tools for taking action. No surprise, then, that so many diviners isolate themselves as reclusive oracles. It is surely a torment to know the course of the world's events and be powerless to alter them.

However, diviners who choose to engage the world rather than retreating from it may become enormously influential. The finest royal spymasters, imperial advisors, criminal investigators, and underworld masterminds are diviners, for being able to discern truth—better still, being able to acquire that truth at will—is of immeasurable value in such roles.

Even more powerful are diviners who dedicate themselves to preventing, or facilitating, some prophetic vision, enlisting armies of believers to their cause. Such seers have saved or toppled empires, even worlds. Their magic shows them which followers and strategies will enact their visions, and which enemies must be eliminated at all costs. Their forces, unerringly guided, become nigh unstoppable.

At the other end of the spectrum, humble hedge-wizards and village witches practice divination more than any other art. Rare is the apprentice evoker who can eke out a living with wind gusts and snowballs, but nearly every town has one minor wizard who earns their keep by finding lost heirlooms, advising the lovelorn, and soothing anxious parents' fears. If one is looking simply for a steady and portable career, one can do no better than divination.

If there is any better recommendation for a school's true utility in improving the lives of common folk, it is unknown to me.

The Eight Arches of Incantation

ENCHANTMENT

Glamour, deceit, and enthralling danger: these are the hallmarks of enchantment. This discipline offers the power to make friends effortlessly, to be always the center of attention and adoration, to visit the most exquisite agonies and terrors on one's enemies, and to win the undying love of a single person or an entire kingdom. That power comes at a subtle and terrible price, one which its practitioners seldom appreciate until they must pay.

Enchantment uses magic to manipulate minds and emotions. It may be as mild as imbuing a stranger with a warm feeling of familiarity, as benign as lifting a terrified animal's fears. It may be so cruel and overwhelming that it obliterates a person's free will, forcing an obedience worse than slavery. Enchantment can overwhelm the mind so completely that it blinds, stuns, or kills at a word.

Even when it does not take such extreme forms, however, enchantment poses insidious threats to both its victims and its masters. It trains its practitioners to view emotions not as truths of living hearts, but as raw material for their spells. This detachment, particularly when coupled with a longtime habit of deliberately manipulating others' minds, can erode an enchanter's very soul.

Like covert agents who have lived so long behind false faces that they have forgotten their true selves, enchanters may become estranged from recognizing the truth of their own feelings, and those of others. How can anyone trust that their feeling for an enchanter is real when affection and aversion are such simple spells? How can the enchanter know that their own emotions are genuine, and not merely affectations mimed to enhance their magic's effect, or the result of someone else's spells, or spillover echoes from their own workings?

This, to me, is the tragedy of the school: that the masters of others' emotions become so alienated from their own, and—in some instances—lose the essence of what it is to be mortal, viewing love and loss as nothing more than levers to be manipulated. Those who specialize in enchantment are well advised to be mindful of this risk and to gird themselves against it.

There is also, of course, the rather more obvious weakness that enchantment, which relies upon manipulating the mind, is largely useless against mindless subjects, and at its strongest with sapient creatures to manipulate. Accordingly, one seldom encounters dedicated practitioners outside settlements, or at least outside the company of thralls who are capable of dealing with problems that their patron cannot.

Yet there is a magnificence and allure to enchantment that no other school can rival, for enchantment alone offers the power to command the love, loyalty, and respect of the world. Small wonder then that it continues to exert its attractions on so many, despite—or, perhaps, because of—the risks.

Signs

Harmonic Colors:

Pale blue, rose

Celestial Body:

Moon

Season:

Summer

Plant:

Jasmine

Animal:

Cobra

Stone:

Moonstone, amethyst

Harrow Cards:

The Joke, The Rakshasa

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Signs

Harmonic Colors:

White, blue, orange,
gray

Celestial Body: Sun**Season:** Summer**Plant:** Fireburst flower**Animal:** Hawk**Stone:** Aquamarine,
spessartite**Harrow Cards:**

The Bear, The Cyclone

EVOCATION

Nothing rivals evocation for sheer destructive power. This is the use of magic as raw energy and matter: blasting and battering, primal and fresh. The evoker is the archetypal hurler of fireballs and lightning strikes, surrounded by the raging storm and exultant in its fury. While evocation can be quite precise in its targeting and encompasses some defensive spells in addition to its more widely famed offensive onslaughts, none would ever call it subtle.

Beyond magical energies like acid, cold, electricity, and fire, evocation is perhaps most closely associated with the elements air, earth, fire, and water. Indeed, many theorists believe that the foundations of arcane learning were discovered by early spellcasters trying to understand the elemental forces that ruled the world around them. Under this theory, the fundamentals of magic itself are rooted in evocation, which first offered a window through which our predecessors began to glimpse, and then chart, the secret machineries of the multiverse's workings. All we know of magic today began from these early spellcasters grappling with the elements.

It's unlikely that a question so clouded by the mists of time will ever find a definitive answer, but certainly proponents of this argument have much to support their position. The principles and techniques of evocation find many echoes in the spells of other schools, though often evolved into doubled or mirrored forms, or riddled with paradoxical complexities that evocation itself does not impose.

Between the relative transparency of its arcane principles, and the generally straightforward nature of its spells, evocation has acquired a reputation in certain circles as a rather simplistic discipline. This is, I suppose, not entirely unfair.

Certainly, evocation can be something of a blunt instrument: extremely useful against a goblin horde or marauding giant, but rather less helpful in resolving locked-room mysteries or diplomatic crises.

Where force suffices as a solution, evocation excels. Where it does not, an evoker is... well, a bit of the proverbial berserker at a garden party.

Another major limitation of evocation is the transience of its effects. Even its longer-lasting spells seldom endure for more than a few minutes, and rare indeed is the evocation that maintains its shape for hours. As the old joke says, the only permanent spell effects an evoker leaves in the world are scars.

Despite these drawbacks, the value of a skilled evoker is obvious. In wartime, phalanxes of battle wizards are priceless as artillery, while a single powerful evoker can reshape the field with earthquakes, cyclones, and storms to rewrite the course of a battle in an instant. Evocation can smash down walls and fortresses with explosions of acid and thunder. And in smaller conflicts, when a humble village or caravan finds itself threatened by marauders, an evoker may save the day as no other spellcaster could.

The Eight Arches of Incantation

ILLUSION

What is reality?

This, and nothing less, is the central question of illusion. Illusionists use magic to manipulate the senses and deceive perception—or, at times, to weaken the fabric of reality or to send phantasmal hallucinations directly into a creature's mind. However, even the masters of this art disagree about whether an illusion alters what is *objectively* real, by bending light or altering the tactile qualities of an object, or merely tricks the onlooker into believing that it is so by affecting the individual's senses.

The issue is difficult to decide. On the one hand, many illusions center upon a person or object, and create the same effect regardless of how many people examine that object. In such cases, it seems clear that something objective about the object itself has been altered.

On the other hand, some illusions work their magic exclusively within the target's mind, conveying messages through dreams or creating strange phantasms that no one else can perceive. In these instances, just as clearly, no external reality is implicated. Indeed, in some such spells, the illusion itself is rudimentary, and the subject's deepest terrors fill in the gaps, creating an effect whose power would only be weakened if it were fixed to a single reality.

It is unlikely, I think, that the debate will be resolved anytime soon, given the diversity and disparate effects of illusion spells. In truth, for most practitioners, the dispute is purely academic. Many illusionists make no attempt to hide the artifice of their magic, choosing to focus on stage effects and grand displays where the audience knowingly buys into the spell.

Others, who turn their talents toward fraud, hardly care whether their spell actually transforms a pebble's exterior into that of a diamond or merely deceives the appraiser into seeing it as such. All that matters is that the illusion lasts long enough for them to escape with the proceeds of the sale.

Perhaps such pragmatically minded criminals are quite correct in their indifference to the philosophical questions of their art. Whether or not illusions may be considered “real,” they are certainly useful. Indeed, illusionists are less limited than many other spellcasters in the applications of their art, for their magic allows them to produce any effect they can imagine. On the battlefield, they can cloak their comrades in camouflage and stun adversaries with eye-searing dazzlements. In smoke-filled libraries and conspirators' cellars, their ability to meddle and intrigue is unparalleled.

Illusion's primary weakness comes against mindless opponents, or those whose senses are supernaturally augmented to a degree that enables them to perceive the illusionist's magic without succumbing to it. I suppose it is true that illusion is of limited use when it comes to such physical problems as fording a river in flood or preventing oneself from freezing in the midst of a blizzard. But, at least, one might be comforted by the illusion of warmth as one freezes, which is rather more than most rival schools can offer in such circumstances.

Signs

Harmonic Colors:

White with multicolored accents

Celestial Body:

Liavara

Season:

Winter

Plant:

Psilocybin mushroom

Animal:

Chameleon

Stone:

Opal

Harrow Cards:

The Carnival,
The Demon's Lantern

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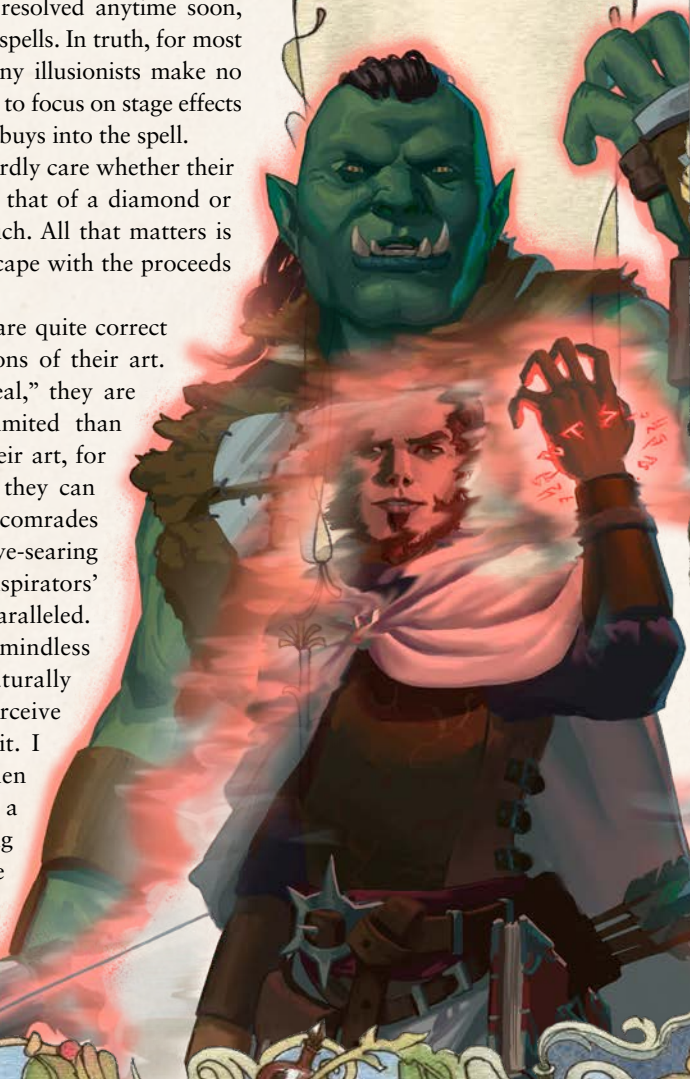
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Signs

Harmonic Colors:

Black, white, gray

Celestial Body: Eox

Season: Spring (birth aspect) and Fall (death aspect)

Plant: Deadly nightshade

Animal: Raven

Stone: White or black onyx

Harrow Cards:

The Survivor,
The Sickness

NECROMANCY

Necromancy is the magic of death, dying, and decay. It is also the magic of life, souls, and birth. Even the study of death is not inherently malign—there are necromancers who study the art as a doctor studies disease—and death is part of the natural order. Yet, the creation of undead looms largest in the layperson's mind as the foulest of necromantic magic, perverting the energy of destruction for the purpose of creation and thus perpetrating grave harm to the cycle and to the souls of the dead.

Necromancy's reputation arises in part because some of its disciplines demand unsavory activities of its practitioners. In addition, many of those practitioners do, indeed, turn their skills toward destroying life, or creating and enslaving undead. Those who wish to devote themselves to necromancy must understand that, at best, they will likely have to spend a great deal of time avoiding or explaining themselves to mistrustful commoners.

Necromancy has three main divisions: vitalism, which manipulates the energies of life and death to heal or harm creatures; soul magic, which uses spiritual essence for effects such as calling back the souls of the dead and inflicting curses on victims; and undeath, which deals with creating, binding, and destroying the undead. All three of these play upon the tension between life force and soul, but they do so with different emphases and proportions.

Vitalist spells focus primarily on a creature's life force—breathing new life into a dying creature or purging diseases from living flesh—or attack the mortal corpus, causing terrible destruction. Vitalism can be enormously beneficial in healing all manner of afflictions and is generally regarded as the most benign subspecialty of necromancy. While the anatomical and pathological studies needed to master the art still raise a few eyebrows in less enlightened quarters, most learned minds accept vitalism as a perfectly respectable field. That it can also be used to parasitize and blight the living is unfortunate, but no worse than an evoker's fireballs or an illusionist's deadly phantasms.

Soul magic, which focus primarily on the living soul, generally to malign effect, has only a single saving grace: the magic of resurrection, returning a soul from the afterlife.

Beyond that, I can think of precious little justification for specializing in curses or spells that rend souls.

As for undeath, what is there to say? Admittedly, one can make a narrow case for the benefit of being able to weaken undead, and of understanding their abominable making well enough to attack the magic that sustains them. Nevertheless, I must express my doubts that anyone really studies necromancy to that end. If one truly wishes to study the undead in order to destroy them, the benign study of undeath is far too often a fig leaf dropped over less salutary goals. In my experience, those who study the making of undead do so simply because they wish to create and command their own ghastly armies, a pursuit I must discourage.

The Eight Arches of Incantation

TRANSMUTATION

We shall finish our study with transmutation: the art of using magic to alter what already exists in the world. Unlike conjuration, transmutation creates nothing new. Unlike illusion, its changes and transformations are indisputably real.

Transmutation permits the partial or complete transformation of oneself, another creature, or inanimate objects. Subjects can become larger or smaller, quicker or slower, older or younger. A transmuter can alter a form in limited aspects or transform it altogether: for instance, a transmuter might give someone gills and fins to swim in the sea, or turn them into a fish entire. Witches who turned ungrateful princes into frogs, or petrified thieves who stole from their cottages in children's tales, were experts in transmutation.

The versatility of transmutation makes it one of the most widely useful disciplines, particularly as transmutation is not limited to affecting only specific targets or environments. It can be applied anywhere, and few are immune to its effects, although the difficulty of reshaping a subject without their mind's and body's consent means that relatively few transmutation spells are directly offensive in nature.

Consequently, one major limitation of the school is that the transmuter must either be reliant on allies in a fight or willing to step to the front lines of battle, as transmutation is rather lacking in options for annihilating one's enemies from afar. A secondary weakness is that it is virtually impossible to employ transmutation effects without tipping one's hand as to the magic. While transmutation can be fairly subtle, it does not offer the tracelessness of illusion or enchantment. In fact, the parallels between enchantment and transmutation strike me as quite apt. Where one alters the mind with little domain over the physical, transmutation can reshape matter and space, but find no purchase on the psyche.

While many transmutations of inert objects are permanent, alterations to living creatures are generally temporary. This is, however, not always so. Powerful spellcasters have altered the bloodlines of entire families, even species, branching new forms of life from the old. In a sense, these creatures are a transmuter's children, and thus carry on a legacy more vibrant and lasting than any other spellcaster can dream of.

I do not suggest, of course, that this is every transmuter's goal, any more than it is every necromancer's goal to attain lichdom. But it is not wrong, to say that those who devote themselves to the art of altering the world do hope, in some sense, to make a lasting mark on it. With transmutation, they can press their fingerprints deeply into the strands of life and know that the imprint of their work will survive for untold centuries to come.

Though I have presented a few minor drawbacks, make no mistake: transmutation is a many-advantaged school, famed for its unbeatable versatility. As the right spell permits virtually anything to be altered into anything else, a transmuter is never without the tools for a job.

Signs

Harmonic Colors:

Indigo, yellow

Celestial Body:

Aballon

Season:

Fall

Plant:

Butterfly pea

Animal:

Caterpillar

Stone:

Color-change sapphire

Harrow Cards:

The Wanderer,
The Twin

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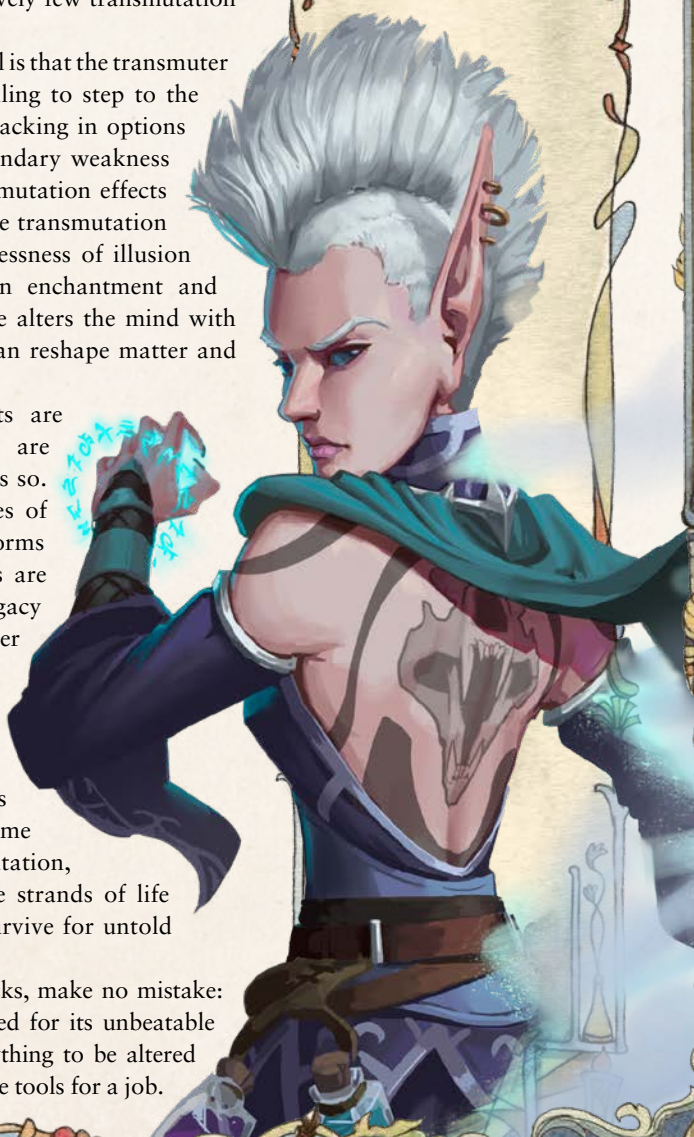
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MAGICAL BACKGROUNDS

The world is full of adventurers of all sorts of origins, but these backgrounds directly verge on the magical. While these backgrounds are common, and any character can take them, they are particularly appropriate choices for a character in a game focused on magic and its secrets.

ACADEMY DROPOUT

You were enrolled at a prestigious magical academy, but you've since dropped out. Maybe there was a momentous incident, maybe you had to return to other responsibilities, or perhaps it was just too much for you. Whatever the case, your exit from the academy has shaped your life as much as your entrance and led you to a life of adventure.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in Arcana and Academia Lore. You gain the Dubious Knowledge skill feat.

BACKGROUND

ASTROLOGER

Astrologers look to the stars for signs and portents, using their positions to chart courses for those living beneath them. As the celestial spheres move, so does fate itself. You studied the stars and learned to divine your path based on their guidance. Whether the stars directly called you to a life of adventure or you use the stars to guide your wanderlust, you're living out the stars' guidance in a life of adventure.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in Occultism and Astrology Lore. You gain the Oddity Identification skill feat.

BACKGROUND

EIDOLON CONTACT BACKGROUND

You've come into contact with a disembodied being of magical essence known as an eidolon.

You might have forged a powerful conduit with that eidolon, allowing you to manifest it as a summoner, but it's much more likely that you lost contact over time, though not before learning a few half-remembered secrets. If you lost contact, you might have become an adventurer to try to reach the eidolon again, or to be sure that you're rid of it forever.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in your choice of Arcana, Nature, Occultism, or Religion, and a Lore skill for the creature associated with your contacted eidolon (such as Angel Lore or Dragon Lore). You gain the Dubious Knowledge skill feat.

FALSE MEDIUM

BACKGROUND

There are people in this world who possess the ability to pierce the veil between the world of the living and the world of the dead, allowing them to communicate with spirits. You... are not one of them. But you know enough about the occult, as well as cold reading tricks and various practices from local religions, to scam your way into people's coinpurses. Unlike a through-and-through charlatan, there's



some real occult methodology behind your flimflam, but that's likely cold comfort to the people you swindle. Whether you decided to take a more righteous path, were caught and pledged to make it right, or still slip in a few "séances" between adventures, you've taken to an adventuring lifestyle as you move from place to place.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in Occultism and Fortune-Telling Lore. You gain the Deceptive Worship skill feat (*Advanced Player's Guide* 204).

MAGICAL MERCHANT **BACKGROUND**

Selling magic items isn't like being an ordinary merchant. The wares you buy and sell are expensive, making each sale rare and lucrative. You've developed knowledge of expert handiwork to ensure you don't fall for a scam, since buying a single counterfeit item can lead to bankruptcy. Whether you went out of business and had to find alternative employment, or took up adventuring to acquire new merchandise, you've taken to adventuring yourself.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in Crafting and Mercantile Lore. You gain the Crafter's Appraisal skill feat (*Advanced Player's Guide* 204).

MAGICAL MISFIT **BACKGROUND**

You don't understand folks who claim that magical talent is some sort of burden or great responsibility; you've always used your magic to cause trouble and to escape the consequences. Whether becoming an adventurer is your attempt to make amends or just a new way to make some mischief, you're excited to see where it takes you, and you still delight in using your skills to get out of trouble.

Choose two ability boosts. One must be to Intelligence or Dexterity, and one is a free ability boost.

You're trained in Arcana and Underworld Lore. You gain the Trick Magic Item skill feat.

MUSICAL PRODIGY **BACKGROUND**

Ever since you were young, you've been almost supernaturally skilled in a particular type of music. The people around you were sure you'd grow up to perform at royal courts or to become a world-famous composer, but you've chosen a life of adventure instead. You might have given up on those dreams to find your own meaning, or you might find that adventuring allows you to experience unfiltered emotions and exploits that you can translate into a wondrous symphony some day.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in Performance and Music Lore. You gain the Virtuoso Performer skill feat.

OCCULT LIBRARIAN **BACKGROUND**

Hours spent reading numerous compendiums dedicated to various occult topics honed your knowledge of these more obscure magical arts. You might have taken to adventuring to finance your acquisition of rare tomes, to explore occult mysteries that can't be found in the pages of a book, or perhaps to put your skills to the test.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Occultism skill and the Academia Lore skill. You gain the Schooled in Secrets skill feat (*Advanced Player's Guide* 208).

PLANT WHISPERER **BACKGROUND**

You've always had a green thumb, allowing you to care for plants that others found too difficult to grow and tend with a skill that borders on the magical. As you travel, you encounter all sorts of new plants and plant creatures, allowing you to expand your horizons and deepen your understanding of flora.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in Nature and Plant Lore. You gain the Natural Medicine skill feat.

STREET PREACHER **BACKGROUND**

Forget the church orthodoxy and the stuffy cloisters—spreading the word of your god to the people is your calling. You've preached on the street corners and in public houses, to wanderers on the road and to captives in the stocks. Adventuring can take you across the world. What vocation could better serve to take your holy words to fresh ears?

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Religion skill and the Lore skill for your patron deity. You gain the Dubious Knowledge skill feat (*Advanced Player's Guide* 208).

STUDENT OF MAGIC **BACKGROUND**

You are currently enrolled at a school of magic, where you're learning the fundamentals of your magical tradition. Whether your adventuring occurs during breaks between semesters, as part of a work study program, or even within the halls of the academy itself, you'll have to learn to juggle your dual life.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in your choice of Arcana, Nature, Occultism, or Religion, as well as Academia Lore. You gain the Recognize Spell skill feat.

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RARE MAGICAL BACKGROUNDS

Unlike the backgrounds on the previous pages, some magical backgrounds come from such special circumstances that they mark your character as forever distinct.



These rare backgrounds can give a player a significantly different roleplaying experience by setting their character up with a history or legacy beyond the norm. Whether a character with the chosen one background has been prophesied to achieve a goal that's part of the main plot of the campaign or a side quest just for them, the character is situated in a special position within the narrative. Your character's background is an intrinsic part of where they come from and not something they earn during the game. Rare backgrounds should be chosen only after a discussion between the GM and the other players as to whether one would apply for a particular character in your group's game.

ANTI-MAGICAL BACKGROUND

RARE

Magic has never worked quite right around you. Perhaps you have become a magic-user in spite of that, or perhaps you use your unique ability to fight magic-users.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in a Lore skill of your choice, though it can't be about a magical subject (as determined by the GM if it's unclear). Whenever you would be affected by magic, even your own magic or that of an ally, the originator of the effect must attempt a DC 3 flat check. On a failure, the magic doesn't affect you (though it still has its normal effects on anyone else). On a success, the magic affects you and there is no need to attempt further flat checks for the same magical effect, even if it affects you again later.

CHOSEN ONE BACKGROUND

RARE

Your birth has fulfilled a prediction, and people close to you are counting on you to do great things. There's intense pressure on you to be up to the task, and the fickle nature of prophecy complicates your path.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

Decide with your GM the basics of the prophecy in which you're meant to play a major part. You're trained in one skill related to the prophecy, and the Fortune-Telling Lore skill. You gain the Prophecy's Pawn free action.

Prophecy's Pawn ♦ (abjuration, divine, fortune) **Trigger** You fail a saving throw, attack roll, or skill check; **Effect**

You twist the prophecy in your favor, which will have consequences later. Reroll the failed check. You must use the result of the second roll.

For 24 hours afterward, the GM can force you to reroll a successful saving throw, attack roll, or skill check as fate balances the scale. This is a misfortune effect. You can't use prophecy's pawn again until the GM uses this option or 24 hours pass, whichever comes first.

GENIE-BLESSED BACKGROUND

RARE

You've sought out a powerful genie and requested their blessing, hoping to increase your fortune. Your wish was vague, but fortune and the genie favored you with a more powerful effect than an ordinary wish, granting you bits of wish-twisted luck throughout the rest of your life. Meanwhile, other genies of the same kind recognize you as one blessed by one of their most powerful nobles, and might treat you with greater respect or envy.

Choose two ability boosts. One must be to Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Genie Lore skill. You gain the Wish for Luck free action.

Wish for Luck ♦ (arcane, auditory, divination, fortune)

Frequency once per day; **Trigger** You are about to roll an attack roll, saving throw, or skill check; **Effect** You wish aloud for success. Roll the check twice and take the higher result.

MAGICAL EXPERIMENT BACKGROUND

RARE

At some point in your life, powerful people performed magical experiments on you that changed you permanently. You may have signed up for this voluntarily, but it may have been against your will. You still bear the marks, as well as the abilities.

You gain one ability boost. It must be to Constitution.

You're trained in Occultism and the Academia Lore skill.

You gain one special ability as a result of the magical experimentation. Work with the GM to select an appropriate ability from the following list or to come up with another special ability.

- **Enhanced Senses** You gain low-light vision (or darkvision if you already had low-light vision) and an imprecise sense with a range of 30 feet, such as scent, thoughtsense, tremorsense, or wavesense.

- **Resistant Skin** The experiments rendered your skin tougher and resilient to a particular type of damage. You gain resistance equal to half your level (minimum resistance 1) against two of the following types of energy damage, one chosen by you and the other chosen by the GM: acid, cold, electricity, fire, or sonic.
- **Touch Telepathy** The experiments to your body allowed you to link minds via touch. You gain telepathy with creatures as long as you are in physical contact. This allows you to communicate mentally with any creatures you're in physical contact with, as long as you both share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

SEER OF THE DEAD

BACKGROUND

RARE

You have long been gifted with the ability to see and speak with the departed. This could have manifested at your birth or when a chance encounter linked you inextricably to the spirits of the dead. Their constant presence might feel like a curse, or it might provide you with welcome companionship.

You gain one ability boost. It must be to Constitution or Wisdom.

You're trained in Religion and Undead Lore. You gain the effects of the *spirit sense* spell (*Advanced Player's Guide* 225) at all times.

SONG OF THE DEEP

BACKGROUND

RARE

During a sea voyage, you washed overboard, ingested sea water, and drowned. Merfolk, kelpies, sea serpents, or another magical denizen of the sea pulled your unconscious body from the briny depths. Having spent so much time underwater, your lungs were filled with salt water. To restore your ability to breathe, they exhaled into your lungs and shared the ability to breathe underwater in the process. You came back with the ability to breathe water, as well as a new-found knowledge of your time beneath the waves.

You gain one ability boost. It must be to Strength, Constitution, or Charisma.

You're trained in the Athletics skill and the Ocean Lore skill. You have the ability to breathe underwater.

Special You can choose to lose the ability to breathe air when you take this background, making you only able to breathe underwater. If you do, you gain a second ability boost, which is a free ability boost.

TIME TRAVELER

BACKGROUND

RARE

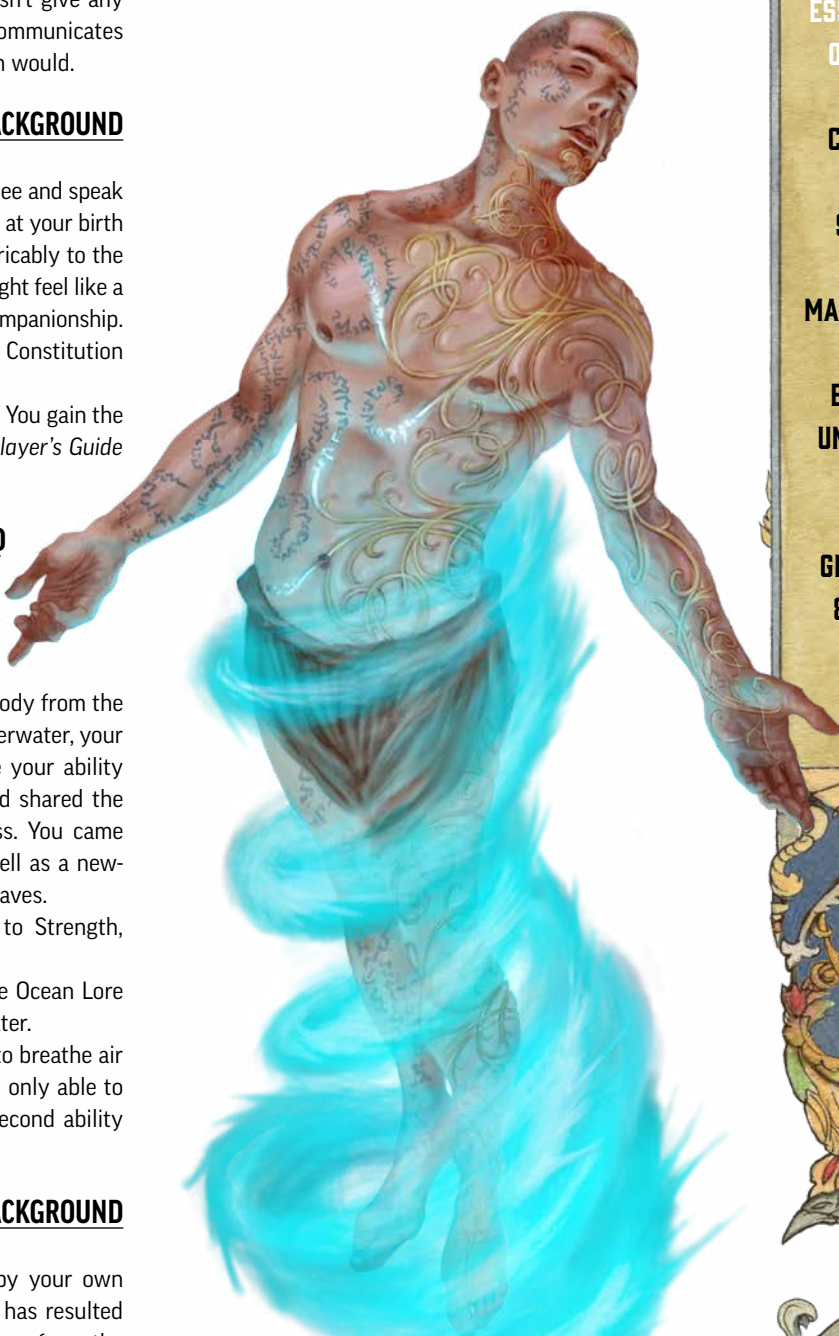
You come from a different time. Whether by your own doing or a terrible accident, powerful magic has resulted in you coming to this time from the future or from the

past, but you are unable to return. You might be from New Thassilon, an entire nation of time travelers.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You are trained in three Lore skills of your choice that represent your knowledge from your old time. You gain the Bend Time reaction.

Bend Time ◆ (occult, transmutation) **Frequency** once per day; **Trigger** Your turn begins; **Effect** You are quickened this turn. You can use your extra action to Stride.



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CHAPTER 2: CLASSES

Two new classes, the magus and the summoner, wield magic in unique ways. Though they acquire fewer spells than other spellcasters, the magus infuses arcane energy into their attacks while the summoner calls upon a powerful eidolon to fight at their side. This chapter introduces both classes and their multiclass archetypes, which can be found on page 74.

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MAGUS

PAGE 35

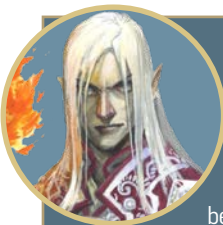
The magus, a polymath of battle, trains in both spells and strikes. Combining these arts, a magus channels spells into their weapon or body to inflict devastating wounds upon their foes. The magus's versatility in combat and knowledge of the arcane makes them a welcome addition to any party.

At first glance, the magus and the summoner might seem completely dissimilar practitioners of magic, but to a perceptive scholar, the two paths bear striking similarities. Both disciplines focus on the magic of connections, most obviously the summoner, whose potency arises from the powerful synthesis of two drastically dissimilar beings: the summoner and their eidolon. A summoner's magic flows from this juxtaposition, with the strength of their bond dictating, in turn, the strength of their magic.

How does this parallel the magus? Those who see magi as little more than fighters or wizards who learn a bit of the other's specialty might never make the connection. This, however, is a gross oversimplification of a magus's power. More than any other discipline, the power of the magus depends upon understanding the connection between martial skill and magical study—not as two unlike pursuits, but as a single focus that blends both physical and magical in uniquely devastating ways.

Thus, how the magus and the summoner come together: neither focuses solely on one half of a dyad or the other, but on the relationship between both parts. This harmony enables these magical practitioners to be particularly versatile problem solvers, as each brings their synergistic arts to bear.

However, both magus and summoner possess a duality that makes them interesting in a group dynamic: each can serve as both a source of and sink for magic. While a wizard might use magic to enhance a fighter—making the wizard the source and the fighter the sink—a summoner can enhance their eidolon and a magus can enhance themselves. This can lead both magi and summoners to earn an undeserved reputation as self-absorbed loners. The truth is more complicated. Understanding these connections often leads magi and summoners to the opposite conclusion: that only through teamwork and becoming close with your allies can you discover synergies that elevate a party to become greater than the sum of its parts. And woe betide a foe who faces the might of a magus and a summoner working together.



SELTYIEL

The magus is represented by the half-elf Seltyiel. Though determined and adventurous, he's also unscrupulous and selfish. After a painful childhood raised by his mother's husband and a betrayal by his birth father, he was locked in a dungeon in Cheliah. Whispers promised revenge, setting him on the path to become a magus.



SUMMONER

PAGE 51

A summoner acts as the living anchor to a powerful being called an eidolon, which they call upon for aid. Summoners maintain deep connections with their eidolons, granting them the ability to influence the way the creature evolves. Eidolons manifest in many forms, including as constructs, demons, dragons, fey, and other creatures.



IJA

The summoner is represented by the human Ija. Though a child, Ija maintains a connection to her dragon eidolon, Tuku, that rivals that of summoners three times her age. Raised in the Mwangi Expanse, Ija travels far beyond her homeland to obtain knowledge that can help better her understanding of her abilities as a summoner.





MAGUS

Combining the physicality and technique of a warrior with the ability to cast arcane magic, you seek to perfect the art of fusing spell and strike. While the hefty tome you carry reflects hours conducting arcane research, your enemies need no reminder of your training. They recognize it as you take them down.

KEY ABILITY

STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You channel spells through your weapon or body to hit enemies with a powerful attack and spell combination. Because your spells per day are limited, you often rely on trusty, carefully chosen cantrips and focus spells. When necessary, you know how to win a fight without magic.

DURING SOCIAL ENCOUNTERS...

Your education and breadth of experience make you knowledgeable about many subjects. You can contribute information related to your scholarly pursuits, especially about magic.

WHILE EXPLORING...

Your flexibility means you might look for magical auras, remain on guard, or even sneak around. Your ability to fill different niches means that your role often depends on the talents of the other members of your group.

IN DOWNTIME...

You split your time between magical pursuits, like researching spells and crafting items, and martial practice, such as retraining combat abilities to learn new techniques.

YOU MIGHT...

- Continually refine your spell and item selections to suit your personal style, or prepare battle plans and spell lists for a variety of situations.
- Socialize with scholars of magic and veteran combatants alike, seeking out masters to teach you new techniques.
- Overreach with ambitious plans that pull you in too many directions at once.

OTHERS PROBABLY...

- Wonder how you can keep on top of two disparate disciplines at the same time.
- Believe you have a broad enough skill set to take care of yourself in most situations.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything that is not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Arcana

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

SPELLS

Trained in arcane spell attacks

Trained in arcane spell DCs

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TABLE 2-1: MAGUS ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, arcane spellcasting, arcane cascade, conflux spells, hybrid study, spellstrike
2	Magus feat, skill feat
3	2nd-level spells, general feat, skill increase
4	Magus feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, lightning reflexes, skill increase, weapon expertise
6	Magus feat, skill feat
7	4th-level spells, general feat, skill increase, studious spells, weapon specialization
8	Magus feat, skill feat
9	5th-level spells, alertness, ancestry feat, expert spellcaster, resolve, skill increase
10	Ability boosts, magus feat, skill feat
11	6th-level spells, general feat, medium armor expertise, skill increase
12	Magus feat, skill feat
13	7th-level spells, ancestry feat, skill increase, weapon mastery
14	Magus feat, skill feat
15	8th-level spells, ability boosts, general feat, greater weapon specialization, juggernaut, skill increase
16	Magus feat, skill feat
17	9th-level spells, ancestry feat, master spellcaster, medium armor mastery, skill increase
18	Magus feat, skill feat
19	Double spellstrike, general feat, skill increase
20	Ability boosts, magus feat, skill feat

CLASS FEATURES

You gain these abilities as a magus. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ARCANE SPELLCASTING

You study spells so you can combine them with your attacks or solve problems that strength of arms alone can't handle. You can cast arcane spells using the

Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells. Because you're a magus, you can draw replacement sigils with the tip of your weapon or your free hand for spells requiring material components, replacing them with somatic components instead of needing a material component pouch.

At 1st level, you can prepare one 1st-level spell and five cantrips each morning from the spells in your spellbook (see below). Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a magus, your number of spell slots and the highest level of spells you can cast from spell slots increase, shown in Table 2-2: Magus Spells per Day. Because you split your focus between physical training and magical scholarship, you have no more than two spell slots of your highest level and, if you can cast 2nd-level spells or higher, two spell slots of 1 level lower than your highest spell level.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Your spell attack rolls and spell DCs use your Intelligence modifier. Details on calculating these statistics appear on page 447 of the *Core Rulebook*.

HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they're heightened to certain levels.

CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a magus. For example, as a 1st-level magus, your cantrips are 1st-level spells, and as a 5th-level magus, your cantrips are 3rd-level spells.

SPELLBOOK

Every arcane spell has a written version, usually recorded in a spellbook. You start with a spellbook worth 10 sp or less (as detailed on page 291 of the *Core Rulebook*), which you receive for free and must study to prepare your spells each day. The

spellbook contains your choice of eight arcane cantrips and four 1st-level arcane spells. You choose these from the common spells on the arcane spell list or from other arcane spells you gain access to. Your spellbook's form and name are up to you. It might be anything from a sturdy book with a secure latch entitled *Theses on the Stratagems of Supernatural Warfare* to a tattered collection of training pamphlets with your name scrawled on the cover.

Each time you gain a level, you add two more arcane spells to your spellbook, of any level of spell you can cast. You can also use the Arcana skill to add other spells that you find in your adventures, as described on page 241 of the *Core Rulebook*. Though you lose some lower spell slots as you increase in level, you keep the spells in your spellbook and can prepare them in your higher-level slots as normal.

If you have a spellbook from multiple sources (such as being a magus with the Wizard Dedication feat [Core Rulebook 231]), you can use the same spellbook for all your spells.

SPELLSTRIKE

You've learned the fundamental magus technique that lets you combine magical and physical attacks together. You gain the Spellstrike activity.

SPELLSTRIKE ◆◆

MAGUS

Frequency until recharged (see below)

You channel a spell into a punch or sword thrust to deliver a combined attack. You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell don't occur immediately but are imbued into your attack instead. Make a melee Strike with a weapon or unarmed attack. Your spell is coupled with your attack, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed the Spellstrike. The infusion of spell energy grants your Strike the arcane trait, making it magical.

After you use Spellstrike, you can't do so again until you recharge your Spellstrike as a single action, which has the concentrate trait. You also recharge your Spellstrike when you cast a conflux spell (page 40) that takes at least 1 action to cast; casting a focus spell of another type doesn't recharge your Spellstrike.

SPELLSTRIKE SPECIFICS

Though the base Spellstrike rules cover most spells, various modifications apply to more complicated spells when loaded into your fist, blade, or other attack.

One Target: The spell targets only the target of your Strike, even if it normally allows more targets. Some feats let you affect more creatures.



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COMBINING YOUR ABILITIES

As a magus, you have multiple special actions and abilities that can be used in combination with your spells. You can enter your Arcane Cascade stance with either Spellstrike or a normally cast spell, so it could be in your best interest to cast a spell to buff yourself at the beginning of a fight and enter Arcane Cascade, rather than going for an early Spellstrike. You can usually stay in Arcane Cascade for a long time, though if you find out an enemy has a weakness to a certain damage type, such as fire, you might want to refresh your stance with a fire spell to take advantage of the bonus damage. It's often worth it to cast your conflux spells and make a Strike either on a turn where you can't make a Spellstrike, or as the last action on your turn after a Spellstrike. Sometimes, it might be worth it to cast a conflux spell even if you think you'll miss, because it can still recharge your Spellstrike for your next turn. Since a lot can ride on your Spellstrike, which uses your multiple attack penalty, it's much better if used as the first attack of the turn!

Reach: The coupled spell affects the target using the reach of the weapon or unarmed attack you make your Spellstrike with. For instance, *shocking grasp* would affect a creature beyond the reach of your hand if you used a weapon with reach, and *ray of frost* would affect only a creature in your weapon's reach, even though the spell's range is longer.

Ancillary Effects: Your spell still has any non-targeted effects that might affect creatures other than the target, as well as any ongoing effects starting from the moment you hit with the Strike. For example, *acid splash* would still deal its splash damage to creatures other than the target and *tanglefoot's* circumstance penalty would last for its normal duration. The spell takes effect after the Strike deals damage; if the Strike has other special effects, the GM determines whether they happen before or after the spell.

Multiple Defenses: Any additional rolls after the initial spell attack still happen normally, such as the Fortitude save attempted by the target of a *disintegrate* spell. Similarly, a spell that allows you to attack with it again on subsequent rounds would only combine a Strike with its initial attack roll, not with any later ones.

Invalid or Immune Target: If the target you hit wouldn't be a valid target for the spell, the spell is still

expended but doesn't affect the target. If the target is immune to your attack but not the spell, it can still be affected by the spell.

Variable Actions: Some spells have different effects based on the number of actions you spend to cast them. You choose whether to use the effects of the 1- or 2-action version of the spell when you use Spellstrike. A spell has to take *exactly* 1 or 2 actions; you can't use Spellstrike with a spell that takes a free action, reaction, or 3 or more actions.

Metamagic: You typically can't use metamagic with Spellstrike because metamagic requires the next action you take to be Cast a Spell, and Spellstrike is a combined activity that doesn't qualify.

ARCANE CASCADE

After you wield magic, you can enter a special stance to make your attacks more effective.

ARCANE CASCADE ◆

CONCENTRATE MAGUS STANCE

Requirements You used your most recent action to Cast a Spell or make a Spellstrike.

You divert a portion of the spell's magical power and keep it cycling through your body and weapon using specialized forms, breathing, or footwork. While you're in the stance, your melee Strikes deal 1 extra damage. This damage increases to 2 if you have weapon specialization and 3 if you have greater weapon specialization. Any Strike that benefits from this damage gains the arcane trait, making it magical.

If your most recent spell before entering the stance was one that can deal damage, the damage from the stance is the same type that spell could deal (or one type of your choice if the spell could deal multiple types of damage). If the spell couldn't deal damage, this stance's bonus damage depends on the spell's school.

- **Abjuration or Evocation** force
- **Conjuration or Transmutation** same type as your weapon or unarmed attack
- **Divination, Enchantment, or Illusion** mental
- **Necromancy** negative

HYBRID STUDY

Your extensive physical training and carefully chosen magic combine to form a unique and dangerous fighting style that's more than the sum of its parts. You choose one field of hybrid study to represent your particular combination of skills. Your hybrid study gives you a special ability, usually tied to Spellstrike or Arcane Cascade, and it determines your initial conflux spell. The hybrid studies presented in this book are as follows.

TABLE 2-2: MAGUS SPELLS PER DAY

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

* The studious spells class feature gives you extra slots of this level for specific spells (page 41).

INEXORABLE IRON

Once you begin along a path, nothing can stop you from reaching its end. You transform the mass of a greataxe, greatsword, or polearm into an unstoppable force to augment your own striking power or keep you standing on the battlefield.

When you enter Arcane Cascade stance and at the start of each of your turns while you're in that stance, if you're wielding a melee weapon in two hands, you gain temporary Hit Points equal to half your level (minimum 1 temporary HP).

Conflux Spell *thunderous strike*

LAUGHING SHADOW

Magic is freeing, a means to your ends, and you can use it to go where you want, do as you please, and avoid the consequences. You are a laughing shadow of spell and blade, always one step ahead of your foes, always with a trick up your sleeve.

While in Arcane Cascade stance, you gain a +5-foot status bonus to your Speeds, or a +10-foot bonus if you're unarmored. If you have a free hand while in the stance and are attacking a flat-footed creature, you increase the extra damage to 3, to 5 if you have weapon specialization, or to 7 if you have greater weapon specialization. You must have your other hand completely free; the extra damage doesn't apply if you have a free-hand weapon or other item in that hand, even if you would normally be able to use the hand for other things.

Conflux Spell *dimensional assault*

SPARKLING TARGE

You've studied the applications of magic, training yourself to perform not just offensive maneuvers but defensive tactics as well. When magic flows through you, your shield can block impossible things, even a dragon's breath or a *magic missile*.

You gain the Shield Block general feat.

When you're in Arcane Cascade stance with your shield raised, your circumstance bonus to AC from your shield also applies to your saves against spells and other magical effects. In addition, damage you take as a result of a spell or magical effect while you're in Arcane Cascade can trigger your Shield Block reaction, even if the damage isn't physical. When blocking damage in this way, increase your shield's Hardness by an amount equal to the extra damage from Arcane Cascade (typically 1, but 2 if you have weapon specialization, or 3 if you have greater weapon specialization). These benefits apply whether you're using an actual shield, the *shield* spell, or something else that works like a shield (such as a raised tome if you have the Raise a Tome feat).

Conflux Spell *shielding strike*

STARLIT SPAN

With magic, the sky's the limit, and you can't be bound by the confines of physical proximity. Your power reaches as far as your senses can perceive, transcending the space between you and your target even with spells that normally require direct physical contact.

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SPELLSTRIKE OPTIONS

The following cantrips and 1st-level spells require spell attack rolls and can therefore be used with Spellstrike. This list can get you started picking your spells.

Cantrips: *acid splash, gouging claw* (page 109), *produce flame, ray of frost, tanglefoot, telekinetic projectile*

1st-Level Spells: *horizon thunder sphere* (page 110), *hydraulic push, ray of enfeeblement, shocking grasp, snowball* ^{LOW}

When you use Spellstrike, you can make a ranged weapon or ranged unarmed Strike, as long as the target is within the first range increment of your ranged weapon or ranged unarmed attack. You can deliver the spell even if its range is shorter than the range increment of your ranged attack.

Conflux Spell *shooting star*

TWISTING TREE

The staff is perhaps one of the simplest of weapons, but this simplicity belies its elegance and versatility. To you, a staff is casting implement and martial weapon alike—the foundation of a fighting style.

While you wield a staff in one hand, the staff adjusts in shape and weight, gaining the agile trait and increasing its damage die size to 1d6. While you wield a staff in both hands, it lengthens, twists, and reshapes, gaining the parry, reach, and trip traits. While you're in Arcane Cascade stance, you can Interact or Release to change your grip on the weapon as a free action when you Strike with your staff, including Strikes made in a Spellstrike. This happens before you roll your attack roll. You can also Interact to change your grip on the staff as a free action triggered at the end of your turn.

Conflux Spell *spinning staff*

CONFLUX SPELLS

You learn a conflux spell from your hybrid study (page 38), and you can cast additional conflux spells by selecting certain feats. Conflux spells are magus-specific spells created for combat and are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to both study your spellbook and perform a physical regimen. Magus conflux spells appear on pages 143–144.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules can be found on page 300 of the *Core Rulebook*.

MAGUS FEATS

2ND

At 2nd level and every even-numbered level thereafter, you gain a magus class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this skill increase to become trained in one skill you're untrained in, or become an expert in one skill in which you are already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

LIGHTNING REFLEXES


5TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

WEAPON EXPERTISE

5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.



STUDIOUS SPELLS

7TH

Your hybrid study grants you additional spells that can enhance your power in combat. You gain two special 2nd-level studious spell slots, which can be used to prepare *spider climb*, *true strike*, *water breathing*, and an additional spell depending on your hybrid study. You add any spells from this class feature to your spellbook. At 11th level, the extra slots increase to 3rd level and you add *haste* and an additional spell depending on your hybrid study. At 13th level, the extra slots increase to 4th level and you add *fly* and an additional spell depending on your hybrid study.

Laughing Shadow 7th: *mirror image*; 11th: *shift blame* (page 129); 13th: *dimension door*

Sparkling Targe 7th: *resist energy*; 11th: *warding aggression* (page 140); 13th: *stoneskin*

Starlit Span 7th: *darkvision*; 11th: *wall of wind*; 13th: *freedom of movement*

Inexorable Iron 7th: *enlarge*; 11th: *earthbind*; 13th: *dimensional anchor*

Twisting Tree 7th: *magic mouth*; 11th: *slow*; 13th: *blink*

WEAPON SPECIALIZATION

7TH

You can inflict greater injuries with your favored weapons. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

ALERTNESS

9TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

EXPERT SPELLCASTER

9TH

Your fundamental understanding of magic improves, making your spells harder to resist. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to expert.

RESOLVE

9TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

MEDIUM ARMOR EXPERTISE

11TH

You've learned to defend yourself better against incoming attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

WEAPON MASTERY

13TH

You fully understand your weapons. Your proficiency

KEY TERMS

You'll see the following key term in many magus class features.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in that stance for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

JUGGERNAUT

15TH

Your body is accustomed to physical hardship and resistant to a wide range of ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

MASTER SPELLCASTER

17TH

You fortify your spells with masterful prowess. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to master.

MEDIUM ARMOR MASTERY

17TH

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

DOUBLE SPELLSTRIKE

19TH

You can extend the magic of spells you store with Spellstrike. After you make a Spellstrike with a spell cast from a spell slot, you retain an echo of the spell, stored in your body. The next time you Spellstrike, you can cast the same spell again without expending a spell slot.

If you choose to cast a different spell with Spellstrike, or you go 1 minute without using the stored spell, the stored spell dissipates harmlessly.

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MAGUS FEATS

If you need to look up a magus feat by name instead of by level, use this table.

Feat	Level
Arcane Fists	1
Arcane Shroud	14
Attack of Opportunity	6
Cantrip Expansion	2
Capture Magic	8
Cascade Countermeasure	6
Cascading Ray	10
Conflux Focus	12
Conflux Wellspring	18
Dazzling Block	10
Devastating Spellstrike	4
Dimensional Disappearance	10
Dispelling Spellstrike	16
Distracting Spellstrike	4
Emergency Targe	4
Enhanced Familiar	2
Expansive Spellstrike	2
Familiar	1
Force Fang	2
Fused Staff	8
Hasted Assault	14
Knowledge is Power	6
Lunging Spellstrike	10
Magic Sense	12
Magus's Analysis	1
Meteoric Spellstrike	10
Overwhelming Spellstrike	12
Preternatural Parry	14
Raise a Tome	1
Rapid Recharge	10
Resounding Cascade	16
Runic Impression	8
Shielded Tome	6
Spell Parry	2
Spell Swipe	8
Spirit Sheath	2
Standby Spell	8
Starlit Eyes	4
Steady Spellcasting	4
Striker's Scroll	4
Student of the Staff	4
Supreme Spellstrike	20
Sustaining Steel	10
Versatile Spellstrike	18
Whirlwind Spell	20

MAGUS FEATS

At every level that you gain a magus feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ARCANE FISTS

FEAT 1

MAGUS

Your physical training encompasses unarmed combat forms. The damage die for your fist changes to 1d6 instead of 1d4. You don't take the normal -2 circumstance penalty when making a lethal attack with your fist or any other unarmed attacks. Your unarmed attacks gain the arcane trait, making them magical. At 5th level, you also gain the critical specialization effects of unarmed attacks in the brawling group and weapons in the brawling group.

FAMILIAR

FEAT 1

MAGUS

You make a pact with a creature that helps you with your martial endeavors and assists your spellcasting. You gain a familiar (*Core Rulebook* 217).

MAGUS'S ANALYSIS ◆

FEAT 1

MAGUS

Prerequisites Spellstrike

You make an assessment informed by your knowledge of how a creature fights. Attempt a check to Recall Knowledge about a creature. You gain a +1 circumstance bonus to your check if you previously hit the creature with a Strike this turn. If your check is successful, recharge your Spellstrike. The subject of your check is temporarily immune to Magus's Analysis for 1 day.

RAISE A TOME ◆

FEAT 1

MAGUS

Requirements You're holding a book.

You raise up the book you're holding and flip it open to defend yourself and expedite your studies. The book remains raised until the start of your next turn. While you have a book raised, you gain a +2 circumstance bonus to AC and a +1 circumstance bonus to Recall Knowledge to identify creatures using a skill related to the subject of the book (Arcana if you're using your spellbook). This bonus is in addition to any item bonus the book normally gives to the check.

If you have Shield Block, you can use the tome for that feat (Hardness 3, HP 12, BT 6) as though it were a shield. Whenever you use an ability that allows you to Raise a Shield, such as Emergency Targe, you can Raise a Tome instead, changing any requirements that normally require a shield to apply to your book.

2ND LEVEL

CANTRIP EXPANSION

FEAT 2

MAGUS

Dedicated study allows you to prepare a wider range of simple spells. You can prepare two additional cantrips each day.

ENHANCED FAMILIAR

FEAT 2

MAGUS

Prerequisites a familiar

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You infuse your familiar with more magical energy. You can select four familiar or master abilities each day, instead of two.

EXPANSIVE SPELLSTRIKE

FEAT 2

MAGUS

Prerequisites Spellstrike

You've adapted a wider array of spells to work with your attacks. Rather than needing to use a spell that has a spell attack roll for a Spellstrike, you can use a harmful spell that can target a creature or that has an area of a burst, cone, or line (abiding by any other restrictions of Spellstrike). When you Cast a Spell that doesn't have a spell attack roll as part of a Spellstrike, it works in the following ways.

- If your Strike critically fails, the spell is lost with no effect.
- Creatures use their normal defenses against the spell, such as saving throws.
- If the spell lets you select a number of targets, it instead targets only the creature you attacked with your Strike.
- If the spell has an area, the target must be in that area. A burst is centered on a corner of the target's square, or the square corner closest to the center of the target,

if the target is Large or larger; you choose the corner if more than one is eligible. A cone or line emits from you and must include the target; if you're not adjacent to the target (using a reach weapon or starlit span, for example), choose any square adjacent to the target as the source. The spell affects all creatures in the area as normal, but the Strike still targets only one creature.

FORCE FANG

FEAT 2

MAGUS

Prerequisites focus pool

You can turn your attack into an unerring blur of force. You learn the *force fang* conflux spell (page 143). Increase the number of Focus Points in your focus pool by 1.

SPELL PARRY ◆

FEAT 2

MAGUS

Requirements You have one or more hands free.

You infuse magical power into your body or armaments to parry both physical and magical assaults. You raise your guard, gaining a +1 circumstance bonus to AC and to saving throws against spells that target you until the start of your next turn, as long as you continue to meet the requirements.

Sample Magus

Arcane Scrapper

*You infuse spell energy
into a massive weapon.*

ABILITY SCORES

Make Strength your highest score, and choose a good Constitution.

SKILLS

Arcana, Athletics, Crafting, Intimidation, Medicine

HYBRID STUDY

Inexorable iron

FEATS

Force Fang (2nd),
Devastating Spellstrike
(4th), Attack of Opportunity
(6th), Fused Staff (8th)

SPIRIT SHEATH

FEAT 2

ARCANE CONJURATION EXTRADIMENSIONAL MAGUS

You've magically constructed an extradimensional sheath for your weapon that you access through your clothing, typically through a pocket, sleeve, or seam. This sheath is hard to notice, granting a +2 circumstance bonus to your Stealth checks to Conceal an Item within it. A spirit sheath can hold only one weapon at a time, and the weapon must be 1 Bulk or less.

During a Spellstrike, you can Interact to draw the weapon before you Cast the Spell. You can draw or return a weapon in a spirit sheath as an Interact action, as can anyone else holding or wearing the clothing that contains the sheath. A *dispel magic* spell or similar effect can be used against the spirit sheath to expel the weapon. The counteract check is made against your spell DC and uses the sheath's counteract level of 1. The weapon is also expelled if you become unconscious.

4TH LEVEL

DEVASTATING SPELLSTRIKE

FEAT 4

MAGUS

Prerequisites Arcane Cascade, inexorable iron hybrid study, Spellstrike

Requirements You are in Arcane Cascade stance and your Spellstrike is charged. Your Spellstrike sweeps are so wide and devastating, they splash onto nearby foes. Make a Spellstrike. Foes adjacent to the target take splash damage equal to 2 + the extra damage from Arcane Cascade. The damage type is the same as Arcane Cascade; if the spell already deals splash damage of the same type, combine the damage together before applying weaknesses or resistances.

DISTRACTING SPELLSTRIKE

FEAT 4

MAGUS

Prerequisites laughing shadow hybrid study, Spellstrike

Requirements You're in Arcane Cascade stance and have a hand free.

You weave distracting magic with one hand to enhance your Spellstrike. Make a Spellstrike and Feint against the target of your Strike. Do this immediately before making the Strike, but after choosing your target. The Feint gains the arcane, illusion, and visual traits, and it always has the basic effects of a Feint, rather than applying any adjustments or alternate effects from other feats or abilities.

EMERGENCY TARGET

FEAT 4

MAGUS

Prerequisites sparkling targe hybrid study

Trigger An enemy hits you with a melee Strike or a melee spell attack roll, or you fail a save against an enemy's spell.

Requirements You are wielding a shield or have the *shield* spell prepared.

You immediately Raise a Shield or cast *shield*. The circumstance bonus applies to your defenses when determining the outcome of the triggering attack or spell.

STARLIT EYES

FEAT 4

MAGUS

Prerequisites Arcane Cascade, starlit span hybrid study

Starlight shines in your sight, enhancing your perception and range. When you make a ranged Strike while in Arcane Cascade stance, you lower the DC of your flat check to target a creature that's concealed or hidden from you. The DC is reduced to 3 instead of 5 against a concealed creature and to 9 instead of 11 against a hidden one. When you cast *shooting star* and

target a hidden creature, you don't have to attempt the flat check for targeting a hidden creature with a ranged Strike.

STEADY SPELLCASTING

FEAT 4

MAGUS

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

STRIKER'S SCROLL

FEAT 4

MAGUS

Prerequisites Spellstrike

You can attach a scroll to your weapon or *handwraps of mighty blows* to blend its spell into an attack, carefully folding it around a part of the weapon or sealing it to the weapon's surface. Attaching a scroll requires using the Affix a Talisman action (*Core Rulebook* 565). You can have only one scroll affixed to a weapon at a time, and you can't have both a talisman and scroll attached.

You can Cast the Spell from the scroll as part of a Spellstrike, assuming the spell is one you could normally use with Spellstrike. You can't Cast the Spell in any other way while it's affixed, though you can use Affix a Talisman again to remove the scroll and use it as a normal—if a bit crumpled—scroll.

STUDENT OF THE STAFF

FEAT 4

MAGUS

Prerequisites Arcane Cascade, twisting tree hybrid study

You've studied the staff extensively to learn the hidden capabilities of your chosen weapon. When you critically succeed at an attack roll using a staff, you apply the critical specialization effect of the club group. While you're in Arcane Cascade stance, your staff gains the deadly d6 trait, with the damage from the deadly die being the same damage type as the extra damage from Arcane Cascade.

In addition, you can place property runes into a magic staff you prepare, even though a magic staff can't typically hold property runes. You must first inscribe the property runes into your spellbook, using the same process as transferring a rune (*Core Rulebook* 580). The rune takes the form of a specialized diagram in your spellbook, occupying one page. You can't inscribe runes that can't be placed on a non-magical staff, nor can you inscribe the *shifting* rune. When you prepare a staff, you can impart any number of property runes from your spellbook into the staff, up to the limit imposed by the staff's *weapon potency* rune.

6TH LEVEL

ATTACK OF OPPORTUNITY

FEAT 6

MAGUS

Trigger A creature within your reach uses a manipulate

action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a vulnerable foe. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

CASCADE COUNTERMEASURE

FEAT 6

MAGUS

Prerequisites Arcane Cascade, focus pool

When in Arcane Cascade, you can make yourself resistant to magic. You learn the *cascade countermeasure* conflux spell (page 143). Increase the number of Focus Points in your focus pool by 1.

KNOWLEDGE IS POWER

FEAT 6

MAGUS

When you critically succeed at a Recall Knowledge check about a creature, you gain a +1 circumstance bonus to your next attack roll against the creature, to your AC against its next attack roll, and to your save against its next effect requiring a save. If you share this information with your allies, they gain the benefits as well. If not used, these bonuses end after 1 minute.

SHIELDED TOME

FEAT 6

ARCANE MAGUS TRANSMUTATION

Prerequisites Raise a Tome

During your daily preparations, you can magically fuse a shield into your favorite book, where it appears as an elaborate bookmark. While the two are fused, the book shares the Hardness, Hit Points, and Broken Threshold of the shield, and it can be used to Shield Block if you have that reaction, with a requirement of "You have Raised the Tome" instead of the usual requirements.

You can switch the fused item's form from a book to a shield with a book-shaped motif as a single action, which has the concentrate trait. When the item is in book form, you can read the book and Raise the Tome, and when it's in shield form, you can Raise the Shield, Activate it, and gain any other benefits or effects the shield normally has (such as a *spellguard shield's* bonus to saving throws against magic). The fusion lasts until your next daily preparations.

8TH LEVEL

CAPTURE MAGIC

FEAT 8

MAGUS

Prerequisites Arcane Cascade

Trigger You succeed at your save against a foe's harmful spell, or a foe fails a spell attack roll against you from a harmful spell.

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Sample Magus

Arcane Fist

Magic empowers your unarmed attacks.

ABILITY SCORES

Make Dexterity your highest score, and get a decent Charisma.

SKILLS

Acrobatics, Arcana, Athletics, Deception, Stealth

HYBRID STUDY

Laughing shadow

FEATS

Arcane Fists (1st), Distracting Spellstrike (4th), Spell Swipe (8th)

When you resist a spell, you capture some of its magic for your own use. You enter your Arcane Cascade stance, using the triggering spell to determine what damage type your Arcane Cascade deals. Alternatively, if you're already in Arcane Cascade, you can instead amplify its effects temporarily. Until the end of your next turn, you gain a +2 status bonus to the damage from your Arcane Cascade.

FUSED STAFF

FEAT 8

ARCANE MAGUS TRANSMUTATION

Prerequisites Spellstrike

When you prepare a staff, you can hold it up to a weapon to merge the two items. You can switch the fused item's form from the weapon to the staff or vice versa as a single action, which has the concentrate trait. When the item is in staff form, you can Cast the Spells from the staff and benefit from any other abilities the staff grants. The staff and the weapon share their fundamental runes, using whichever *weapon potency* and whichever *striking* rune is higher level. They don't share any other runes or specific abilities.

You can Cast Spells from the staff as part of a Spellstrike even when the staff is in weapon form. Otherwise, you can't cast the staff's spells while it's in weapon form.

The fusion lasts until your next daily preparations, though you can spend 10 minutes to separate the two items and meld the staff into a different weapon. The melding works for you alone. A different wielder can use the staff in its current form but can't transform it, get the benefit of the shared runes, or use its spells for a Spellstrike if it's in weapon form.

RUNIC IMPRESSION

FEAT 8

MAGUS

Prerequisites focus pool

You can temporarily replicate the effects of a property rune for your weapon or unarmed attacks. You learn the *runic impression* conflux spell (page 143). Increase the number of Focus Points in your focus pool by 1.

SPELL SWIPE

FEAT 8

MAGUS

Prerequisites Spellstrike

Requirements Your Spellstrike is charged.

You attack in an arc and enact your spell against everyone you hit. Make a Spellstrike, but roll separate Strikes to attack two creatures, each of whom must be within your melee reach and adjacent to each other. If your spell could affect two or more targets, your spell affects whichever foes you hit, not just the first target; otherwise, choose one target to affect with the spell. A Spell Swipe counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after you make both attacks.

If you're using a weapon that has the sweep trait, its circumstance bonus applies against both targets. You can use this activity with only melee Strikes, even if you have the starlit span hybrid study or a similar ability.

If you use Expansive Spellstrike to Spellstrike with an area spell, apply the area as described in Expansive Spellstrike, choosing one of the creatures you Strike to determine the area and whether the spell fails due to a critically failed Strike. If you use Expansive Spellstrike to Spellstrike with a targeted spell, the spell is lost completely only if both Strikes are critical failures.

STANDBY SPELL

FEAT 8

MAGUS

Prerequisites Spellstrike

You've honed one spell as your favored combat technique, and you've practiced it enough that you no longer need to prepare it to cast it. Choose a spell in your spellbook that you could use with Spellstrike and that has a level no higher than the highest-level magus spell slot you have. You can Cast this Spell without having it prepared ahead of time by expending a spell slot of a sufficient level to cast your chosen spell. You can change this spell whenever you add new spells to your spellbook, or by studying your spellbook for 1 hour.

10TH LEVEL

CASCADING RAY ◆

FEAT 10

ATTACK MAGUS

Prerequisites Spellstrike

Requirements Your last action was a successful Spellstrike, and the spell you cast dealt energy damage (acid, cold, electricity, fire, force, negative, positive, or sonic).

Magical energy spills out to extend beyond the creature you struck. The flowing energy forms a ray with a range of 60 feet from the creature you damaged. You can't target any of the creatures you damaged with your Spellstrike with the ray. Make a spell attack roll against the new target's AC, at the same multiple attack penalty as the Strike. On a hit, the target of the ray takes 1d4 damage per spell level of the same type of energy damage the spell deals (double damage on a critical hit). If you cast the spell in your Spellstrike from a spell slot, the damage from Cascading Ray increases to 1d8 damage per spell level.

If the spell deals more than one type of energy damage, you choose only one for the ray. This ray has the attack trait, the school and tradition traits of the original spell, and the trait matching the damage type.

DAZZLING BLOCK

FEAT 10

EVOCATION LIGHT MAGUS VISUAL

Prerequisites Arcane Cascade, sparkling targe hybrid study

Requirements You are in Arcane Cascade stance.

When you use Shield Block, you can create a flash of brilliant, multicolored light in a 15-foot cone. Each creature in the area must attempt a Fortitude save, with the following effects.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 1 minute. The creature can spend an Interact action rubbing its eyes to end this blinded condition.

Critical Failure The creature is blinded for 1 round and dazzled for 1 hour.

DIMENSIONAL DISAPPEARANCE

FEAT 10

MAGUS

Prerequisites *dimensional assault* focus spell, laughing shadow hybrid study

You take advantage of teleportation to better hide your position. When you cast *dimensional assault*, you're affected by an *invisibility* spell at the end of the teleport. You can choose not to make the Strike that is normally part of *dimensional assault*. If you do make the Strike, your invisibility ends after the Strike, as normal for *invisibility*.

LUNGING SPELLSTRIKE ◆◆

FEAT 10

ARCANE MAGUS TRANSMUTATION

Prerequisites Spellstrike, twisting tree hybrid study

Requirements You're wielding a staff.

Your spell unwinds the structure of your staff to make it exceptionally long, or even separate it into shards held together by magical power. Make a Spellstrike with a staff, with a spell that isn't a cantrip or focus spell. Increase the staff's reach by 5 feet × the spell's level.

METEORIC SPELLSTRIKE ◆◆

FEAT 10

ARCANE EVOCATION MAGUS

Prerequisites Spellstrike, starlit span hybrid study

Requirements You're wielding a ranged or thrown weapon, or have a ranged unarmed attack.

A trail of energy flows from your target back to you. Make a Spellstrike with a ranged weapon or ranged unarmed attack against a target within the ranged weapon or unarmed attack's first range increment. The spell you cast for the Spellstrike can't be a cantrip or focus spell. Each creature in a line between you and the target, excluding you and the target, takes damage equal to double the spell's level. Determine the damage type as described in Arcane Cascade.

RAPID RECHARGE ◆

FEAT 10

MAGUS

Prerequisites Spellstrike

Frequency once per day

You tap into an arcane trick to recover your ability to meld spells and attacks. You recharge your Spellstrike.

SUSTAINING STEEL ◆

FEAT 10

ARCANE HEALING MAGUS NECROMANCY POSITIVE

Prerequisites Arcane Cascade, inexorable iron hybrid study

Trigger You Cast a Spell using a spell slot.

Requirements You're in Arcane Cascade stance.

You pull magic into your weapon, using its substance to transform the magic into restorative energy. You regain Hit Points equal to double the spell's level and roll to end any persistent negative damage you have.

If the spell was of the necromancy school, any persistent negative damage you have ends automatically, and you can

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Sample Magus

Spell Sniper

Your spells fly as swift and true as your arrows.

ABILITY SCORES

Dexterity is your most important ability score.

SKILLS

Acrobatics, Arcana, Deception, Society, Stealth

HYBRID STUDY

Starlit span

FEATS

Expansive Spellstrike (2nd), Starlit Eyes (4th), Runic Impression (8th)

change the damage type from Arcane Cascade to positive if you wish. (Positive damage typically damages only undead or other creatures with negative healing.)

12TH LEVEL

CONFLUX FOCUS

FEAT 12

MAGUS

Prerequisites conflux spells

You imagine how you'll weave magic and combat into future battles, improving your focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

MAGIC SENSE

FEAT 12

ARCANE DETECTION DIVINATION MAGUS

You have a literal sixth sense for ambient magic in your vicinity. You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

OVERWHELMING SPELLSTRIKE ♦♦

FEAT 12

MAGUS

Prerequisites Spellstrike

Requirements Your Spellstrike is charged.

You pierce through your foe's resistance. Make a Spellstrike. The spell you cast as part of the Spellstrike ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell. A creature's immunities are unaffected.

14TH LEVEL

ARCANE SHROUD ♦

FEAT 14

MAGUS

Prerequisites Arcane Cascade, Spellstrike

Frequency once per turn

Requirements Your most recent action was to Cast a Spell from a spell slot or make a Spellstrike with a spell from a spell slot.

Your spell has a powerful aftereffect, briefly granting you a certain spell depending on the spell you cast. You use Arcane Cascade and are subject to an additional aftereffect spell depending on the school of your most recent spell. This aftereffect spell's duration lasts until the end of your next turn or its normal duration, whichever is longer. Using Arcane Shroud again ends any existing spell you gained from Arcane Shroud.

- **Abjuration** *stoneskin*
- **Conjuration** *blink*
- **Divination** *see invisibility*
- **Enchantment** *heroism*
- **Evocation** *fire shield*
- **Illusion** *invisibility* (ends after a hostile action, as normal)
- **Necromancy** *false life*
- **Transmutation** *fleet step*

HASTED ASSAULT

FEAT 14

MAGUS

Prerequisites focus pool

You can speed yourself up to move and attack more swiftly. You learn the *hasted assault* conflux spell (page 143). Increase the number of Focus Points in your focus pool by 1.

PRETERNATURAL PARRY

FEAT 14

MAGUS

Prerequisites Spell Parry

Trigger You're targeted by a Strike or a spell attack roll, or you're about to roll a saving throw against a spell effect.

Requirements You have one or more hands free.

You snap your weapon or limb into place to ward off harm at the last second. You gain a +2 circumstance bonus to AC and saving throws against the triggering effect until the start of your next turn.

16TH LEVEL

DISPELLING SPELLSTRIKE

FEAT 16

MAGUS

Prerequisites Spellstrike

Requirements Your Spellstrike is charged.

The spell you deliver tries to force out magic affecting your enemy. Make a Spellstrike. If it hits, you also attempt to counteract a single spell (of your choice) active on the target. The counteract level is half your level rounded up, and the counteract check modifier is the standard modifier for counteracting with a spell (your Intelligence modifier plus your spellcasting proficiency bonus, plus any bonuses or penalties that specifically apply to counteract checks).

RESOUNDING CASCADE

FEAT 16

MAGUS

Prerequisites Arcane Cascade

Trigger You use Arcane Cascade.

When you enter your Arcane Cascade, you disperse the magical reinforcement to nearby allies. You grant the extra damage of Arcane Cascade in an aura affecting all allies in a 5-foot emanation. This uses only the base damage of the stance, based on the ally's weapon specialization; it doesn't use any increase you get from bonuses, the laughing shadow hybrid study, or the like. As normal for duplicate effects, multiple Arcane Cascades affecting the same creature aren't cumulative.

18TH LEVEL

CONFLUX WELLSPRING

FEAT 18

MAGUS

Prerequisites Conflux Focus

You've achieved perfect magical and physical balance, allowing magic to flow into and through you more easily. You can recover 3 Focus Points when you Refocus instead of 1 if you have spent at least 3 Focus Points since the last time you Refocused.

VERSATILE SPELLSTRIKE

FEAT 18

MAGUS

Prerequisites Spellstrike

You can channel the entire realm of possibilities of your spellbook into an attack. Once during your daily preparations, you can use a spell slot to hold that infinite potential, rather than using it to prepare a spell. When you make a Spellstrike, you can expend this special spell slot to immediately prepare and cast a spell from your spellbook at 2 levels lower than the slot's level. (As normal for preparing spells, you can use a spell of an even-lower level, heightening it accordingly.) You don't have any spell prepared in that slot until you cast from that slot.

20TH LEVEL

SUPREME SPELLSTRIKE

FEAT 20

MAGUS

Prerequisites Spellstrike

You've made it almost effortless to combine spells and attacks. You're permanently quickened. You can use your extra action only to Strike or to recharge Spellstrike.

WHIRLWIND SPELL

FEAT 20

MAGUS

Prerequisites Spellstrike

Requirements Your Spellstrike is charged.

You combine the might of a multitarget spell with a whirling flurry of attacks. You use Spellstrike, making a melee Strike against each enemy within your reach instead of against one enemy. If your spell can affect multiple targets, your spell affects all foes you hit, not just the first target, up to the spell's normal maximum targets. If you Strike more foes than the spell could target, choose which foes are affected by the spell. Each attack counts toward your multiple attack penalty but doesn't increase your penalty until you've made all your attacks.

If you use Expansive Spellstrike to Spellstrike with an area spell, apply the area as described in Expansive Spellstrike, choosing one of the creatures you Strike to determine the area and whether the spell fails due to a critically failed Strike. If you use Expansive Spellstrike to Spellstrike with a targeted spell, each creature you critically fail to Strike is unaffected by the spell, but the spell isn't lost completely from a single critical failure.

You can use this activity with only melee Strikes, even if you have the starlit span hybrid study or a similar ability.

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SUMMONER

You can magically beckon a powerful being called an eidolon to your side, serving as the mortal conduit that anchors it to the world. Whether your eidolon is a friend, a servant, or even a personal god, your connection to it marks you as extraordinary, shaping the course of your life dramatically.

KEY ABILITY

CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You and your eidolon fight together as one. You can rely on your eidolon for mundane challenges, saving your spells for when they're needed most.

DURING SOCIAL ENCOUNTERS...

Your powerful personality allows you to take the lead when negotiating. You and your eidolon might engage with others in different ways, but even if your guardian remains silent, its presence reminds those around you of your power.

WHILE EXPLORING...

Whether you remain on alert for the presence of strange magic or keep an eye out for trouble, you and your eidolon act together to cover more ground, pool your knowledge, and leverage each other's abilities.

IN DOWNTIME...

You might attempt to learn more about the nature of your eidolon and delve deeper into the secrets of its magical tradition to Learn a Spell, Craft magic items with your eidolon's help, or make allies using your social skills.

YOU MIGHT...

- Rely on your eidolon to accomplish physical tasks while you handle the mental ones.
- Develop attitudes and mannerisms in line with your eidolon's way of thinking, even as your nature shapes its behavior.
- Consider your eidolon a close friend, a guiding figure, a protector, or a rival bound to you.

OTHERS PROBABLY...

- Feel safe with you (and your eidolon) at their side.
- Expect that since you know information about your eidolon, you might know details about other sorts of strange monsters.
- View you with awe or fear because of the powerful, strange creature that accompanies you.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything that is not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in one or more skills determined by your eidolon

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in unarmored defense

SPELLS

Trained in spell attack rolls of your spellcasting tradition, determined by your eidolon

Trained in spell DCs of your spellcasting tradition, determined by your eidolon

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TABLE 2-3: SUMMONER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, eidolon, evolution feat, link spells, spell repertoire, summoner spellcasting
2	Skill feat, summoner feat
3	2nd-level spells, general feat, shared vigilance, skill increase, unlimited signature spells
4	Skill feat, summoner feat
5	3rd-level spells, ability boosts, ancestry feat, eidolon unarmed expertise, skill increase
6	Skill feat, summoner feat
7	4th-level spells, eidolon symbiosis, eidolon weapon specialization, general feat, skill increase
8	Skill feat, summoner feat
9	5th-level spells, ancestry feat, expert spellcaster, shared reflexes, skill increase
10	Ability boosts, skill feat, summoner feat
11	6th-level spells, eidolon defensive expertise, general feat, simple weapon expertise, skill increase, twin juggernauts
12	Skill feat, summoner feat
13	7th-level spells, ancestry feat, defensive robes, eidolon unarmed mastery, skill increase, weapon specialization
14	Skill feat, summoner feat
15	8th-level spells, ability boosts, greater eidolon specialization, general feat, shared resolve, skill increase
16	Skill feat, summoner feat
17	9th-level spells, ancestry feat, eidolon transcendence, master spellcaster, skill increase
18	Skill feat, summoner feat
19	General feat, eidolon defensive mastery, instant manifestation, skill increase
20	Ability boosts, skill feat, summoner feat

CLASS FEATURES

You gain all of the following abilities as a summoner. Abilities gained at higher levels than 1st level always list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

EIDOLON

You have a connection with a powerful and usually otherworldly entity called an eidolon, and you can use your life force as a conduit to manifest this ephemeral entity into the mortal world. Magic also flows through this conduit from your eidolon into you, so your eidolon determines the type of spells you cast and the spell list you choose from (as described in Summoner Spellcasting on page 54).

Choose a type of eidolon from the options starting on page 59 and other eidolons you have access to. When you choose your eidolon, you also determine its appearance and general form, within the parameters for that particular type of eidolon. Once you establish your eidolon's type and general appearance, these features can't be changed later, except by selecting special evolution feats that can cause your eidolon to develop new features.

Your magical connection with your eidolon takes the form of a sigil on each of your bodies. As long as your eidolon is manifested, the sigil glows with light and can't be covered or disguised via any means; it will shine through clothing, appear over cloaks, and remain unaffected by obfuscating magic. This, combined with the way that the two of you clearly act in tandem, makes it readily apparent to an intelligent observer that the two of you are connected in some way, even if the person has never encountered a summoner before.

You bring your eidolon into reality with the Manifest Eidolon action.

MANIFEST EIDOLON

CONCENTRATE **CONJURATION** **MANIPULATE** **SUMMONER** **TELEPORTATION**

Your eidolon appears in an open space adjacent to you, and can then take a single action. If your eidolon was already manifested, you unmanifest it instead.

The conduit that allows your eidolon to manifest is also a tether between you. Your eidolon must remain within 100 feet of you at all times and can't willingly go beyond that limit. If forced beyond this distance, or if you are reduced to 0 Hit Points, your eidolon's physical form dissolves: your eidolon unmanifests, and you need to use Manifest Eidolon to manifest it again.

Special This activity has the trait matching your eidolon's tradition (arcane, divine, occult, or primal).

Your eidolon is no mere minion. It doesn't have the minion or summoned trait, and the two of you work together and coordinate your actions. You and your eidolon share your actions and multiple attack penalty. Each round, you can use any of your actions (including reactions and free actions) for yourself or your eidolon.

You coordinate your actions with your eidolon more efficiently when you Act Together.

ACT TOGETHER ◆ TO ◆◆◆

SUMMONER **TANDEM**

Frequency once per round

You and your eidolon act as one. Either you or your eidolon takes an action or activity using the same number of actions as Act Together, and the other takes a single action.

For example, if you spent 2 actions to Act Together, you could cast *burning hands* (2 actions) and your eidolon could Strike (1 action), or your eidolon could use its Breath Weapon (2 actions) and you could Stride (1 action).

This lets you each use separate exploration activities like Avoid Notice as you travel (*Core Rulebook* 496).

Your connection with your eidolon allows you to communicate with it telepathically at all times, even when it isn't manifested. You also gain the Share Senses action.

SHARE SENSES ◆

CONCENTRATE **DIVINATION** **SCRYING** **SUMMONER**

Requirements Your eidolon is manifested.

You project your senses into your eidolon, allowing you to perceive through it. When you do, you lose all sensory information from your own body, but can sense through your eidolon's body for up to 1 minute. You can Dismiss this effect.

Special This action has the trait matching your eidolon's tradition (arcane, divine, occult, or primal). Your eidolon can also use this ability. When it does, it projects its senses into your body.

Lastly, the connection between you and your eidolon means you both share a single pool of Hit Points. Damage taken by either you or the eidolon reduces your Hit Points, while healing either of you recovers your Hit Points. Like with your actions, if you and your eidolon are both subject to the same effect that affects your Hit Points, you apply those effects only once (applying the greater effect, if applicable). For instance, if you and your eidolon get caught in an area effect that would heal or damage you both, only the greater amount of healing or damage applies.

GEAR AND YOUR EIDOLON

Your eidolon can't wear or use magic items, except for items with the eidolon trait. An eidolon can have up to two items invested. Your eidolon's link to you means it can benefit from certain magic items invested by you.

- Your eidolon gains item bonuses to Perception and skills from any magical items that you have invested.
- Your eidolon increases its item bonus to AC based on your armor's *armor potency* rune or *bracers of armor*. It also gains an item bonus to its saves from the *resilient* rune on your armor or from your *bracers of armor*. Other permanent items that grant or increase item bonuses to AC and saves might convey a similar benefit, as determined by the GM.



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- Your eidolon's Strikes benefit from the fundamental and property runes on your *handwraps of mighty blows*. Alternatively, you can Invest a magic weapon (even though magic weapons can't normally be Invested) to share its fundamental and property runes with your eidolon. You share these benefits only while you're holding the weapon, and you can have no more than one weapon invested in this way at a time. In either case, the eidolon gains only the benefits that can apply to its attacks, with the same limitations noted in *handwraps of mighty blows*.

LOST AND ALTERED ACTIONS

If you or your eidolon becomes slowed, stunned, quickened, or otherwise affected by something that changes the actions you gain at the start of each turn, it affects your shared actions. However, if you are *both* subject to such an effect, apply only the more severe one. For instance, if you or your eidolon were slowed 1, you would start your turn with one fewer action, but if you were both slowed 1, you would still lose only one action, rather than adding the two slowed effects together. However, if you were slowed 1 and your eidolon slowed 2, you'd have two fewer actions, because that's the more severe effect. If only one of you becomes restricted in how you can spend your actions, that restriction doesn't automatically extend to the other; for example, if your eidolon became immobilized or petrified, it wouldn't be able to move, but you could still use your actions to move. The GM resolves any situation that's unclear.

You, as the player, control both your summoner and your eidolon, and the two are generally considered to cooperate unless you decide for them not to. While a summoner's link with an eidolon is a partnership, ultimately the eidolon is linked to you, not the other way around. If there's ever a conflict of who should act, you win out over your eidolon. This means that if the eidolon comes under an effect that would take its actions out of your control, such as the confused or controlled condition, you can use all of your shared actions so your eidolon doesn't have any actions remaining to cause trouble (as long as you are able to act). However, if you came under such an effect, you would simply use all of your shared actions, preventing your eidolon from acting.

SUMMONER SPELLCASTING

Your link to your eidolon grants you limited magic connected to your eidolon's nature. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components

when casting spells. Because of the magic you draw from your eidolon, you can usually replace material components with somatic components, so you don't need a material component pouch.

Each day, you can cast one 1st-level spell and five cantrips. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a summoner, the magical link with your eidolon grants you additional, more powerful spell slots. Your total number of spell slots and the highest level of spells you can cast are shown in Table 2-4: Summoner Spells per Day. Because of the way you draw magic from your connection to your eidolon, you begin to lose lower-level spell slots once you reach 5th level. The maximum number of spell slots you get from the summoner class is four, starting when you reach 4th level.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier. Details on calculating these statistics appear on page 447 of the *Core Rulebook*.

HEIGHTENING SPELLS

When you gain spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a summoner. For example, as a 1st-level summoner, your cantrips are 1st-level spells, and as a 5th-level summoner, your cantrips are 3rd-level spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and five cantrips of your choice. You choose these from the common spells from the tradition corresponding to your eidolon, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell

TABLE 2-4: SUMMONER SPELLS PER DAY

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

slot of an appropriate spell level. Your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it doesn't give you another spell slot, and vice versa.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 2-4: Summoner Spells per Day), you add a spell of the same level to your spell repertoire. At 2nd level, you select another 1st-level spell. At 3rd level, you add the first 2nd-level spell to your repertoire. At 4th level you gain your second and your spell repertoire reaches its maximum size of five spells.

At 5th level, in addition to adding two 3rd-level spells to your repertoire, you lose your lowest level of spell slots. Any time you lose a level of spell slots, you lose two spells in your repertoire as well. These can come from spells you already know or out of the number of new spells you're learning. On levels in which you don't change your spell slots, you can swap out multiple spells, as described below.

SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. If it's a level at which you lose a set of lower-level slots, you can replace the two in either order. You can also instead swap a cantrip. You can also swap out spells by retraining during downtime.

At 6th level and every even level thereafter, you can swap out any number of your spells for different spells of a level you can cast. When you do, you must keep at least one spell you can cast with your lowest level of spell slots so you don't end up with slots you can't use. For instance, at 6th level you would need to keep at least one 2nd-level spell, but all your other spells could be 3rd level.

LINK SPELLS

Your connection to your eidolon allows you to cast link spells, special spells that have been forged through your shared connection with your eidolon. Link spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to specifically connect with your eidolon, such as by having a heart-to-heart conversation, playing together, or meditating in unison on the nature of your bond.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300 of the *Core Rulebook*.

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You learn the *evolution surge* link spell (page 144), which allows you to grant your eidolon one of several useful benefits.

LINK CANTRIPS

Link cantrips are special link spells that don't cost Focus Points, so you can cast them as often as you like. Link cantrips are in addition to the cantrips you choose from your tradition's spell list. Generally, only feats can give you more link cantrips. Unlike other cantrips, you can't swap out link cantrips gained from summoner feats at a later level, unless you swap out the specific feat via retraining (*Core Rulebook* page 481).

You learn the *boost eidolon* link cantrip, which briefly improves your eidolon's capabilities, allowing it to attack with greater power.

EVOLUTION FEAT

Evolution feats are a special type of summoner class feat that allow you to customize your eidolon through your shared link. You gain an evolution feat for your eidolon at 1st level, representing the differences that make it unique from other eidolons of its type. If you retrain this feat, the feat you replace it with must also be an evolution feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

SUMMONER FEATS

2ND

At 2nd level and every even-numbered level, you gain a summoner class feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SHARED VIGILANCE

3RD

You and your eidolon work together to remain alert to threats around you, allowing you to perceive far more together than you could individually. Your proficiency rank in Perception and your eidolon's proficiency rank in Perception increase to expert.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use skill increases to become legendary in a skill in which you're already a master.

UNLIMITED SIGNATURE SPELLS

3RD

All of your spells are signature spells. That means that if you know a spell, you can heighten it freely by casting it from a higher-level spell slot, up to the maximum level of spell you can cast. You can similarly cast any of its lower-level versions without learning them separately.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if the ability score is already 18 or above, or by 2 if it starts out below 18.

Your eidolon also gets four ability boosts at these levels. The eidolon's ability boosts follow the same rules as yours.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

EIDOLON UNARMED EXPERTISE

5TH

Your eidolon becomes more capable of using its unarmed attacks. Its proficiency rank for unarmed attacks increases to expert.

EIDOLON SYMBIOSIS

7TH

Your connection with your eidolon strengthens, granting your eidolon access to a new ability depending on its type, as described in Eidolon Abilities in each eidolon's entry.

EIDOLON WEAPON SPECIALIZATION

7TH

Your eidolon has learned how to inflict greater injuries with its unarmed attacks. It deals 2 additional damage with unarmed attacks in which it's an expert. This damage increases to 3 if it's a master, and 4 if it's legendary.

EXPERT SPELLCASTER

9TH

As your connection to your eidolon deepens, the power of your spells increases. Your proficiency ranks for spell attack rolls and spell DCs for spells of your eidolon's tradition increase to expert.

SHARED REFLEXES

9TH

You and your eidolon boost each other's reflexes, allowing you both to roll away from danger. Your proficiency rank for Reflex saves and your eidolon's proficiency rank for Reflex saves increase to expert.

EIDOLON DEFENSIVE EXPERTISE

11TH

Your eidolon increases its ability to avoid attacks. Its proficiency rank for unarmored defense increases to expert.

SIMPLE WEAPON EXPERTISE

11TH

Training and magic improved your weapon technique. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

TWIN JUGGERNAUTS

11TH

You and your eidolon fight off physical hardship together with your shared life force. Your proficiency rank for Fortitude saves and your eidolon's proficiency rank for Fortitude saves increase to master. When you roll a success on a Fortitude save, you get a critical success instead. When your eidolon rolls a success on a Fortitude save, it gets a critical success instead.

DEFENSIVE ROBES

13TH

The flow of magic around you increases your ability to avoid attacks. Your proficiency rank in unarmored defense increases to expert.

EIDOLON UNARMED MASTERY

13TH

Your eidolon truly masters its unarmed attacks, reaching greater heights. Its proficiency rank for unarmed attacks increases to master.

WEAPON SPECIALIZATION

13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

GREATER EIDOLON SPECIALIZATION

15TH

Your eidolon's damage from weapon specialization increases to 4 with unarmed attacks in which it's an expert, 6 if it's a master, and 8 if it's legendary.

SHARED RESOLVE

15TH

You and your eidolon steel your mind together against effects that threaten you, each protecting the others' minds from danger. Your and your eidolon's proficiency ranks for Will saves increase to master. When you roll a success on a Will save, you get a critical success instead. When your eidolon

KEY TERMS

The following key terms can be found in many summoner class features.

Eidolon: A creature with this trait is an eidolon. An action or spell with this trait can be performed by an eidolon only. An item with this trait can be used or worn by an eidolon only, and an eidolon can't use items that don't have this trait. (An eidolon can have up to two items invested.)

Evolution: Feats with this trait affect your eidolon instead of you, typically by granting it additional physical capabilities.

Tandem: Actions with this trait involve you and your eidolon acting in concert. You can't use a tandem action if either you or your eidolon can't act, if you haven't Manifested your Eidolon, or if you've Manifested your Eidolon in a way where it isn't a separate entity (such as with the Meld into Eidolon feat). Tandem actions often let both you and your eidolon take separate actions, but these must be actions taken separately by you and your eidolon; you can't use a tandem action to take another tandem action.

rolls a success on a Will save, it gets a critical success instead.

EIDOLON TRANSCENDENCE

17TH

Your connection with your eidolon approaches its peak, granting your eidolon access to a powerful new ability depending on its type, as described in Eidolon Abilities in each eidolon's entry. This ability also increases one of the eidolon's ability scores by 2.

MASTER SPELLCASTER

17TH

Your connection to your eidolon is strong enough to grant you mastery over associated spells. Your proficiency ranks for spell attack rolls and spell DCs for spells of your eidolon's tradition increase to master.

EIDOLON DEFENSIVE MASTERY

19TH

Your eidolon's form becomes particularly difficult to assail. Its proficiency rank for unarmored defense increases to master.

INSTANT MANIFESTATION

19TH

You can manifest your eidolon with incredible speed. You can use Manifest Eidolon as a single action, instead of a three-action activity.

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EIDOLONS

Though each eidolon is a unique creature and there are many types of eidolons, each draws upon a particular tradition of magic and manifests from related essence. Multiple types of each eidolon exist as well—for instance, the types of construct eidolon presented in this book are the warrior construct and the scout construct.

Arcane eidolons are usually formed of mental essence, also known as astral essence. They include dragon eidolons—the echoes of ancient dragons—and construct eidolons, beings formed into a simple construct shape through arcane magic.

Divine eidolons are always formed of spiritual essence, much like the divine servitors they resemble. They include representatives of the many families of divine servitors, such as angels, demons, and psychopomps.

Occult eidolons are also usually formed of spiritual essence, though they tend toward a more ectoplasmic consistency than divine eidolons. Occult eidolons usually form from the essence of a spirit that is unwilling or unable to pass on, and find refuge with a summoner to avoid becoming undead; these types of eidolons are known as phantoms. Each phantom eidolon has a connection to a particular emotion, such as the anger phantom and devotion phantom described in this book.

Primal eidolons usually manifest from life essence. Their forms resemble creatures found in the natural world, such as beasts, plants, fey, or some combination.

PROFICIENCIES

Your eidolon's level is equal to yours. It begins with expert proficiency in Fortitude and Will saves and trained proficiency in Reflex saves. In addition, it is trained in unarmed attacks and unarmored defense. It shares your skill proficiencies. Certain class features increase your eidolon's proficiencies.

ABILITY SCORES

An eidolon's ability scores depend on which array you choose, such as marauding dragon or cunning dragon for a dragon eidolon. As noted in your ability boosts class feature (page 56), your eidolon gets boosts to its ability scores at the same time you do. It also increases one score by 2 when it gains its transcendence ability.

UNARMED ATTACKS

Your eidolon starts with two unarmed attacks. Each eidolon entry suggests some forms the eidolon's attacks might take, but since eidolons can have a variety of body shapes, you decide the specific form of the unarmed attacks (claw, jaws, horn, fist, and so on) when you choose your eidolon. Some eidolons' unarmed attacks might look like swords, clubs, or other weapons, even

though they are extensions of the eidolon's form. Your choice of unarmed attack determines its damage type—bludgeoning, piercing, or slashing, as appropriate. Some of the suggested attacks list a typical damage type in parentheses, but you can work with your GM to choose a damage type that is right for your eidolon. Once you decide upon your eidolon's unarmed attacks, they can't be changed except via abilities that specifically change them, except with your GM's permission. Your eidolon has a primary and secondary unarmed attack.

Primary Attack: Choose from the following statistics for the more flexible primary attack.

- 1d8 damage (disarm, nonlethal, shove, or trip)
- 1d6 damage (fatal d10)
- 1d6 damage (forceful and sweep)
- 1d6 damage (deadly d8 and finesse)

Secondary Attack: The secondary attack always deals 1d6 damage and has the agile and finesse traits.

EIDOLON SPELLS

An eidolon normally can't Cast a Spell; however, some feats or abilities can grant it this capability. An eidolon that has spells also gains the Cast a Spell activity. It doesn't have its own spell DC or spell attack modifier; if it needs to Cast a Spell, it uses your spell DC and spell attack modifier. If you have eidolon link spells, your eidolon shares your focus pool to cast them, though it can't Refocus. Your eidolon can cast only spells that it gains from its own abilities. It can't cast your spells, nor can you cast spells it has.

READING AN EIDOLON ENTRY

An eidolon entry contains the following information, followed by a description of the eidolon's initial ability and abilities gained from the eidolon symbiosis and eidolon transcendence class features.

Tradition This is the eidolon's corresponding magical tradition, which determines the type of magic you can cast.

Traits All eidolons have the eidolon trait, and each type of eidolon has additional traits. They all appear in this entry.

Alignment You choose your eidolon's alignment, abiding by any alignment restrictions listed here. Your eidolon's alignment has no impact on your own.

Home Plane This is the eidolon's home plane, where it goes when unmanifested. This can help you determine the effects of abilities dependent on a creature's home plane, such as *banishment*.

Size This is the eidolon's starting Size.

Suggested Attacks This entry suggests forms that the eidolon's attacks might take (see Unarmed Attacks above).

Eidolon Array Choose from one of two arrays for your eidolon. This choice sets its ability scores, as well as the form of its defenses, as represented by an item bonus to AC and its Dexterity cap. For instance, a demon eidolon

can have the wrecker array, with a higher Strength and item bonus to AC, or be a tempter, with a higher Charisma and Dexterity cap. The appearance of the eidolon's protection can be anything you choose that fits the eidolon: armor, scales, tough hide, a mystical aura of deflection, and so on. Though each eidolon has two arrays in this book, it's possible for other varieties to appear elsewhere.

Skills These are the skills that the eidolon has taught you, or that you learned as part of linking with your eidolon. You are trained in these skills, and the eidolon shares this proficiency as normal for its skills.

Senses This entry, if present, lists your eidolon's special senses. If this entry is not present, the eidolon has senses like a human's.

Language This is the eidolon's starting language. You know this language, in addition to the other languages you know normally. Your eidolon doesn't gain any additional languages based on its Intelligence modifier, but it can speak all the same languages you can.

Speed This entry lists your eidolon's Speeds.

Eidolon Abilities The eidolon starts with an initial ability, gains the symbiosis ability when you gain the eidolon symbiosis class feature, and gains the transcendence ability when you gain the eidolon transcendence class feature.

ANGEL EIDOLON

Your eidolon is a celestial messenger, a member of the angelic host with a unique link to you, allowing them to carry a special message to the mortal world at your side. Most angel eidolons are roughly humanoid in form, with feathered wings, glowing eyes, halos, or similar angelic features. However, some take the form of smaller angelic servitors like the winged helmet cassisian angel instead. The two of you are destined for an important role in the plans of the celestial realms. Though a true angel, your angel eidolon's link to you as a mortal prevents them from casting the *angelic messenger* ritual, even if they somehow learn it.

Tradition divine

Traits angel, celestial, eidolon

Alignment must be good, usually neutral good

Home Plane Nirvana (if NG), Elysium (if CG), or Heaven (if LG)

Size Medium or Small

Suggested Attacks fist (bludgeoning), wing (bludgeoning), unarmed attacks shaped like a weapon

Angelic Avenger Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 10; +2 AC (+3 Dex cap)

Angelic Emissary Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 14; +1 AC (+4 Dex cap)

Skills Diplomacy, Religion

Senses darkvision

Language Celestial

Speed 25 feet

Eidolon Abilities Initial hallowed strikes; Symbiosis traveler's aura; Transcendence angelic mercy

HALLOWED STRIKES

Your eidolon's attacks are hallowed by the celestial realms. Your eidolon's unarmed Strikes deal an extra 1 good damage; as usual, this extra damage harms only evil creatures or those with a weakness to good damage. Additionally, your eidolon can make nonlethal attacks with its unarmed attacks without taking the usual -2 circumstance penalty.

TRAVELER'S AURA

7TH

Your eidolon emanates a powerful aura—resembling that of an astral deva—that protects creatures as they travel. The aura has the abjuration, aura, and divine traits. Your eidolon and its allies within a 20-foot emanation are protected from severe heat and cold, and your eidolon is never flat-footed to creatures inside the aura that are of a lower level than the eidolon.

When you gain the transcendence class feature, this evolves to the full benefits of an astral deva; your eidolon and allies in the aura are protected from environmental damage from any plane, including severe and extreme heat and cold as well as more unusual dangers.

ANGELIC MERCY

17TH

Your eidolon's angelic power allows them to assuage a variety of ailments, just like most other powerful angels. Your eidolon can cast *remove curse*, *remove disease*, *remove fear*, and *remove paralysis* once per day each as 9th-level divine innate spells.

ANGER PHANTOM EIDOLON

Your eidolon is a lost soul, bound to the mortal world by undying anger or a bitter grudge. Most phantom eidolons are humanoids with a spectral or ectoplasmic appearance, though some take far stranger forms. Your link with your eidolon prevents it from succumbing to corruption and undeath. Together, you will need to decide whether to work with your eidolon to control its anger, or channel its wrath into power.

Tradition occult

Traits eidolon, ethereal, phantom

Home Plane Ethereal Plane

Size Medium or Small

Suggested Attacks fist (bludgeoning), tendril (bludgeoning), unarmed attacks shaped like a weapon

Wrathful Berserker Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 12; +2 AC (+3 Dex cap)

Enraged Assassin Str 14, Dex 18, Con 16, Int 10, Wis 8, Cha 12; +1 AC (+4 Dex cap)



Skills Intimidation, Occultism

Senses darkvision

Language one common mortal language the eidolon spoke in life

Speed 25 feet

Eidolon Abilities *Initial* furious strike; *Symbiosis* seething frenzy; *Transcendence* anger aura

FURIOUS STRIKE

Your eidolon can infuse an attack with unmitigated rage. It gains the Furious Strike activity.

FURIOUS STRIKE

EIDOLON

Your eidolon channels its anger into a furious attack. It makes a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, your eidolon deals an extra die of weapon damage and gains a +1 circumstance bonus to the damage roll.

If you're at least 10th level, increase this to two extra dice with a +2 circumstance bonus, and if you're at least 18th level, increase it to three extra dice with a +3 circumstance bonus.

SEETHING FRENZY

7TH

Your eidolon can stoke itself into a frenzy. It gains the Seething Frenzy action.

SEETHING FRENZY

CONCENTRATE EIDOLON EMOTION MENTAL

Your eidolon's fury boils over into a reckless, out-of-control frenzy. While frenzied, your eidolon is affected by *boost eidolon* and gains temporary Hit Points equal to your level, but it takes a -2 penalty to AC. Your eidolon can't voluntarily end the frenzy or start another frenzy while in the frenzy. The frenzy lasts for 1 minute, after which it's fatigued for 1 minute and can't start another frenzy for 1 minute.

ANGER AURA

17TH

Your eidolon exudes wrath in an aura around it, rousing the ire of nearby creatures and causing their defenses to crack as they seethe with rage. Your eidolon gains a 20-foot anger aura, which has the aura, emotion, enchantment, mental, and occult traits.

The resistances of any creature in the aura, including you, your allies, your enemies, and your eidolon, are reduced by an amount equal to 3 + your eidolon's Constitution modifier. Your eidolon can hold in its rage by spending a single action, which has the concentrate trait. This reduces the aura's effect to affect only your eidolon. It can take this action again to reinstate the full effect of its aura. Creatures in a barbarian Rage, Seething Frenzy, or similar ability that allows them to channel their anger aren't affected by the anger aura.

BEAST EIDOLON

Your eidolon is a manifestation of the life force of nature in the form of a powerful magical beast that often has animal features, possibly even several from different species. You might have learned the way to connect with the world's life force via a specific philosophy or practice, such as the beliefs of the god callers of Sarkoris, or formed a bond on your own. Regardless, your link to your eidolon allows you both to grow in power and influence to keep your home safe from those who would despoil it.

Tradition primal

Traits beast, eidolon

Home Plane Material Plane

Size Medium

Suggested Attacks claw (slashing), jaws (piercing), fangs (piercing), hoof (bludgeoning), horn (piercing)

Brutal Beast Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 10; +2 AC (+3 Dex cap)

Fleet Beast Str 14, Dex 18, Con 16, Int 8, Wis 12, Cha 10; +1 AC (+4 Dex cap)

Skills Intimidation, Nature

Senses low-light vision

Language Sylvan

Speed 25 feet

Eidolon Abilities *Initial* beast's charge; *Symbiosis* primal roar; *Transcendence* whirlwind maul

BEAST'S CHARGE

Your eidolon can make a ferocious charge or pounce on foes, allowing it to quickly engage. It gains the Beast's Charge activity.

BEAST'S CHARGE ◆◆

EIDOLON

Your eidolon rushes forward, using its momentum to increase the power of its attack. Your eidolon Strides twice and then Strikes. If the eidolon moved at least 20 feet away from its starting position and moved entirely in a straight line, it gains a +1 circumstance bonus to this attack roll.

PRIMAL ROAR

7TH

Your eidolon can bellow a terrifying roar, screech, croak, or other overpowering sound to frighten foes. It gains the Primal Roar activity.

PRIMAL ROAR ◆◆

AUDITORY EIDOLON

Your eidolon unleashes a primal roar or other such terrifying noise that fits your eidolon's form. Your eidolon attempts Intimidation checks to Demoralize each enemy that can hear the roar; these Demoralize attempts don't take any penalty for not sharing a language.

WHIRLWIND MAUL

17TH

Your eidolon thrashes violently, damaging many foes in its reach. It gains the Whirlwind Maul activity.

WHIRLWIND MAUL ◆◆

EIDOLON

Your eidolon lashes out in all directions. It makes a melee unarmed Strike against up to four enemies within reach. It can choose different unarmed attacks for each enemy. Each attack counts toward your multiple attack penalty, but you don't increase your penalty until the eidolon has made all its attacks.

CONSTRUCT EIDOLON

Your eidolon is a mental construct based on an astral thoughtform and given physical presence and life by its connection to you, its shape limited only by your imagination. Your eidolon's appearance and physical form vary based on your shared vision for its construction, from clockworks to stuffed dolls and everything between, and it's not uncommon for that appearance to change greatly as your construct gains evolutions. Because it arises from an astral entity, your construct is no mindless servitor, but a fully thinking being with its own ideas, goals, and even emotions. These entities are extremely diverse; while many construct eidolons come from a powerful symbiotic connection with astral denizens, just as many arise from the forgotten memories of ancient empires and craftworks drifting across the Silver Sea of the Astral Plane.

Tradition arcane

Traits astral, construct, eidolon

Home Plane Astral Plane

Size Medium

Suggested Attacks fist (bludgeoning)

Warrior Construct Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 8; +2 AC (+3 Dex cap)

Scout Construct Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 8; +1 AC (+4 Dex cap)

Skills Arcana, Crafting

Senses darkvision

Language one common mortal language

Speed 25 feet

Eidolon Abilities *Initial* construct heart; *Symbiosis* reconfigured evolution; *Transcendence* ultimate reconfiguration

CONSTRUCT HEART

Your construct eidolon has a link directly to your life force, which renders it a living creature and therefore susceptible to many ailments that bother only the living, though it does possess some resistances to these effects. It doesn't have a construct's normal immunities,

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but does gain a +2 circumstance bonus to saving throws against death effects, disease, necromancy, and poison effects, as well as effects causing the fatigued or sickened conditions. Additionally, its astral essence bleeds off slowly, and it only needs to succeed at a DC 10 flat check to remove persistent bleed damage (or DC 5 after receiving particularly effective aid).

RECONFIGURED EVOLUTION

7TH

Your construct eidolon is particularly easy to reconfigure, gaining an additional evolution that suits both of your whims. Choose one additional evolution feat of 6th level or lower. Your eidolon gains that feat. You can Retrain this feat for any other evolution feat of 6th level or lower with only a single day of downtime if you succeed at a Crafting check, with a standard DC of your eidolon's level. If you fail, you can try again on a later day. Many summoners choose Eidolon's Wrath for this ability.

ULTIMATE RECONFIGURATION

17TH

Your construct eidolon becomes even more customizable. Choose an evolution feat of

16th level or lower. Your eidolon gains that feat. You can spend downtime to adjust it using Crafting, just like the feat from reconfigured evolution. Many summoners select Ever-Vigilant Senses for this ability.

DEMON EIDOLON

Your eidolon is a demon, born of mortal sin congealed amid the chaos and evil of the Abyss, using its link to you to spread chaos at your side. Choose an associated sin for your demon. Demon eidolons have appearances as varied as the infinite Abyss. While demons are inherently untrustworthy, your demon eidolon has reached an accord with you and generally keeps it, though that doesn't mean your eidolon isn't actively working to bring your life deeper into its associated sin. Though a true demon, your demon eidolon's link to you as a mortal prevents them from casting the *abyssal pact* ritual, even if they somehow learn it.

Tradition divine

Traits demon, eidolon, fiend

Alignment must be chaotic evil

Home Plane The Abyss

Size Medium or Small

Suggested Attacks claw (slashing), jaws (piercing), horn (piercing), tail (bludgeoning), tentacle (bludgeoning), wing (bludgeoning)

Wrecker Demon Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 12; +2 AC (+3 Dex cap)

Tempter Demon Str 12, Dex 18, Con 12, Int 10, Wis 10, Cha 16; +1 AC (+4 Dex cap)

Skills Intimidation, Religion

Senses darkvision

Language Abyssal

Speed 25 feet

Eidolon Abilities *Initial* demonic strikes; *Symbiosis* visions of sin; *Transcendence* blasphemous decree

DEMONIC STRIKES

Your eidolon's attacks are corrupted by the Abyss and imbued with pure evil and shifting chaos. All your eidolon's unarmed Strikes deal an extra 1 evil damage; as usual, this extra damage harms only good creatures or those with a weakness to evil damage. Additionally, choose one of your eidolon's unarmed attacks that deals physical damage; it gains the versatile trait for a different type of physical damage you choose.

VISIONS OF SIN

7TH

Your demon is born of sin and can project the sin it is formed from into the minds of others. It gains the Visions of Sin activity.



VISIONS OF SIN

EIDOLON **EMOTION** **MAGIC** **MENTAL**

Frequency once per 10 minutes

Your eidolon summons images of its sin into the mind of a target creature within 30 feet, tormenting and confusing the target. The target must attempt a Will save against your spell DC with the following effects. The effects last until the end of your next turn, but your eidolon can use a single action, which has the concentrate trait, to extend the effects until the end of your next turn (like Sustaining a Spell), to a maximum duration of 1 minute. If the target is evil, it takes a -2 circumstance penalty to its save. Regardless of whether it succeeds, the target becomes temporarily immune for 1 day.

Critical Success The target is unaffected.

Success The target can't use reactions.

Failure The target is slowed 1 and can't use reactions.

Critical Failure As failure, and the target is also confused for 1 round. The confusion can't be extended, but the other effects can.

BLASPHEMOUS DECREE

17TH

Your demon utters indescribable words writhing with its associated sin. It can cast an evil *divine decree* once per day as a 9th-level spell. You are unaffected by this decree, even if you aren't evil. At 19th level, this becomes a 10th-level *divine decree* instead.

DEVOTION PHANTOM EIDOLON

Your eidolon is a lost soul, unable to escape the mortal world due to a strong sense of duty, an undying devotion, or a need to complete an important task. Most phantom eidolons are humanoid with a spectral or ectoplasmic appearance, though some take far stranger forms. Your link with your eidolon prevents them from succumbing to corruption and undeath, and together, you will grow in strength and fulfill your phantom's devotion.

Tradition occult

Traits eidolon, ethereal, phantom

Home Plane Ethereal Plane

Size Medium or Small

Suggested Attacks fist (bludgeoning), tendril (bludgeoning), unarmed attacks shaped like a weapon

Stalwart Guardian Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 10; +2 AC (+3 Dex cap)

Swift Protector Str 14, Dex 18, Con 16, Int 10, Wis 10, Cha 10; +1 AC (+4 Dex cap)

Skills Medicine, Occultism

Senses darkvision

Language one common mortal language the eidolon spoke in life

Speed 25 feet

Eidolon Abilities *Initial* dutiful retaliation; *Symbiosis* steadfast devotion; *Transcendence* devotion aura

EMBODIMENTS OF SIN

While all demon eidolons have an associated sin, those sins can be incredibly varied. While many demon summoners conjure up easily recognizable eidolons, such as tempter demons appearing in the form of seductive succubi or wrecker demons taking on the form of destructive abrikandilus, other demons may also answer the call, including ones no one has ever seen before on the Material Plane. A greed-filled summoner might find that their eidolon is in truth one of the fearsome boar demons known as a nalfeshnee, while a summoner whose secret sins are stranger and darker than the average person might ever contemplate could conjure up a demonic presence whose appearance has never been recorded in the history of the mortal world.

DUTIFUL RETALIATION

Your eidolon deeply respects your assistance, and it extends its loyalty to you, attacking those who dare harm you. It gains the Dutiful Retaliation reaction.

DUTIFUL RETALIATION

EIDOLON **OCCULT** **TRANSMUTATION**

Trigger An enemy within 15 feet of you hits you with a Strike and deals damage to you.

Requirements Your eidolon is within 15 feet of you.

Your eidolon instinctively flashes with ectoplasmic energy, allowing them to strike back against an enemy who dares to harm you. Your eidolon makes a melee unarmed Strike against the triggering enemy, even if that enemy isn't within your eidolon's reach.

STEADFAST DEVOTION

7TH

Your eidolon's dedication makes it extremely challenging for your foes to bend its mind. Your eidolon gains a +2 circumstance bonus to saving throws against mental effects, and if they roll a success against such an effect, they get a critical success instead. If you have the shared resolve class feature and your eidolon rolls a critical failure against a mental effect, they get a failure instead.

DEVOTION AURA

17TH

After fighting at your side for so long, your eidolon has become as devoted to protecting you and your allies as it is to its original cause. It gains a 20-foot devotion aura, which has the abjuration, aura, and occult traits. Whenever one of your eidolon's allies within the aura takes damage,

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you can reduce the damage by your eidolon's Constitution modifier. You lose a number of Hit Points equal to half the amount by which the eidolon reduced the damage, rounded down. If the damage was lower than the Constitution modifier, base the damage you take on the actual amount of damage prevented.

DRAGON EIDOLON

Because dragons have a strong connection to magic, their minds can often leave an echo floating in the Astral Plane. Such an entity is extremely powerful but unable to interact with the outside world on its own. Dragon eidolons manifest in the powerful, scaled forms they had in life; most take the form of true dragons (albeit smaller), but some manifest as drakes or other draconic beings. You have forged a connection with such a dragon eidolon and together, you seek to grow as powerful as an ancient wyrm.

Tradition arcane

Traits astral, dragon, eidolon, and one more (see Breath Weapon below)

Home Plane Astral Plane

Size Medium

Suggested Attacks claw (slashing), jaws (piercing), horn (piercing), tail (bludgeoning), wing (bludgeoning)

Marauding Dragon Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 10; +2 AC (+3 Dex cap)

Cunning Dragon Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 12; +1 AC (+4 Dex cap)

Skills Arcana, Intimidation

Senses darkvision

Language Draconic

Speed 25 feet

Eidolon Abilities *Initial* breath weapon; *Symbiosis* draconic frenzy; *Transcendence* wyrm's breath

BREATH WEAPON

Your eidolon has a powerful breath weapon, which they are able to use regularly to wreak havoc upon your foes. They gain the Breath Weapon activity. Choose a damage type from among acid, cold, electricity, fire, negative, piercing, or poison, and choose whether the area is a 60-foot line or a 30-foot cone. Unless you chose piercing damage, both Breath Weapon and your eidolon gain the trait matching the damage type.

BREATH WEAPON ◆◆

ARCANE EIDOLON EVOCATION

Your eidolon exhales a blast of destructive energy. Your eidolon deals 1d6 damage to all creatures in the area, with a basic Reflex save against your spell DC. The area and damage type of the Breath Weapon are chosen when the eidolon gains this ability. Your eidolon

then can't use their Breath Weapon again for the next 1d4 rounds.

At 3rd level and every 2 levels thereafter, the damage increases by 1d6.

DRACONIC FRENZY

7TH

Your eidolon can make a furious assault, potentially recovering the use of their Breath Weapon. They gain the Draconic Frenzy activity.

DRACONIC FRENZY ◆◆

EIDOLON

Your eidolon makes one Strike with their primary unarmed attack and two Strikes with their secondary unarmed attack (in any order). If any of these attacks critically hits an enemy, your eidolon instantly recovers the use of their Breath Weapon.

WYRM'S BREATH

17TH

Your eidolon can draw upon the power of wyrms to enhance the eidolon's Breath Weapon. Your eidolon gains the Wyrms' Breath free action.

WYRM'S BREATH ◆

CONCENTRATE EIDOLON

Frequency once per minute

Your eidolon gathers the power of the mightiest wyrms to make its magical breath even more spectacular. If your eidolon's next action is to use Breath Weapon, both the number of damage dice and area of the Breath Weapon are doubled.

FEY EIDOLON

Your eidolon is a fey, a capricious being of the mysterious First World. Many fey appear similar to mortal humanoids with unusual features such as pointed ears, wings, or bodies composed of natural elements, but the full variety of fey is endless, and many others appear completely inhuman. Fey from the First World never truly die, instead forming a new creature. Fey eidolons usually come about when a summoner helps stabilize a difficult reformation. This means your fey eidolon likely lived a different life just before meeting you and might remember fragments of its old memories. Together, you might have to unravel a memory from your eidolon's past life among the fey.

Tradition primal (but see Fey Gift Spells below)

Traits eidolon, fey

Home Plane First World

Size Small or Medium

Suggested Attacks fist (bludgeoning), wing (bludgeoning), attacks shaped like a weapon

Skirmisher Fey Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 12; +1 AC (+4 Dex cap)

Trickster Fey Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 16;
+1 AC (+4 Dex cap)

Skills Deception, Nature

Senses low-light vision

Language Sylvan

Speed 25 feet

Eidolon Abilities *Initial* fey gift spells; *Symbiosis* fey mischief; *Transcendence* fey chicanery

FEY GIFT SPELLS

Your eidolon expands your primal magic with enchantment and illusion magic, allowing both of you to wield the power of fey charm and glamour. When you add spells to your repertoire, you can choose from the primal list as well as from enchantment and illusion spells that appear on the arcane spell list. As usual for when you add spells of a different tradition to your spell list, you're still a primal spellcaster, so all of your spells are primal spells.

Your eidolon gains the Magical Understudy summoner feat, despite not meeting the prerequisite level, and it can choose fey gift cantrips in addition to primal cantrips. As usual for a feat you are granted by name, you can't retrain Magical Understudy into another feat.

FEY MISCHIEF

7TH

Your eidolon's fey magic becomes more powerful and mischievous. Your eidolon gains the Magical Adept feat, despite not meeting the prerequisite level, and can choose from fey gift spells in addition to primal spells.

FEY CHICANERY

17TH

Ever full of tricks, your fey eidolon twists magical protections into your shared life force, granting it a contingency in its back pocket for desperate situations. During your daily preparations, your eidolon can cast a *contingency* spell. The 4th-level spell it chooses must come from the primal or fey gift list, and must either be common or be another spell you have access to.

PLANT EIDOLON

Your eidolon is an intelligent plant, formed from the same disembodied fragments of nature's life energy that become leshys. Plant eidolons tend to be curious and adaptable, with temperaments based on the parts of mortal culture they feel affinity toward. Despite coming from the same source, plant eidolons don't always look like leshys. Plant eidolons have forms that vary greatly and can look



like almost any kind of plant creature in existence. Some even resemble plant creatures so strange they are impossible to identify.

Tradition primal

Traits eidolon, plant

Home Plane Material Plane

Size Medium

Suggested Attacks vine (bludgeoning), branch (bludgeoning), root (bludgeoning)

Guardian Plant Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 10;
+2 AC (+3 Dex cap)

Creeping Plant Str 12, Dex 18, Con 16, Int 8, Wis 14, Cha 10;
+1 AC (+4 Dex cap)

Skills Nature, Survival

Senses low-light vision

Language Sylvan

Speed 25 feet

Eidolon Abilities *Initial* tendril strike; *Symbiosis* growing vines; *Transcendence* field of roots

TENDRIL STRIKE

Your eidolon can stretch out vines and roots, attacking foes outside its reach. It gains the Tendril Strike action.

TENDRIL STRIKE ◆

EIDOLON

Stretching to extend its body to its limits, your eidolon attacks a foe that would normally be beyond its reach.

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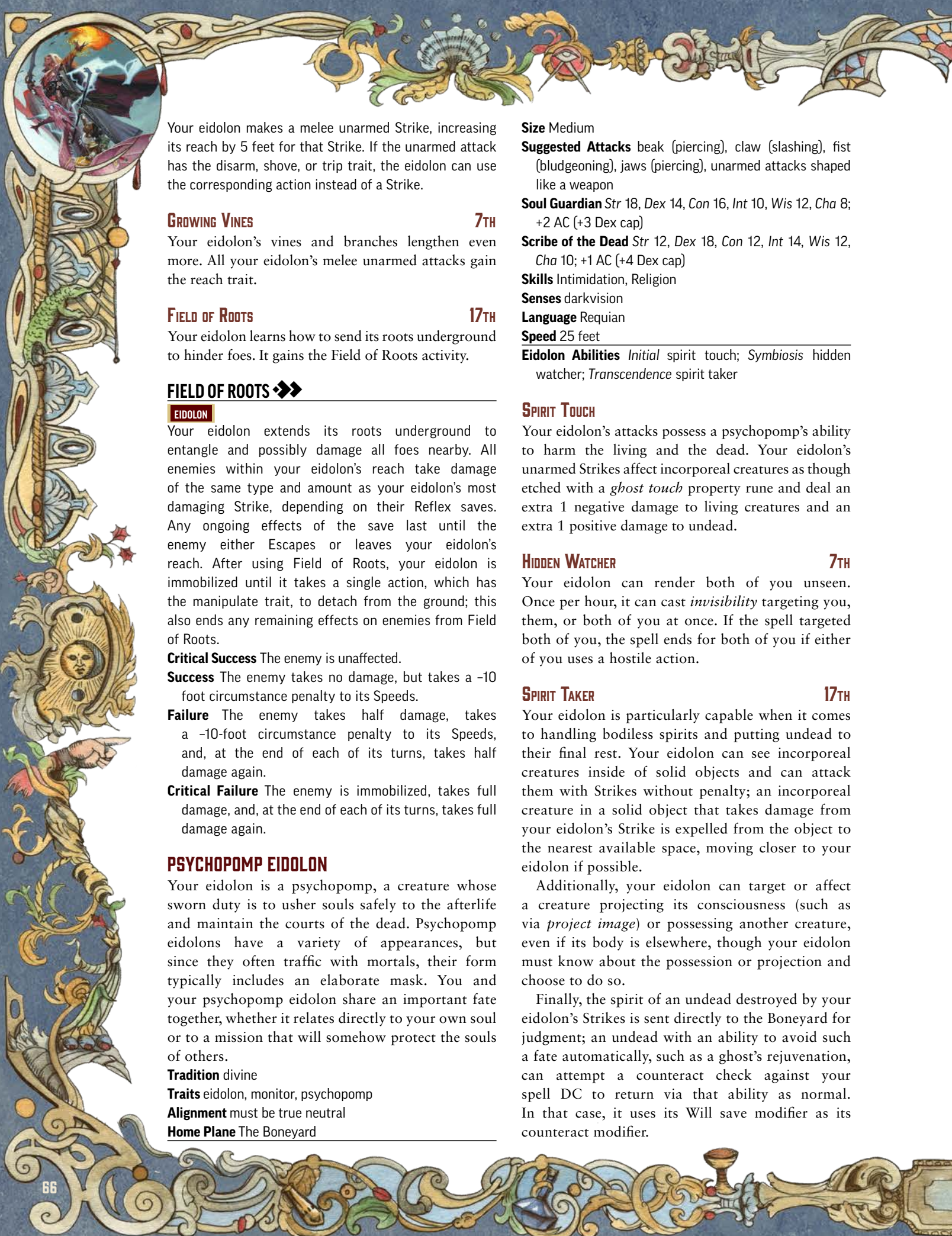
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Your eidolon makes a melee unarmed Strike, increasing its reach by 5 feet for that Strike. If the unarmed attack has the disarm, shove, or trip trait, the eidolon can use the corresponding action instead of a Strike.

GROWING VINES

7TH

Your eidolon's vines and branches lengthen even more. All your eidolon's melee unarmed attacks gain the reach trait.

FIELD OF ROOTS

17TH

Your eidolon learns how to send its roots underground to hinder foes. It gains the Field of Roots activity.

FIELD OF ROOTS ◆◆

EIDOLON

Your eidolon extends its roots underground to entangle and possibly damage all foes nearby. All enemies within your eidolon's reach take damage of the same type and amount as your eidolon's most damaging Strike, depending on their Reflex saves. Any ongoing effects of the save last until the enemy either Escapes or leaves your eidolon's reach. After using Field of Roots, your eidolon is immobilized until it takes a single action, which has the manipulate trait, to detach from the ground; this also ends any remaining effects on enemies from Field of Roots.

Critical Success The enemy is unaffected.

Success The enemy takes no damage, but takes a -10 foot circumstance penalty to its Speeds.

Failure The enemy takes half damage, takes a -10-foot circumstance penalty to its Speeds, and, at the end of each of its turns, takes half damage again.

Critical Failure The enemy is immobilized, takes full damage, and, at the end of each of its turns, takes full damage again.

PSYCHOPOMP EIDOLON

Your eidolon is a psychopomp, a creature whose sworn duty is to usher souls safely to the afterlife and maintain the courts of the dead. Psychopomp eidolons have a variety of appearances, but since they often traffic with mortals, their form typically includes an elaborate mask. You and your psychopomp eidolon share an important fate together, whether it relates directly to your own soul or to a mission that will somehow protect the souls of others.

Tradition divine

Traits eidolon, monitor, psychopomp

Alignment must be true neutral

Home Plane The Boneyard

Size Medium

Suggested Attacks beak (piercing), claw (slashing), fist (bludgeoning), jaws (piercing), unarmed attacks shaped like a weapon

Soul Guardian Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8; +2 AC (+3 Dex cap)

Script of the Dead Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 10; +1 AC (+4 Dex cap)

Skills Intimidation, Religion

Senses darkvision

Language Requian

Speed 25 feet

Eidolon Abilities *Initial* spirit touch; *Symbiosis* hidden watcher; *Transcendence* spirit taker

SPIRIT TOUCH

Your eidolon's attacks possess a psychopomp's ability to harm the living and the dead. Your eidolon's unarmed Strikes affect incorporeal creatures as though etched with a *ghost touch* property rune and deal an extra 1 negative damage to living creatures and an extra 1 positive damage to undead.

HIDDEN WATCHER

7TH

Your eidolon can render both of you unseen. Once per hour, it can cast *invisibility* targeting you, them, or both of you at once. If the spell targeted both of you, the spell ends for both of you if either of you uses a hostile action.

SPIRIT TAKER

17TH

Your eidolon is particularly capable when it comes to handling bodiless spirits and putting undead to their final rest. Your eidolon can see incorporeal creatures inside of solid objects and can attack them with Strikes without penalty; an incorporeal creature in a solid object that takes damage from your eidolon's Strike is expelled from the object to the nearest available space, moving closer to your eidolon if possible.

Additionally, your eidolon can target or affect a creature projecting its consciousness (such as via *project image*) or possessing another creature, even if its body is elsewhere, though your eidolon must know about the possession or projection and choose to do so.

Finally, the spirit of an undead destroyed by your eidolon's Strikes is sent directly to the Boneyard for judgment; an undead with an ability to avoid such a fate automatically, such as a ghost's rejuvenation, can attempt a counteract check against your spell DC to return via that ability as normal. In that case, it uses its Will save modifier as its counteract modifier.

SUMMONER FEATS

At every level that you gain a summoner feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ADVANCED WEAPONRY

FEAT 1

EVOLUTION SUMMONER

Your eidolon's attack evolves. Choose one of your eidolon's starting melee unarmed attacks. It gains one of the following traits, chosen when you gain the feat: disarm, grapple, nonlethal, shove, trip, or versatile bludgeoning, piercing, or slashing.

DUAL STUDIES

FEAT 1

SUMMONER

You and your eidolon have some skills you practice on your own. Choose two skills. Your eidolon becomes trained in one of those skills and you become trained in the other skill. At 7th level, you each become an expert in the chosen skills. These skill proficiencies are not shared between you and your eidolon.

ENERGY HEART

FEAT 1

EVOLUTION SUMMONER

Your eidolon's heart beats with energy. Choose an energy damage type other than force. One of its unarmed attacks changes its damage type to the chosen type, and it gains resistance to that type equal to half your level (minimum 1).

EXPANDED SENSES

FEAT 1

EVOLUTION SUMMONER

Your eidolon evolves more acute senses. Your eidolon gains low-light vision and darkvision, as well as scent as an imprecise sense with a range of 30 feet.

EXTEND BOOST

FEAT 1

SUMMONER

You can increase the duration of your eidolon's boosts. You learn the *extend boost* link spell. Increase the number of Focus Points in your focus pool by 1.

GLIDER FORM

FEAT 1

EIDOLON EVOLUTION MOVE SUMMONER

Your eidolon evolves wings, a buoyant body, or some other means to control descent. It glides slowly toward the ground, 5 feet down and up to 25 feet forward through the air. As long as it spends at least 1 action gliding each round and has not yet reached the ground, it remains in the air at the end of your turn.

MELD INTO EIDOLON

FEAT 1

SUMMONER

Your physical form can combine with that of your eidolon, granting benefits but limiting your capabilities. You Manifest your Eidolon, but instead of summoning it into an adjacent open space, you become it. While Manifested in this way, you use its statistics, and you can't act except to direct it to use Manifest an Eidolon to unmanifest it. Since you can't act, you can't Cast Spells, activate or benefit from magic items that normally benefit you and not your eidolon, perform actions that have the tandem trait, or use other abilities that require you, and not the eidolon, to act. Your can't be separately targeted while you are melded into it. When you reach 0 HP, your eidolon unmanifests, leaving your body behind, unconscious and dying.

SUMMONER FEATS

Use this table to look up feats by name.

Feat	Level
Advanced Weaponry	1
Airborne Form	14
Alacritous Action	2
Amphibious Form	2
Blood Frenzy	6
Bloodletting Claws	4
Boost Summons	8
Burrowing Form	10
Constricting Hold	8
Defend Summoner	4
Dual Energy Heart	4
Dual Studies	1
Effortless Concentration	16
Eidolon's Opportunity	6
Eidolon's Wrath	6
Energy Heart	1
Energy Resistance	8
Eternal Boost	20
Ever-Vigilant Senses	16
Expanded Senses	1
Extend Boost	1
Flexible Transmogrification	12
Hulking Size	8
Legendary Summoner	20
Lifelink Surge	4
Link Focus	12
Link Wellspring	18
Glider Form	1
Grasping Limbs	12
Magical Adept	8
Magical Master	18
Magical Understudy	2
Master Summoner	6
Meld Into Eidolon	1
Merciless Rend	10
Miniaturize	8
Ostentatious Arrival	6
Phase Out	6
Protective Bond	10
Pushing Attack	10
Ranged Combatant	2
Reactive Dismissal	4
Reinforce Eidolon	2
Resilient Shell	14
Share Eidolon Magic	14
Shrink Down	4
Skilled Partner	4
Spell-Repelling Form	14
Steed Form	2
Summoner's Call	12
Tandem Movement	4
Tandem Strike	6
Towering Size	12
Trample	16
Transpose	10
True Transmogrification	18
Twin Eidolon	20
Unfetter Eidolon	1
Vibration Sense	4
Weighty Impact	10

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Sample Summoner

Angelic Vessel

Your eidolon is a being from the angelic hosts.

ABILITY SCORES

Improve your Charisma first, then Constitution, Dexterity, and Wisdom.

SKILLS

Diplomacy, Intimidation, Medicine, Religion

EIDOLON

Angel

FEATS

Glider Form (1st), Ranged Combatant (2nd), Lifelink Surge (4th)

UNFETTER EIDOLON

FEAT 1

SUMMONER

You can allow your eidolon to travel far from your side. You learn the *unfetter eidolon* link spell (page 145). Increase the number of Focus Points in your focus pool by 1.

2ND LEVEL

ALACRITOUS ACTION

FEAT 2

EVOLUTION SUMMONER

Your eidolon moves more quickly. It gains a +10-foot status bonus to its Speed.

AMPHIBIOUS FORM

FEAT 2

EVOLUTION SUMMONER

Your eidolon adapts to life on land and underwater. It gains the amphibious trait, allowing it to breathe in water and air and to avoid the normal -2 penalty for making bludgeoning and slashing unarmed Strikes underwater. It gains a swim Speed equal to its land Speed or 25 feet, whichever is less; or if it is normally aquatic, it gains a land Speed equal to its swim Speed or 25 feet, whichever is less.

MAGICAL UNDERSTUDY

FEAT 2

EVOLUTION SUMMONER

Your eidolon evolves to cast spells. It gains the Cast a Spell activity and learns two cantrips of its tradition, which it can cast as innate spells.

RANGED COMBATANT

FEAT 2

EVOLUTION SUMMONER

Spines, flame jets, and holy blasts are just some of the ways your eidolon might strike from a distance. It gains a ranged unarmed attack with a range increment of 30 feet that deals 1d4 damage and has the magical and propulsive traits. When you select this feat, choose a damage type: acid, bludgeoning, cold, electricity, fire, negative, piercing, positive, or slashing. If your eidolon is a celestial, fiend, or monitor with an alignment other than true neutral, you can choose a damage type in its alignment.

REINFORCE EIDOLON

FEAT 2

SUMMONER

You buffer your eidolon. You gain the *reinforce eidolon* link cantrip (page 145).

STEED FORM

FEAT 2

EVOLUTION SUMMONER

Your eidolon changes to make it particularly effective as your mount. While you ride it, you get your full number of actions each round instead of reducing them to 2. This applies only when you ride your eidolon, not when anyone else does (see the Riding Sapient Creatures sidebar on page 71). Your eidolon still must be at least one size category larger than you to ride it. Since you work together to move, your eidolon's move actions while you're mounted gain the tandem trait.

4TH LEVEL

BLOODLETTERING CLAWS

FEAT 4

EVOLUTION SUMMONER

Your eidolon inflicts bleeding wounds on a telling blow. If your eidolon critically hits with a melee unarmed Strike that deals slashing or piercing

damage, its target takes 1d6 persistent bleed damage. Your eidolon gains an item bonus to this bleed damage equal to the unarmed attack's item bonus to attack rolls. This is a critical specialization effect.

DEFEND SUMMONER

FEAT 4

EIDOLON EVOLUTION SUMMONER

Your eidolon blocks attacks against you. After your eidolon uses this action, you gain a +2 circumstance bonus to AC until the beginning of your next turn. This bonus applies only while you're within your eidolon's reach (in most cases, this means your eidolon is adjacent to you or in your space).

DUAL ENERGY HEART

FEAT 4

EVOLUTION SUMMONER

Prerequisites Energy Heart

A second energy dwells in your eidolon. Choose an additional energy damage type. Your unarmed attack that deals energy damage gains the versatile trait for the second energy damage type, and your eidolon gains resistance to the second type of energy damage equal to half your level.

LIFELINK SURGE

FEAT 4

SUMMONER

You learn the *lifelink surge* link spell (page 145). Increase the number of Focus Points in your focus pool by 1.

REACTIVE DISMISSAL

FEAT 4

SUMMONER

Trigger Your eidolon would take damage.

You abruptly dismiss your eidolon to reduce the damage it takes, though this makes summoning it again more difficult. Reduce the triggering damage to your eidolon by double your level, and your eidolon unmanifests. You can't Manifest your Eidolon again until after the end of your next turn.

SHRINK DOWN

FEAT 4

CONCENTRATE EIDOLON EVOLUTION SUMMONER TRANSMUTATION

Your eidolon can shrink to fit into small spaces. Your eidolon reduces in size, to a minimum of size Small. It can use this action again while shrunk to return to its normal size.

SKILLED PARTNER

FEAT 4

SUMMONER

Your eidolon gains a 1st-level skill feat and a 2nd-level or lower skill feat. At 7th level, your eidolon gains an additional skill feat, of 7th level or lower.

TANDEM MOVEMENT

FEAT 4

SUMMONER TANDEM

You and your eidolon move together. You each use a single action to Stride. Either of you that has the corresponding movement type can Burrow, Climb, Fly, or Swim instead.

VIBRATION SENSE

FEAT 4

EVOLUTION SUMMONER

Your eidolon gains tremorsense as an imprecise sense with a range of 30 feet. If aquatic, it gains wavesense as an imprecise sense with a range of 30 feet instead. If amphibious, it gains both.

6TH LEVEL

BLOOD FRENZY

FEAT 6

EIDOLON EVOLUTION SUMMONER

Prerequisites Bloodletting Claws

Requirements Your eidolon's last action dealt bleed damage to a living creature.

Your eidolon flies into a frenzy. It gains the benefits of *boost eidolon* and gains temporary HP equal to your level, but takes a -2 penalty to AC. It can't voluntarily end the frenzy or start another frenzy while in the frenzy. The frenzy lasts for 1 minute, after which your eidolon is fatigued for 1 minute and can't start another frenzy for 1 minute.

EIDOLON'S OPPORTUNITY

FEAT 6

EIDOLON EVOLUTION SUMMONER

Trigger A creature within your eidolon's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. Your eidolon makes a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, your eidolon disrupts that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

EIDOLON'S WRATH

FEAT 6

EVOLUTION SUMMONER

Your eidolon gains the *eidolon's wrath* focus spell (page 144), which it casts, instead of you. You determine the damage type when you gain the feat: acid, cold, electricity, fire, negative, positive, or sonic. If your eidolon is a celestial, fiend, or monitor with an alignment other than true neutral, you can choose a damage type in its alignment. Increase the number of Focus Points in your focus pool by 1. As normal, your eidolon shares your Focus Points.

MASTER SUMMONER

FEAT 6

SUMMONER

During daily preparations, you can designate one of your spell slots to become two summoning slots of the same spell level, from which you can cast only summoning or incarnate spells.

OSTENTATIOUS ARRIVAL

FEAT 6

CONCENTRATE MANIPULATE METAMAGIC SUMMONER

If the next action you take is to Manifest your Eidolon as a three-action activity, or to Cast a three-action summoning Spell, the creature appears in an explosion.

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All creatures in a 10-foot emanation around the creature you summoned or manifested take 1d4 fire damage per spell level for a summoning spell, or 1d4 damage per 2 levels for Manifesting your Eidolon. If the creature you summoned or manifested has the acid, cold, electricity, fire, sonic, or water trait, the damage is that type instead (or cold damage for the water trait). If the creature has more than one of these traits, you choose which damage type to deal.

PHASE OUT ◆◆◆

FEAT 6

CONCENTRATE **EVOLUTION** **SUMMONER** **TRANSMUTATION**

Prerequisites your eidolon is a phantom

Your eidolon phases out of reality slightly, gaining resistance to all damage (except force and negative) equal to half your level. It's not incorporeal, but it can't use Strikes or actions that require a fully physical form, such as Grapple, Shove, or Trip. Your eidolon can return to its normal form with a single action, which has the concentrate trait.

TANDEM STRIKE ◆◆

FEAT 6

SUMMONER **TANDEM**

Requirements A creature is in your and your eidolon's reach.

You and your eidolon each attack, seamlessly targeting the same foe without interfering with each other's movements. Your eidolon makes a melee Strike, and then you make a melee Strike against the same creature. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after both attacks have been made.

8TH LEVEL

BOOST SUMMONS

FEAT 8

SUMMONER

Augmenting your eidolon extends to creatures you summon. When you cast *boost eidolon*, in addition to your eidolon, it also targets your summoned creatures within 60 feet.

CONSTRICTING HOLD ◆

FEAT 8

EIDOLON **EVOLUTION** **SUMMONER**

Requirements Your eidolon has a creature grabbed or restrained.

Your eidolon constricts the creature, dealing bludgeoning damage equal to your eidolon's level plus its Strength modifier, with a basic Fortitude save against your spell DC.

ENERGY RESISTANCE

FEAT 8

EVOLUTION SUMMONER

Prerequisites Energy Heart

Your eidolon has stronger resistance. Its resistance from Energy Heart and Dual Energy Heart increase to your level.

HULKING SIZE

FEAT 8

EVOLUTION SUMMONER

Your eidolon grows substantially. Your eidolon becomes Large, instead of its previous size, and its reach increases to 10 feet. This doesn't change any of its other statistics.

MAGICAL ADEPT

FEAT 8

EVOLUTION SUMMONER

Prerequisites Magical Understudy

Your eidolon gains more magic. Choose one 2nd-level spell and one 1st-level spell of your eidolon's tradition. Your eidolon can cast them each once per day as innate spells. At every even level after you take this feat, your eidolon can swap one of these innate spells for a new innate spell that's 2 or more levels lower than your highest-level spell slot.

MINIATURIZE

FEAT 8

EVOLUTION SUMMONER

Prerequisites Shrink Down

Your eidolon can shrink even further. When using Shrink Down, your eidolon can reduce its size to Tiny.

10TH LEVEL

BURROWING FORM

FEAT 10

EVOLUTION SUMMONER

Your eidolon can burrow through loose dirt. Your eidolon gains a burrow Speed of 15 feet.

MERCILESS REND

FEAT 10

EIDOLON EVOLUTION SUMMONER

Requirements Your eidolon hit the same enemy with two consecutive Strikes with its secondary attack this turn and dealt slashing damage with both.

Your eidolon rends its foes. It automatically deals the damage from its secondary attack to the enemy.

PROTECTIVE BOND

FEAT 10

ABJURATION SUMMONER

Trigger You and your eidolon are in a damaging effect's area. The power of your bond can protect you and your eidolon from harm. If you and your eidolon would take different amounts of damage from the area effect, you take the lower amount of damage instead of the greater amount of damage.

Special This feat has the trait matching your eidolon's tradition (arcane, divine, occult, or primal).

RIDING SAPIENT CREATURES

Riding along on a sapient creature that isn't a minion requires a lot of coordination and timing. Both the riding creature and the mount regain only 2 actions at the start of their turns each round, as both the mount and the riding creature interfere with one another's actions. If you ride your eidolon, you reduce your total actions to 2 and continue to share actions normally—you don't reduce the number of actions twice.

PUSHING ATTACK

FEAT 10

EVOLUTION SUMMONER

Your eidolon has an attack that pushes away enemies. Choose one of the eidolon's unarmed attacks with the shove trait. It gains the Push action (*Bestiary* 343) for that attack.

TRANPOSE

FEAT 10

CONCENTRATE CONJURATION MANIPULATE SUMMONER TELEPORTATION

You switch places with your eidolon. You each teleport to the other's position.

Special This feat has the trait matching your eidolon's tradition (arcane, divine, occult, or primal).

WEIGHTY IMPACT

FEAT 10

EVOLUTION SUMMONER

Your eidolon knocks enemies down. Choose one of the eidolon's unarmed attacks with the trip trait. It gains the Knockdown action (*Bestiary* 343) for that attack.

12TH LEVEL

FLEXIBLE TRANSMOGRIFICATION

FEAT 12

SUMMONER

You've learned how to transmute your eidolon to suit the circumstances of the day. Each day, choose one evolution feat of 6th level or lower during your daily preparations. Your eidolon gains that feat until your next daily preparations.

GRASPING LIMBS

FEAT 12

EVOLUTION SUMMONER

Your eidolon grabs enemies. Choose one of the eidolon's unarmed attacks with the grapple trait. It gains the Grab action (*Bestiary* 343) on that unarmed attack.

LINK FOCUS

FEAT 12

SUMMONER

Prerequisites link spells

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Sample Summoner

God Caller

Your eidolon is a god born of the land's life force.

ABILITY SCORES

Focus on Charisma, Constitution, and then Strength.

SKILLS

Athletics, Intimidation, Nature, Survival

EIDOLON

Beast

FEATS

Advanced Weaponry (1st), Reinforce Eidolon (2nd), Tandem Strike (6th)

Your focus recovers faster. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

SUMMONER'S CALL

FEAT 12

CONCENTRATE CONJURATION SUMMONER TELEPORTATION

Trigger You or your eidolon take damage from a foe or hazard.

Requirements Your eidolon is manifested more than 5 feet away.

In a moment of danger, you call your eidolon to your side. Your eidolon teleports to an open space adjacent to you.

Special This feat has the trait matching your eidolon's tradition (arcane, divine, occult, or primal).

TOWERING SIZE

FEAT 12

EVOLUTION SUMMONER

Prerequisites Hulking Size

Your eidolon becomes even bigger. It becomes Huge, instead of Large, and the reach on all its attacks increases to 15 feet.

14TH LEVEL

AIRBORNE FORM

FEAT 14

EVOLUTION SUMMONER

Prerequisites Glider Form

Your eidolon can fly. It gains a fly Speed equal to its Speed.

RESILIENT SHELL

FEAT 14

EVOLUTION SUMMONER

Your eidolon is resilient against attacks. It gains resistance to physical damage equal to its Constitution modifier.

SHARE EIDOLON MAGIC

FEAT 14

SUMMONER

Prerequisites Magical Understudy

Your eidolon shares innate spells with you. You can cast the innate spells your eidolon gained from Magical Understudy, Magical Adept, and Magical Master. You and your eidolon share the same daily uses of these innate spells.

SPELL-REPELLING FORM

FEAT 14

EVOLUTION SUMMONER

Your eidolon evolves to protect itself from the danger posed by spells. It gains a +1 status bonus to all saving throws against magic.

16TH LEVEL

EFFORTLESS CONCENTRATION

FEAT 16

SUMMONER

Trigger Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active spells.

EVER-VIGILANT SENSES

FEAT 16

EVOLUTION SUMMONER

Your eidolon has enhanced senses. It gains a +2 circumstance bonus to Perception, and can't be flanked except by creatures that are higher level than it. It can see invisible creatures and objects; they appear translucent and are concealed. When your eidolon moves within 30 feet of an illusion that can be disbelieved, the GM rolls a secret check to disbelieve it, even if your eidolon didn't spend an action to Interact.

TRAMPLE

FEAT 16

EIDOLON EVOLUTION SUMMONER

Your eidolon Strides up to double its Speed and can move through the spaces of creatures at least one size smaller, Trampling each creature whose space it enters. It can attempt to Trample the same creature only once in a single Trample. It deals bludgeoning damage equal to the damage of its secondary attack against these creatures, which can attempt a basic Reflex save against your spell DC.

18TH LEVEL

LINK WELLSPRING

FEAT 18

SUMMONER

Prerequisites Link Focus

Your bond replenishes your focus. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

MAGICAL MASTER

FEAT 18

EVOLUTION SUMMONER

Prerequisites Magical Adept

Your eidolon gains a bevy of lower-level spells. Choose an innate spell of your eidolon's tradition of each of the spell levels from 1 to 7 in which your eidolon doesn't currently have an innate spell from Magical Adept. Your eidolon can cast each once per day as innate spells. You can swap these spells at every even level, but your eidolon can never know more than one spell of each spell level 1 through 7.

TRUE TRANSMOGRIFICATION

FEAT 18

SUMMONER

You transmogrify your eidolon each day. During your daily preparations, you can swap out any number of your evolution feats, each for a different evolution feat of an appropriate level for which you meet the prerequisites. These swaps last until your next daily preparations.

20TH LEVEL

ETERNAL BOOST

FEAT 20

SUMMONER

Your link with your eidolon is so intense that you

SUMMONING SPELLS

When the Master Summoner, Ostentatious Arrival, and Legendary Summoner feats refer to summoning spells, they mean spells that conjure a creature with the summoned trait. The spells that qualify from the *Core Rulebook* and this book are *summon anarch*, *summon animal*, *summon axiom*, *summon elemental*, *summon entity*, *summon fey*, *summon fiend*, *summon lesser servitor*, and *summon plant or fungus*. Your GM might add other spells from future books that work like these spells.

continuously reinforce its abilities. You are permanently quickened; you can use your extra action only to cast *boost eidolon* or *reinforce eidolon*. While in exploration mode, you can declare that you are also continually casting *boost eidolon* or *reinforce eidolon* even while using a different exploration activity. If you do, even before your first turn in a combat encounter, that cantrip is active as if you had cast it on your previous turn.

LEGENDARY SUMMONER

FEAT 20

SUMMONER

Prerequisites Master Summoner

Your ability to summon extends past your other spellcasting. When you sacrifice a 9th-level spell slot to gain two summoning slots using Master Summoner, you can use those slots to cast summoning spells heightened to 10th level. You can't use these spell slots for any purpose other than casting the summoning spells, and you don't count as having 10th-level spell slots for other abilities or rules.

TWIN EIDOLON

FEAT 20

POLYMORPH SUMMONER TRANSMUTATION

You can transform to match your eidolon. When you Manifest your Eidolon, you can call upon its powers to transform yourself into a duplicate until it unmanifests. You can't use this if you Manifest your Eidolon in an unusual way, such as Meld into Eidolon. While using Twin Eidolon, you use your eidolon's statistics other than your mental ability modifiers, including its evolutions. You can't cast spells (except spells your eidolon could cast), Activate or otherwise benefit from magic items that normally benefit you and not your eidolon, or use other actions it can't perform. Any of its spells you cast with limited uses count against your eidolon's uses. You can Manifest your Eidolon again to end this effect.

Special This feat has the trait matching your eidolon's tradition (arcane, divine, occult, or primal).

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MULTICLASS ARCHETYPES

If your character wants to dabble in the power of a magus or summoner, you can take one of the following multiclass archetypes to do so.



Applying an archetype requires you to select archetype feats instead of class feats. Find the archetype that best fits your character concept, and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites. The feat you select is still subject to any selection restrictions on the class feat it replaces. For example, if you gained an ability at 6th level that granted you a 4th-level class feat with the dwarf trait, you could swap out that class feat only for an archetype feat of 4th level or lower with the dwarf trait. Archetype feats you gain in place of a class feat are called archetype class feats.

Occasionally, an archetype feat works like a skill feat instead of a class feat. These archetype feats have the skill trait, and you select them in place of a skill feat, otherwise following the same rules above. These are not archetype class feats (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency archetype feat).

Each archetype's dedication feat represents a certain portion of your character's time and focus, so once you select a dedication feat for an archetype, you must satisfy its requirements before you can gain another dedication feat. Typically, you satisfy an archetype dedication feat by gaining a certain number of feats from the archetype's list. You cannot retrain a dedication feat as long as you have any other feats from that archetype.

Sometimes an archetype feat lets you gain another feat, such as the summoner's Basic Synergy. You must still meet the prerequisites of that feat.

Archetypes with the multiclass trait, like both the magus and summoner archetypes, represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name (for instance, a magus can't select the Magus Dedication feat).

BOUNDED SPELLCASTING ARCHETYPE

Some archetypes, such as the magus and summoner multiclass archetypes, grant you spellcasting abilities based on the way magi and summoners cast spells, albeit delayed compared to a character from those classes. In this book, both archetypes are bounded

spellcasting archetypes, but future books might introduce bounded spellcasting archetypes that aren't multiclass archetypes. A bounded spellcasting archetype allows you to use scrolls, staves, and wands in the same way that a member of a spellcasting class can, and the basic bounded spellcasting feat counts as having a spellcasting class feature.

Bounded spellcasting archetypes always have a basic bounded spellcasting feat, an expert bounded spellcasting feat, and a master bounded spellcasting feat. These feats share their name with the archetype. For instance, the magus's master spellcasting feat is called Master Magus Spellcasting. All spell slots you gain from bounded spellcasting archetypes have restrictions depending on the archetype. For example, the summoner archetype grants you spell slots you can use only to cast spells from your summoner repertoire, even if you are a sorcerer with spells of the same tradition in your sorcerer repertoire.

Basic Bounded Spellcasting Feat: Usually gained at 6th level, these feats give you a 1st-level spell slot and a 2nd-level spell slot from that magical tradition. If you have a spell repertoire, you can select one spell from your repertoire as a signature spell. Archetypes refer to these benefits as the "basic bounded spellcasting benefits." At 10th level, you replace your 1st-level spell slot with a 3rd-level spell slot.

Expert Bounded Spellcasting Feat: Usually taken at 12th level, these feats make you an expert in spell attack rolls and DCs of the appropriate magical tradition. You gain an additional 3rd-level spell slot. If you have a spell repertoire, you can select a second spell from your repertoire as a signature spell. At 14th level, you replace your spell slots with two 4th-level spell slots and one 5th-level spell slot, and at 16th level, you replace your spell slots with two 5th-level spell slots and one 6th-level spell slot. Archetypes refer to these benefits as the "expert bounded spellcasting benefits."

Master Bounded Spellcasting Feat: Usually taken at 18th level, these feats make you a master in spell attack rolls and DCs of the appropriate magical tradition and grant you an additional 6th-level spell slot. At 20th level, they replace your two 5th-level spell slots with two 7th-level spell slots. Archetypes refer to these benefits as the "master bounded spellcasting benefits."

MAGUS

You've mixed physical combat with spellcasting.

MAGUS DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Strength or Dexterity 14, Intelligence 14

You cast spells like a magus, gaining a spellbook with four common arcane cantrips of your choice. You gain the Cast a Spell activity. You can prepare two cantrips each day from your spellbook. Each time you gain a spell slot of a new level from the magus archetype, add a spell of that level or lower to your spellbook. You're trained in arcane spell attack rolls and spell DCs. Your key spellcasting ability for magus archetype spells is Intelligence, and they are arcane magus spells. You become trained in Arcana; if you were already trained in Arcana, you instead become trained in a skill of your choice. You become trained in simple weapons.

Special You can't select another dedication feat until you have gained two other feats from the magus archetype.

BASIC MARTIAL MAGIC

FEAT 4

ARCHETYPE

Prerequisites Magus Dedication

You gain a 1st- or 2nd-level magus feat of your choice.

HYBRID STUDY SPELL

FEAT 4

ARCHETYPE

Prerequisites Magus Dedication

Gain the conflux spell from a hybrid study of your choice (page 38). If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by studying your spellbook and performing a physical regimen. You don't gain any of the hybrid study's other benefits.

SPELLSTRIKER

FEAT 4

ARCHETYPE

Prerequisites Magus Dedication

You gain the magus's Spellstrike activity. You can recharge it only as an activity that takes 1 minute. This restriction applies even if you gain another ability that recharges Spellstrike.

ADVANCED MARTIAL MAGIC

FEAT 6

ARCHETYPE

Prerequisites Basic Martial Magic

You gain one magus feat. For the purpose of meeting its prerequisites, your magus level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another magus feat.

BASIC MAGUS SPELLCASTING

FEAT 6

ARCHETYPE

Prerequisites Magus Dedication

You gain the basic bounded spellcasting benefits (page 74).

EXPERT MAGUS SPELLCASTING

FEAT 12

ARCHETYPE

Prerequisites Basic Magus Spellcasting, master in Arcana

You gain the expert bounded spellcasting benefits (page 74).

MASTER MAGUS SPELLCASTING

FEAT 18

ARCHETYPE

Prerequisites Expert Magus Spellcasting, legendary in Arcana

You gain the master bounded spellcasting benefits (page 74).

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SUMMONER

You have a tenuous connection to an eidolon, a bodiless being that shares your life force, and with effort you can manifest the eidolon into the world.

MULTICLASS SUMMONER CHARACTERS

The summoner archetype grants you an eidolon to join you in battle. It's a particularly helpful multiclass for characters with weaker martial abilities.

- Alchemist summoners can use their eidolons as lab assistants or even as the source of experiments. They are a good fit for construct or plant eidolons.
- Barbarian summoners find themselves drawn to the fury of anger phantoms, the two fueled by the same inner instinct.
- Bard summoners inspire their eidolons to greater heights with their bardic performances. They often team up with eidolons who pair well with their muse, such as a fey eidolon for a polymath muse or a phantom eidolon for a warrior muse.
- Champion summoners get along best with divine eidolons matching the alignment associated with their cause—angel eidolons for the tenets of good, devil eidolons for a tyrant, and so on. This allows the champion and eidolon to have a unity in philosophy and purpose that other eidolon choices might lack.
- Cleric summoners often find a connection to eidolons associated with their deity, such as a Sarenite cleric who chooses an angel eidolon. Clerics' ability to heal and support allows them to keep their eidolon healthy.
- Druid summoners find the life link with primal eidolons to be a religious experience. They are especially likely to bond with eidolons that match their order, such as plant eidolons for the leaf order or beast eidolons for the animal or wild order.
- Fighter summoners use tactics and techniques with their eidolons to best foes. They can partner with eidolons of any kind, but they work especially well with eidolons who provide utilities that complement their fighting style.
- Monk summoners often choose eidolons that are on their own path to enlightenment, to help enrich the monk's journey. These might be divine eidolons, especially if the monk is religious or uses divine ki spells, but they also might be phantoms seeking to transcend their phantom existence to reach the afterlife.
- Ranger summoners get along best with beast and plant eidolons, but they make a good team with other eidolons as well, especially when an archer ranger teams up with a melee eidolon.

- Rogue summoners gain a partner in crime that can disappear when necessary, providing the eidolon with the ultimate getaway as long as no one expects it to carry back loot from a heist. Rogues work well with tricky eidolons, such as fey, and they get a lot of mileage out of sharing their skills with their eidolon. The Unfetter Eidolon feat can be especially useful if the rogue wants to establish a quick alibi far from the eidolon's crimes.
- Sorcerer summoners often choose eidolons that match closely to their bloodline, such as a psychopomp eidolon for the psychopomp bloodline. The eidolon might even be part of the story of how the sorcerer gained their bloodline.
- Wizard summoners are especially appreciative of an eidolon to help them in combat, and they tend to favor arcane eidolons like dragon and construct eidolons.

SUMMONER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma 14

You've formed a bond with an eidolon, an entity that manifests in a physical body only through its link to your life force. Your bond may be tenuous, but that doesn't make your connection any less special. You gain an eidolon (page 52) as well as the Manifest Eidolon activity. Due to your tenuous link, you can't gain or use tandem actions. Because you don't have Act Together, only you or your eidolon can perform an exploration activity at one time, so for instance you couldn't both be Searching or Investigating.

Your eidolon is trained in unarmed attacks and unarmored defense, and shares your proficiency rank for Perception, saving throws, and skill checks. Choose an eidolon type. You become trained in your eidolon's listed skills. For each of those skills that you are already trained in, you become trained in a different skill of your choice. Your eidolon's initial ability scores are reduced. It starts with a 16 in any ability score listed at 18 for its eidolon array. It otherwise gains the statistics listed for an eidolon of that type.

At 5th level, the eidolon's ability score that was reduced to 16 increases to 18, before applying ability boosts. At levels 5, 10, 15, and 20, your eidolon also gets four ability boosts, which follow the same rules as yours.

Special You can't select another dedication feat until you have gained two other feats from the summoner archetype.

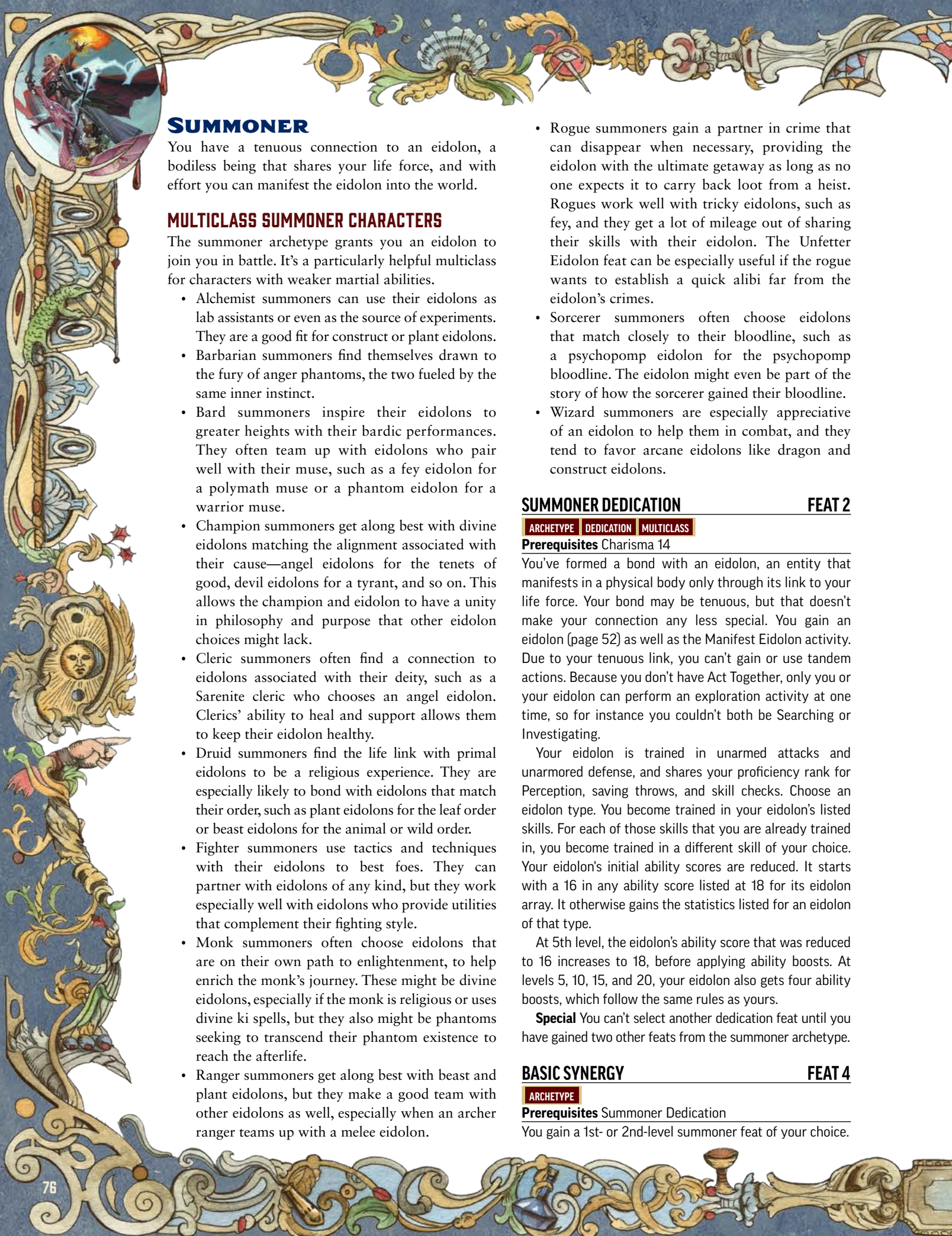
BASIC SYNERGY

FEAT 4

ARCHETYPE

Prerequisites Summoner Dedication

You gain a 1st- or 2nd-level summoner feat of your choice.



INITIAL EIDOLON ABILITY

FEAT 4

ARCHETYPE

Prerequisites Summoner Dedication

Your link to your eidolon becomes stronger, granting it a new ability. Your eidolon gains the initial ability for an eidolon of its type.

ADVANCED SYNERGY

FEAT 6

ARCHETYPE

Prerequisites Basic Synergy

You gain one summoner feat. For the purpose of meeting its prerequisites, your summoner level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another summoner feat.

BASIC SUMMONER SPELLCASTING

FEAT 6

ARCHETYPE

Prerequisites Summoner Dedication

You gain the basic bounded spellcasting benefits (page 74). You gain the Cast a Spell activity. Your key spellcasting ability for summoner archetype spells is Charisma, and they are summoner spells of your eidolon's tradition. You become trained in spell attack rolls and spell DCs of that tradition. You gain a spell repertoire and two cantrips. Each time you gain a spell slot of a new level from the summoner archetype, add a spell of that level or lower to your repertoire. Each time you lose spell slots of a particular level, remove those spells from your repertoire.

EXPERT COMBAT EIDOLON

FEAT 12

ARCHETYPE

Prerequisites Summoner Dedication

Your eidolon advances its capabilities in combat. Your eidolon becomes an expert in unarmed attacks. If you are an expert in unarmed defense, your eidolon also becomes an expert in unarmed defense. If you have weapon specialization, your eidolon also gains weapon specialization.

EXPERT SUMMONER SPELLCASTING

FEAT 12

ARCHETYPE

Prerequisites Basic Summoner Spellcasting, master in the skill associated with your eidolon's tradition

You gain the expert bounded spellcasting benefits (page 74).

SIGNATURE SYNERGY

FEAT 14

ARCHETYPE

Prerequisites Advanced Synergy

Your eidolon gains an evolution integral to its form, and it comes more easily than your other synergies. You gain

one evolution feat from the following list: Airborne Form, Burrowing Form, Ever-Vigilant Senses, or Hulking Size. For the purpose of meeting its prerequisites, your summoner level is equal to your character level - 4.

MASTER SUMMONER SPELLCASTING

FEAT 18

ARCHETYPE

Prerequisites Expert Summoner Spellcasting, legendary in the skill associated with your eidolon's tradition

You gain the master bounded spellcasting benefits (page 74).

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CHAPTER 3: SPELLS

Magic is dynamic and ever-changing. Researchers create new spells and reconfigure old ones all the time. Some make it their life's work to find the hidden spells—the ones that slipped through the cracks, and make them available for all practitioners of magic. There's more out there than most spellcasters could ever dream possible.

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While the following grimoire contains magic of all schools and traditions for any situation, there are a few underlying themes within the spells I would like to discuss. In studying this grimoire, I ask that you seek out the spells that match each theme, so you can better understand how they fit together.

Cantrips are spells that can be cast repeatedly with very few limitations. Each new cantrip we discover, therefore, represents a fundamental leap forward in spellcasting, expanding what is possible and what is trivial.

Contingency spells owe their lineage to a powerful spell known simply as *contingency*. Its descendants are typically limited compared to their precursor, yet still remarkably useful. Being able to set up a spell in advance in order to later avoid disaster is a perfect microcosm of a prepared spellcaster's ability to overcome any challenge with enough preparation.

Minion magic is an alliterative name I've used to describe spells that incorporate or assist your loyal companion, typically an animal companion or a familiar. Technically, some of these incantations apply to eidolons as well, though such beings might balk at being called "minions."

Polymorph magic, especially that which bestows battle forms, is among the most complex, as such spells must be flexible enough to accommodate practitioners of all shapes and sizes and still result in the appropriate form. Morphs are simpler, as they only change one aspect of the body into another. Recently on my journeys, I came across a sort of "multimorph" spell called *mantle of the magma heart*. I wonder at the possibilities...

Summoning magic is a time-honored tradition, especially among those scholars willing to pore through every bestiary to find the most fitting beings to summon. In my opinion, several promising branches have been eclipsed too long by traditional summoning. Consider summoning a large group of creatures, acting as one to control an area. If that's not enticing enough, I've included some seminal research on the summoning of incarnates, powerful beings that can only stay in our world for moments but impart spectacular and outsized effects as they arrive and depart.

Time magic is perhaps the most dangerous magic to study due to its disturbing tendency to leave practitioners lost in or erased from time. The spells I've included employ safer aspects of time magic, at least for the caster. Still, exercise caution when casting multiple *time jumps* in quick succession.

Variable incantations are spells designed to have an effect even if only cast part-way. While magical researchers such as myself don't often need to take advantage of this feature, many adventuring mages often say that every second counts. Being able to cast a spell in an instant can be the difference between a new theory on the inner workings of a dragon's digestive tract and firsthand experience of the phenomena.

RUNE MANIFESTATIONS

The runes that manifest around a caster's hands during spellcasting express the baseline characteristics of invoked magical energies—a common, albeit vaguely understood phenomenon. Scholars have confirmed that these symbols represent schools of magic or power sources, changing to reflect a magical undertaking's complexity. While spellcasters from the same traditions can manifest similar runes—for example, bards invoking runes that resemble musical notes—the exact aesthetic represents an individual's personality and experience, evolving as a spellcaster develops. The study of runes common in the Thassilonian empire originally began as an attempt to use these runic manifestations to comprehend the language of magic and the nature of the universe.

SPELL LISTS

The following eight pages list the new spells of each tradition. (Focus spells for magus and summoner appear on pages 143–145.) A superscript "H" indicates a spell has extra effects when heightened, and a spell whose rarity is greater than common has a superscript with the first letter of that rarity. An abbreviation in parentheses indicates the spell's school.

- **Arcane Spell List** page 80
- **Divine Spell List** page 82
- **Occult Spell List** page 84
- **Primal Spell List** page 86



ARCANE SPELL LIST

ARCANE CANTRIPS

- Approximate (div):** Magically estimate the number of nearby objects.
- Bullhorn^u (ill):** Magnify your voice to be heard at a distance.
- Gale Blast^u (evo):** Damage and push adjacent creatures with air.
- Gouging Claw^u (tra):** Morph your limb into a claw and attack with it.
- Infectious Enthusiasm (enc):** Encourage yourself and an ally to improve one roll apiece.
- Protect Companion^u (abj):** Shield your eidolon or minion from harm.
- Puff of Poison^u (evo):** Exhale toxins to poison a foe.
- Scatter Scree^u (evo):** Evoke rocks to deal bludgeoning damage and make rocky difficult terrain.
- Spout^u (evo):** Batter creatures with a water blast that is larger if cast in a body of water.

ARCANE 1ST-LEVEL SPELLS

- Breadcrumbs^u (abj):** Make a trail behind a creature.
- Draw Ire^u (enc):** Mentally sting a creature's mind to make it less capable of attacking creatures other than you.
- Echoing Weapon^u (evo):** Your attacks build up to release a sonic pulse.
- Gravitational Pull (evo):** Pull one or more creatures towards you using gravity.
- Horizon Thunder Sphere^u (evo):** Gather energy and throw a ball of lightning.
- Mud Pit (con):** Conjure mud to slow movement.
- Necromancer's Generosity^u (nec):** Heal your undead minion and protect it from positive energy.
- Nudge the Odds^{u,u} (div):** Cheat at gambling.
- Pocket Library^u (div):** Withdraw books from a pocket library for study.
- Quick Sort^u (tra):** Automatically sort many objects.
- Restyle (tra):** Make permanent style changes to clothing.
- Schadenfreude (enc):** React to your critical failure to distract foes with their exultation.
- Seashell of Stolen Sound (div):** Copy a sound in a magical seashell.
- Synchronize^u (div):** Place sigils on your targets that flash at a prespecified time.
- Thicket of Knives (ill):** Illusory copies of your weapon arm improve your ability to feint.

ARCANE 2ND-LEVEL SPELLS

- Ash Cloud^u (con):** Summon a cloud of hot ash and smoke.
- Befitting Attire^u (ill):** Make clothes fit the occasion.

- Elemental Zone^u (evo):** Make one element more damaging within a zone.
- Extract Poison (abj):** Draw out poison from an object and make your next attack poisonous.
- Flame Wisp^u (evo):** Fire wisps damage those you strike, and more grow if you cast fire spells.
- Ignite Fireworks^u (evo):** Throw exploding fireworks.
- Instant Armor (con):** Set a contingency to return your armor to you.
- Lucky Number (div):** Set a contingency to reroll a specific, randomly chosen d20 result.
- Magnetic Attraction (evo):** Pull items with magnetism, even disarming metal weapons.
- Magnetic Repulsion^u (abj):** Push metal away, defending against metal weapons and armored foes.
- Persistent Servant (con):** Summon a long-term, unseen servant for a single task.
- Phantom Crowd^u (ill):** Create an illusory crowd that loudly agrees with you.
- Scorching Ray^u (evo):** Fire one to three rays of heat and flame at different foes.
- Summoner's Precaution (nec):** Set a contingency to avoid being knocked out alongside your eidolon.
- Summoner's Visage^u (tra):** Change your eidolon to cosmetically appear to be your identical twin.
- Timely Tutor (div):** Connect your eidolon or familiar to the Akashic Record to briefly grant it knowledge.
- Umbral Extraction (ill):** Attempt to steal a spell slot.
- Warrior's Regret^u (enc):** Regrets overcome a foe when they harm others.

ARCANE 3RD-LEVEL SPELLS

- Blazing Dive^u (evo):** Fly up, then dive in an explosion of superheated air.
- Bottomless Stomach^u (con):** Store things in a creature's stomach.
- Day's Weight^u (tra):** Use time magic to fatigue a creature.
- Distracting Chatter^u (ill):** Distract a creature with auditory illusions.
- Elemental Absorption^u (abj):** Resist elemental effects and then release the energy against a foe.
- Elemental Annihilation Wave^u (evo):** Draw in elemental energy to unleash a cone of burning destruction.
- Gravity Well (evo):** Pull all creatures towards the center of a sphere of altered gravity.
- Impending Doom^u (div):** Make a foe witness its potential death and become distressed.
- Magnetic Acceleration^u (evo):** Magnetically launch an item to attack a foe.

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Mind of Menace (enc): Set a contingency to punish a foe's mental effect and protect yourself from it.

Oneiric Mire (ill): Create illusory quicksand that tricks creatures into thinking they're stuck.

Ooze Form^{tr} (tra): Turn into an ooze battle form.

Organsight^{tr} (div): See a foe's organs, and use your knowledge to deal precision damage.

Phantom Prison^{tr} (ill): Trap a creature in illusory walls until it disbelieves.

Roaring Applause^{tr} (enc): Force the target to cheer and applaud you.

Rouse Skeletons^{tr} (nec): Rouse a squadron of skeletons to claw your foes.

Shadow Projectile^{tr} (ill): React when an ally makes a ranged attack to create a shadow double of the attack, distracting and damaging the foe.

Shift Blame (enc): Trick someone into thinking someone else is to blame for your attack or blunder.

Time Jump (tra): Leap forward in time, moving swiftly.

Wall of Water (con): Create a wall of water, forcing foes to swim through.

Warding Aggression (abj): Strike an enemy to improve your defense against it, and extend the spell with further attacks.

Web of Eyes (div): Put scrying sensors on creatures, allowing them to share their vision with others.

ARCANE 4TH-LEVEL SPELLS

Chromatic Armor^{tr} (abj): Glowing armor sheds light, dazzling foes and granting random resistances.

Chromatic Ray^{tr} (evo): Ray of light causes effects based on its color.

Coral Eruption^{tr} (con): Create damaging areas of razor-sharp coral.

Draw the Lightning^{tr} (evo): Call down lightning into you or a weapon.

Invisibility Curtain^{tr} (ill): Wall makes creatures on one side invisible to the other side.

Magic Mailbox^{tr} (con): Interdimensionally link two containers.

Mirror's Misfortune (ill): Split into two copies. Destroying the fake curses the attacker.

Ocular Overload (ill): Set a contingency to interfere with the vision of a creature attacking you.

Ravenous Portal (abj): Door turns into a mimic when others try to open it.

Replicate^{tr} (ill): Create an illusory duplicate of a creature.

Sanguine Mist^{tr} (nec): Create a cloud of life-draining fog that siphons vitality into you.

Umbral Graft (ill): Attempt to steal an active spell.

Variable Gravity^{tr} (tra): Adjust gravity's grip between high, low, and normal gravity.

Winning Streak (div): Quicken a target and make its critical hits spread the quickness.

ARCANE 5TH-LEVEL SPELLS

Bandit's Doom^{tr} (abj): Set up a ward to protect an item.

Blazing Fissure^{tr} (evo): Rip a crack of magma in the earth.

Blink Charge^{tr} (con): Teleport and attack with magical force.

Flammable Fumes^{tr} (con): Conjure poisonous fumes that can explode in flame.

Flowing Strike (evo): Flow on a wave and attack on the way.

Forceful Hand^{tr} (evo): Create a hand of force that can interpose to defend you or attack if heightened.

Geyser^{tr} (evo): Blast foes upward with superheated water, causing them to fall and leaving concealing fog.

Glimmer of Charm (enc): Briefly improve the attitude of nearby creatures with a charming aura.

Invoke Spirits^{tr} (nec): Call a group of ghostly apparitions to attack your foes.

Mantle of the Frozen Heart (tra): Morph your body with ice, which you can change during the spell.

Mantle of the Magma Heart (tra): Morph yourself with fire, which you can change during the spell.

Mirror Malefactors^{tr} (ill): Mirrors surround a target, and the reflections attack them repeatedly.

Rewinding Step^{tr} (tra): Anchor your location in time so you can quickly return.

Temporary Glyph (abj): Quickly scribe a short-lived glyph to blast foes.

ARCANE 6TH-LEVEL SPELLS

Cast into Time^{tr} (div): Make a creature fall through time, damaging and sickening it.

Chromatic Image (ill): Colorful mirror images damage foes who destroy them.

Daemon Form (tra): Turn into a daemon battle form.

Demon Form (tra): Turn into a demon battle form.

Devil Form (tra): Turn into a devil battle form.

Elemental Confluence (con): Summon a confluence of elementals of all four elements.

Flame Vortex^{tr} (evo): Invoke a moving tornado of fire and wind.

Necrotize^{tr} (nec): Necrotize a foe's body, harming and randomly debilitating them.

Unexpected Transposition (con): React to switch places with a creature.

Zero Gravity^{tr} (evo): Remove gravity in an area.

ARCANE 7TH-LEVEL SPELLS


Corrosive Body^{tr} (tra): Turn your body into living acid.

Frigid Flurry^{tr} (evo): Turn into slashing snowflakes and fly in a straight line.

Inexhaustible Cynicism (enc): Make creatures paranoid and cynical.

Prismatic Armor^{tr} (abj): Multicolored armor dazzles foes and protects against many damage types.

Shadow Raid^{tr} (ill): A swarm of illusory shadows damages foes in the area and provides concealment.



Tempest of Shades (nec): Summon an incarnate tornado of undead shades to drain and frighten foes.

ARCANE 8TH-LEVEL SPELLS

Boil Blood^h (evo): Boil a foe's blood.

Burning Blossoms^h (enc): A tree fascinates enemies and burns creatures that stay beneath it.

Summon Archmage (con): Summon an incarnate archmage to fire magic missiles, stupefy foes, and tear away their spells.

ARCANE 9TH-LEVEL SPELLS

Proliferating Eyes (div): You implant a contagious, scrying eye that spreads to others by touch.

Summon Draconic Legion (con): Summon an incarnate legion of dragons to destroy your foes.

Unspeakable Shadow (ill): Transform a creature's shadow into a frightening monster and make them flee or fight it.

ARCANE 10TH-LEVEL SPELLS

Fated Confrontation (div): Isolate two fated opponents and let them twist each other's fate.

Nullify (abj): React to automatically counteract a spell and take backlash damage.

Shadow Army (ill): Duplicate yourself to have your shadows fight enemies as you hide amongst them.

DIVINE SPELL LIST



DIVINE CANTRIPS

Approximate (div): Magically estimate the number of nearby objects.

Bullhorn^h (ill): Magnify your voice to be heard at a distance.

Haunting Hymn^h (evo): A powerful hymn harms and deafens.

Protect Companion^h (abj): Shield your eidolon or minion from harm.

Read the Air (div): Pick up societal cues.

Wash Your Luck (abj): Ignore misfortune once.

DIVINE 1ST-LEVEL SPELLS

Breadcrumbs^h (abj): Make a trail behind a creature.

Concordant Choir^h (evo): Damage foes with music.

Echoing Weapon^h (evo): Your attacks build up to release a sonic pulse.

Necromancer's Generosity^h (nec): Heal your undead minion and protect it from positive energy.

Nudge the Odds^{h,u} (div): Cheat at gambling.

Quick Sort^h (tra): Automatically sort many objects.

Restyle (tra): Make permanent style changes to clothing.

Schadenfreude (enc): React to your critical failure to distract foes with their exultation.

Summon Lesser Servitor^h (con): Summon a minor celestial, monitor, or fiend.

Synchronize^h (div): Place sigils on your targets that flash at a prespecified time.

DIVINE 2ND-LEVEL SPELLS

Guiding Star (div): Constellations nudge the target to travel to a location you choose.

Inner Radiance Torrent^h (nec): Gather spiritual energy to fire a storm of force bolts and beams.

Instant Armor (con): Set a contingency to return your armor to you.

Lucky Number (div): Set a contingency to reroll a specific, randomly chosen d20 result.

Mimic Undead (nec): Pretend to be undead.

Summoner's Precaution (nec): Set a contingency to avoid being knocked out alongside your eidolon.

Summoner's Visage^h (tra): Change your eidolon to cosmetically appear to be your identical twin.

Warrior's Regret^h (enc): Regrets overcome a foe when they harm others.

DIVINE 3RD-LEVEL SPELLS

Claim Curse (nec): Draw a creature's curse into you temporarily.

Impending Doom^h (div): Make a foe witness its potential death and become distressed.

Life Connection (nec): Set a contingency to take damage for an ally.

Mind of Menace (enc): Set a contingency to punish a foe's mental effect and protect yourself from it.

Organsight^h (div): See a foe's organs, and use your knowledge to deal precision damage.

Positive Attunement^h (nec): Attune a creature to the Positive Energy Plane, healing a living creature or damaging an undead.

Roaring Applause^h (enc): Force the target to cheer and applaud you.

Rouse Skeletons^h (nec): Rouse a squadron of skeletons to claw your foes.

Soothing Blossoms (con): Flowers assist recovery from persistent damage and afflictions.

Warding Aggression (abj): Strike an enemy to improve your defense against it, and extend the spell with further attacks.

Web of Eyes (div): Put scrying sensors on creatures allowing them to share their vision with others.

DIVINE 4TH-LEVEL SPELLS

Bloodspray Curseⁿ (nec): Curse a foe with deeper wounds and bleeding.

Magic Mailbox^u (con): Interdimensionally link two containers.

Painful Vibrationsⁿ (evo): Damage, sicken, and deafen a foe with sonic vibrations.

Pernicious Poltergeistⁿ (nec): Call forth a poltergeist to make mischief.

Sanguine Mistⁿ (nec): Create a cloud of life-draining fog that siphons vitality into you.

Soothing Springⁿ (nec): Create a rejuvenating hot spring that heals the wounded and tired.

Spiritual Attunement^{n,u} (abi): Attune to an aligned plane to protect yourself and harm creatures opposed to that plane.

DIVINE 5TH-LEVEL SPELLS

Bandit's Doomⁿ (abi): Set up a ward to protect an item.

Blessing of Defiance (abi): Boost one of an ally's defenses.

Blink Chargeⁿ (con): Teleport and attack with magical force.

Healing Wellⁿ (nec): Create a well that you and your allies can use to heal.

Inevitable Disasterⁿ (div): Twist fate to damage a foe in the near future.

Invoke Spiritsⁿ (nec): Call a group of ghostly apparitions to attack your foes.

Mirror Malefactorsⁿ (ill): Mirrors surround a target, and the reflections attack them repeatedly.

Repelling Pulseⁿ (evo): Telekinetically knock creatures back and damage them with force.

Rewinding Stepⁿ (tra): Anchor your location in time so you can quickly return.

Rip the Spiritⁿ (nec): Tear at a living creature's spirit with negative energy to damage and drain it.

Summon Anarchⁿ (con): Summon a chaotic celestial, monitor, or fiend.

Summon Axiomⁿ (con): Summon a lawful celestial, monitor, or fiend.

Temporary Glyph (abi): Quickly scribe a short-lived glyph to blast foes.

DIVINE 6TH-LEVEL SPELLS

Daemon Form (tra): Turn into a daemon battle form.

Demon Form (tra): Turn into a demon battle form.

Devil Form (tra): Turn into a devil battle form.

Necrotizeⁿ (nec): Necrotize a foe's body, harming and randomly debilitating them.

DIVINE 7TH-LEVEL SPELLS

Angel Formⁿ (tra): Transform into an angel battle form.

Cosmic Form (tra): Turn into a battle form based on the sun or moon.

HYMN TO THE ETERNAL ROSE

O Shelyn, grace me now with all your arts
That I may bring your blessings each to each.
Expose the beauty deep within our hearts
And show that love is never out of reach.
Bloom now the rose of magic in my soul
And grant the strength and courage to prevail.
For beauty, love, and peace shall be my goal.
And by your hand, I know I'll never fail.
Exalted goddess, be with me today.
Your heart and mine entwined, for this I pray!

ROVAGUG'S CALL

Rough Beast. Come.
Devour all in your
Titanic
Maw. I am your Claw.
Feed me with your
Rage, the desire to destroy. I am
Free and you are
Caged. But not for
Long. Grant my
Prayers with blood.

Deity's Strikeⁿ (evo): Enormous deific weapon falls onto a foe from the sky.

Inexhaustible Cynicism (enc): Make creatures paranoid and cynical.

Tempest of Shades (nec): Summon an incarnate tornado of undead shades to drain and frighten foes.

DIVINE 8TH-LEVEL SPELLS

Canticle of Everlasting Grief (enc): Mournful dirge frightens and mentally damages a foe, preventing its bonuses.

Divine Armageddonⁿ (nec): Call on your deity to bring about a cataclysm.

Summon Deific Herald (con): Summon an incarnate representative of your deity, with effects depending on alignment.

DIVINE 9TH-LEVEL SPELLS

Proliferating Eyes (div): You implant a contagious, scrying eye that spreads to others by touch.

Voracious Gestaltⁿ (nec): Create a spirit gestalt that eats souls and grows stronger.

DIVINE 10TH-LEVEL SPELLS

Fated Confrontation (div): Isolate two fated opponents and let them twist each other's fate.

Nullify (abi): React to automatically counteract a spell and take backlash damage.

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OCCULT SPELL LIST

OCCULT CANTRIPS

- Approximate (div):** Magically estimate the number of nearby objects.
- Bullhorn^h (ill):** Magnify your voice to be heard at a distance.
- Haunting Hymn^h (evo):** A powerful hymn harms and deafens.
- Infectious Enthusiasm (enc):** Encourage yourself and an ally to improve one roll apiece.
- Protect Companion^h (abj):** Shield your eidolon or minion from harm.
- Read the Air (div):** Pick up societal cues.
- Tame^h (enc):** Make a domesticated animal friendlier to you.
- Wash Your Luck (abj):** Ignore misfortune once.

OCCULT 1ST-LEVEL SPELLS

- Biting Words^h (evo):** Hurl sonic taunts to hurt creatures.
- Breadcrumbs^h (abj):** Make a trail behind a creature.
- Concordant Choir^h (evo):** Damage foes with music.
- Draw Ire^h (enc):** Mentally sting a creature's mind to make it less capable of attacking creatures other than you.
- Echoing Weapon^h (evo):** Your attacks build up to release a sonic pulse.
- Gravitational Pull (evo):** Pull one or more creatures towards you using gravity.
- Lose the Path (ill):** React to impede and possibly divert a Stride.
- Nudge the Odds^{h,u} (div):** Cheat at gambling.
- Pocket Library^h (div):** Withdraw books from a pocket library for study.
- Quick Sort^h (tra):** Automatically sort many objects.
- Restyle (tra):** Make permanent style changes to clothing.
- Schadenfreude (enc):** React to your critical failure to distract foes with their exultation.
- Seashell of Stolen Sound (div):** Copy a sound in a magical seashell.
- Synchronize^h (div):** Place sigils on your targets that flash at a prespecified time.
- Thicket of Knives (ill):** Illusory copies of your weapon arm improve your ability to feint.

OCCULT 2ND-LEVEL SPELLS

- Befitting Attire^h (ill):** Make clothes fit the occasion.
- Inner Radiance Torrent^h (nec):** Gather spiritual energy to fire a storm of force bolts and beams.
- Instant Armor (con):** Set a contingency to return your armor to you.
- Lucky Number (div):** Set a contingency to reroll a specific, randomly chosen d20 result.

Mimic Undead (nec): Pretend to be undead.

Persistent Servant (con): Summon a long-term unseen servant for a single task.

Phantom Crowd^h (ill): Create an illusory crowd that loudly agrees with you.

Sonata Span (con): Manifest a path with a tune.

Summoner's Precaution (nec): Set a contingency to avoid being knocked out alongside your eidolon.

Summoner's Visage^h (tra): Change your eidolon to cosmetically appear to be your identical twin.

Thundering Dominance^h (enc): Make your companion or eidolon intimidating and let it emit a sonic roar.

Timely Tutor (div): Connect your eidolon or familiar to the Akashic Record to briefly grant it knowledge.

Umbral Extraction (ill): Attempt to steal a spell slot.

Warrior's Regret^h (enc): Regrets overcome a foe when they harm others.

OCCULT 3RD-LEVEL SPELLS

- Bottomless Stomach^h (con):** Store things in a creature's stomach.
- Claim Curse (nec):** Draw a creature's curse into you temporarily.
- Day's Weight^h (tra):** Use time magic to fatigue a creature.
- Distracting Chatter^h (ill):** Distract a creature with auditory illusions.
- Gravity Well (evo):** Pull all creatures towards the center of a sphere of altered gravity.
- Impending Doom^h (div):** Make a foe witness its potential death and become distressed.
- Mind of Menace (enc):** Set a contingency to punish a foe's mental effect and protect yourself from it.
- Oneiric Mire (ill):** Create illusory quicksand that tricks creatures into thinking they're stuck.
- Ooze Form^h (tra):** Turn into an ooze battle form.
- Organsight^h (div):** See a foe's organs, and use your knowledge to deal precision damage.
- Phantom Prison^h (ill):** Trap a creature in illusory walls until it disbelieves.
- Roaring Applause^h (enc):** Force the target to cheer and applaud you.
- Rouse Skeletons^h (nec):** Rouse a squadron of skeletons to claw your foes.
- Shadow Projectile^h (ill):** React when an ally makes a ranged attack to create a shadow double of the attack, distracting and damaging the foe.
- Shift Blame (enc):** Trick someone into thinking someone else is to blame for your attack or blunder.

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Sudden Recollection^u (enc): Plant information in a creature's subconscious to be revealed on a trigger you choose.

Time Jump (tra): Leap forward in time, moving swiftly.

Web of Eyes (div): Put scrying sensors on creatures, allowing them to share their vision with others.

OCCULT 4TH-LEVEL SPELLS

Bloodspray Curse^h (nec): Curse a foe with deeper wounds and bleeding.

Chromatic Armor^h (abj): Glowing armor sheds light, dazzling foes and granting random resistances.

Chromatic Ray^h (evo): Ray of light causes effects based on its color.

Fey Form (tra): Turn into a fey battle form.

Infectious Melody (enc): An infectious tune makes creatures sing along.

Invisibility Curtain^h (ill): Wall makes creatures on one side invisible to the other side.

Magic Mailbox^u (con): Interdimensionally link two containers.

Mirror's Misfortune (ill): Split into two copies. Destroying the fake curses the attacker.

Ocular Overload (ill): Set a contingency to interfere with the vision of a creature attacking you.

Painful Vibrations^h (evo): Damage, deafen, and sicken a foe with sonic vibrations.

Pernicious Poltergeist^h (nec): Call forth a poltergeist to make mischief.

Ravenous Portal (abj): Door turns into a mimic when others try to open it.

Replicate^h (ill): Create an illusory duplicate of a creature.

Sanguine Mist^h (nec): Create a cloud of life-draining fog that siphons vitality into you.

Spiritual Attunement^{h, u} (abj): Attune to aligned plane to protect yourself and harm creatures opposed to that plane.

Tortoise and the Hare (tra): Quicken an ally and slow a foe.

Umbral Graft (ill): Attempt to steal an active spell.

Variable Gravity^h (tra): Adjust gravity's grip between high, low, and normal gravity.

Winning Streak (div): Quicken a target and make its critical hits spread the quickness.

OCCULT 5TH-LEVEL SPELLS

Aberrant Form^h (tra): Transform into an aberration battle form.

Bandit's Doom^h (abj): Set up a ward to protect an item.

Blink Charge^h (con): Teleport and attack with magical force.

Forceful Hand^h (evo): Create a hand of force that can interpose to defend you or attack if heightened.

Glimmer of Charm (enc): Charming aura briefly improves the attitude of nearby creatures.

Inevitable Disaster^h (div): Twist fate to damage a foe in the near future.

Invoke Spirits^h (nec): Call a group of ghostly apparitions to attack your foes.

Mirror Malefactors^h (ill): Mirrors surround a target, and the reflections attack them repeatedly.

Portrait of the Artist (ill): Appear to have the features and skills of a famous artist.

Repelling Pulse^h (evo): Telekinetically knock creatures back and damage them with force.

Rewinding Step^h (tra): Anchor your location in time so you can quickly return.

Rip the Spirit^h (nec): Tear at a living creature's spirit with negative energy to damage and drain it.

Temporary Glyph (abj): Quickly scribe a short-lived glyph to blast foes.

OCCULT 6TH-LEVEL SPELLS

Cast into Time^h (div): Make a creature fall through time, damaging and sickening it.

Chromatic Image (ill): Colorful mirror images damage foes who destroy them.

Unexpected Transposition (con): React to switch places with a creature.

Zero Gravity^u (evo): Remove gravity in an area.

OCCULT 7TH-LEVEL SPELLS

Inexhaustible Cynicism (enc): Make creatures paranoid and cynical.

Prismatic Armor^h (abj): Multicolored armor dazzles foes and protects against many damage types.

Shadow Raid^h (ill): A swarm of illusory shadows damages foes in the area and provides concealment.

Tempest of Shades (nec): Summon an incarnate tornado of undead shades to drain and frighten foes.

OCCULT 8TH-LEVEL SPELLS

Canticle of Everlasting Grief (enc): Mournful dirge frightens and mentally damages a foe, preventing its bonuses.

OCCULT 9TH-LEVEL SPELLS

Proliferating Eyes (div): You implant a contagious, scrying eye that spreads to others by touch.

Unspeakable Shadow (ill): Turn a creature's shadow into a frightening monster and make them flee or fight it.

Voracious Gestalt^h (nec): Create a spirit gestalt that eats souls and grows stronger.

OCCULT 10TH-LEVEL SPELLS

Fated Confrontation (div): Isolate two fated opponents and let them twist each other's fate.

Nullify (abj): React to automatically counteract a spell and take backlash damage.

Shadow Army (ill): Duplicate yourself to have your shadows fight enemies as you hide amongst them.

PRIMAL SPELL LIST



PRIMAL CONTRIPS

- Approximate (div):** Magically estimate the number of nearby objects.
- Gale Blast^h (evo):** Damage and push adjacent creatures with air.
- Gouging Claw^h (tra):** Morph your limb into a claw and attack with it.
- Healing Plaster^h (tra):** Transform mud into a healing plaster to treat wounds without healer's tools.
- Protect Companion^h (abj):** Shield your eidolon or minion from harm.
- Puff of Poison^h (evo):** Exhale toxins to poison a foe.
- Scatter Scree^h (evo):** Evoke rocks to deal bludgeoning damage and make rocky difficult terrain.
- Spout^h (evo):** Batter creatures with a water blast that is larger if cast in a body of water.
- Tame^h (enc):** Make a domesticated animal friendlier to you.

PRIMAL 1ST-LEVEL SPELLS

- Animal Allies^h (con):** Summon animals to briefly attack adjacent foes.
- Breadcrumbs^h (abj):** Make a trail behind a creature.
- Horizon Thunder Sphere^h (evo):** Gather energy and throw a ball of lightning.
- Juvenile Companion^h (tra):** Turn your companion into its juvenile form.
- Lose the Path (ill):** React to impede and possibly divert a Stride.
- Mud Pit (con):** Conjure mud to slow movement.
- Protector Tree^h (con):** Conjure a tree that takes damage instead of adjacent allies.
- Quick Sort^h (tra):** Automatically sort many objects.
- Restyle (tra):** Make permanent style changes to clothing.
- Seashell of Stolen Sound (div):** Copy a sound in a magical seashell.
- Synchronize^h (div):** Place sigils on your targets that flash at a prespecified time.

PRIMAL 2ND-LEVEL SPELLS

- Ash Cloud^h (con):** Summon a cloud of hot ash and smoke.
- Elemental Zone^h (evo):** Make one element more damaging within a zone.
- Extract Poison (abj):** Draw out poison from an object and make your next attack poisonous.
- Feral Shades^h (nec):** A cone of hound-shaped shades tear creatures apart.
- Flame Wisp^h (evo):** Fire wisps damage those you strike, and more grow if you cast fire spells.

- Guiding Star (div):** Constellations nudge the target to travel to a location you choose.
- Ignite Fireworks^h (evo):** Throw exploding fireworks.
- Instant Armor (con):** Set a contingency to return your armor to you.
- Magnetic Attraction (evo):** Pull items with magnetism, even disarming metal weapons.
- Magnetic Repulsion^h (abj):** Push metal away, defending against metal weapons and armored foes.
- Rapid Adaptation (tra):** Adapt your companion or eidolon to your environment.
- Scorching Ray^h (evo):** Fire one to three rays of heat and flame at different foes.
- Summoner's Precaution (nec):** Set a contingency to avoid being knocked out alongside your eidolon.
- Summoner's Visage^h (tra):** Change your eidolon to cosmetically appear to be your identical twin.
- Thundering Dominance^h (enc):** Make your companion or eidolon intimidating and let it emit a sonic roar.

PRIMAL 3RD-LEVEL SPELLS

- Blazing Dive^h (evo):** Fly up then dive in an explosion of superheated air.
- Bottomless Stomach^h (con):** Store things in a creature's stomach.
- Day's Weight^h (tra):** Use time magic to fatigue a creature.
- Elemental Absorption^h (abj):** Resist elemental effects and then release the energy against a foe.
- Elemental Annihilation Wave^h (evo):** Draw in elemental energy to unleash a cone of burning destruction.
- Envenom Companion^h (nec):** Make your companion's attacks toxic.
- Life Connection (nec):** Set a contingency to take damage for an ally.
- Magnetic Acceleration^h (evo):** Magnetically launch an item to attack a foe.
- Mind of Menace (enc):** Set a contingency to punish a foe's mental effect and protect yourself from it.
- Oneiric Mire (ill):** Create illusory quicksand that tricks creatures into thinking they're stuck.
- Organsight^h (div):** See a foe's organs, and use your knowledge to deal precision damage.
- Positive Attunement^h (nec):** Attune a creature to the Positive Energy Plane, healing a living creature or damaging an undead.
- Soothing Blossoms (con):** Flowers assist recovery from persistent damage and afflictions.
- Wall of Water (con):** Create a wall of water, forcing foes to swim through.

Warding Aggression (abj): Strike an enemy to improve your defense against it, and extend the spell with further attacks.

Web of Eyes (div): Put scrying sensors on creatures, allowing them to share their vision with others.

PRIMAL 4TH-LEVEL SPELLS

Bloodspray Curse^h (nec): Curse a foe with deeper wounds and bleeding.

Coral Eruption^h (con): Create damaging areas of razor-sharp coral.

Draw the Lightning^h (evo): Call down lightning into you or a weapon.

Elemental Gift^h (tra): Infuse an ally with one of the four elements.

Fey Form (tra): Turn into a fey battle form.

Murderous Vine^h (con): Grab a creature with a vine.

Ocular Overload (ill): Set a contingency to interfere with the vision of a creature attacking you.

Petal Storm^h (evo): A storm of razor-sharp petals slash creatures in the area.

Soothing Spring^h (nec): Create a rejuvenating hot spring.

Tortoise and the Hare (tra): Quicken an ally and slow a foe.

PRIMAL 5TH-LEVEL SPELLS

Blazing Fissure^h (evo): Rip a crack of magma in the earth.

Blessing of Defiance (abj): Boost one of an ally's defenses.

Flammable Fumes^h (con): Conjure poisonous fumes that can explode in flame.

Flowing Strike (evo): Flow on a wave and attack on the way.

Geyser^h (evo): Blast foes upward with superheated water, causing them to fall and leaving concealing fog.

Glimmer of Charm (enc): Briefly improve the attitude of nearby creatures with a charming aura.

Healing Well^h (nec): Create a well that you and your allies can use to heal.

Mantle of the Frozen Heart (tra): Morph your body with ice, which you can change during the spell.

Mantle of the Magma Heart (tra): Morph yourself with fire, which you can change during the spell.

Temporary Glyph (abj): Quickly scribe a short-lived glyph to blast foes.

PRIMAL 6TH-LEVEL SPELLS

Elemental Confluence (con): Summon a confluence of elementals of all four elements.

Flame Vortex^h (evo): Invoke a moving tornado of fire and wind.

Nature's Reprisal^h (tra): Anger plant life to slow and damage creatures.

Necrotize^h (nec): Necrotize a foe's body, harming and randomly debilitating them.

NOTES FROM THE GREEN FAITH COUNCIL

I knew as soon as the representative from the Order of the Storm revealed the trove of spells within the menhir that there would be a rush to claim the right of first experience. The Orders of the Fang and Wing, who thrive on physical might, held a challenge to see which druid had the honor. Fang's champion, Ephenius, claimed first blood, taking the form of an enormous serpent to entwine his adversary. Wing's champion, Lethnu, transformed briefly into mist and took to the sky, raining spells from the air while her bird companion, Song, struck in violent strafes. In the end, Lethnu was victorious in the challenge and won first right to commune with the menhir.

The conflict for the geyser spell was more civil, though my Order of Waves believed themselves the worthier successors, while the order of Flame and Stone each sought to stake their claim. It was through my connection to the waters and their life energy that victory fell to us, and both Stone and Flame bowed to my claim.

PRIMAL 7TH-LEVEL SPELLS

Corrosive Body^h (tra): Turn your body into living acid.

Cosmic Form (tra): Turn into a battle form based on the sun or moon.

Frigid Flurry^h (evo): Turn into slashing snowflakes and fly in a straight line.

PRIMAL 8TH-LEVEL SPELLS

Boil Blood^h (evo): Boil a foe's blood.

Burning Blossoms^h (enc): A tree fascinates enemies and burns creatures that stay beneath it.

Clone Companion (con): Create a duplicate animal companion that mirrors your companion's actions.

Whirlwind^h (evo): Create a moving tornado to damage creatures and raise them into the air.

PRIMAL 9TH-LEVEL SPELLS

One with the Land (tra): Merge into a natural feature to control the nearby environment.

PRIMAL 10TH-LEVEL SPELLS

Element Embodied (tra): Turn into a massive elemental.

Fated Confrontation (div): Isolate two fated opponents and let them twist each other's fate.

Nullify (abj): React to automatically counteract a spell and take backlash damage.

Summon Kaiju^h (con): Summon an incarnate kaiju with effects depending on the specific kaiju.

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SPELL DESCRIPTIONS

ABERRANT FORM

SPELL 5

POLYMORPH **TRANSMUTATION**

Traditions occult

Cast ♦♦ somatic, verbal

Duration 1 minute

Harnessing the power of vile entities, you transform yourself into a Large aberration. You must have enough space to expand into or the spell is lost. When you cast this spell, choose chuul, gogiteth, gug, or otyugh. While in this form, you gain the aberration trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 13 temporary Hit Points.
- Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks

you can use. You're trained with them. Your attack modifier is +18, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.

- Athletics modifier of +20, unless your own modifier is higher.

You also gain specific abilities based on the type of aberration you choose:

- **Chuul** Speed 30 feet, swim 25 feet; **Melee** ♦ claw (reach 10 feet), **Damage** 2d8+8 bludgeoning, and you can spend an action after a hit to Grab the target.
- **Gogiteth** Speed 40 feet, climb 30 feet; **Melee** ♦ jaws, **Damage** 2d10+8 piercing, and you can spend an action after a hit to Grab the target; **Melee** ♦ leg (agile, reach 10 feet), **Damage** 2d6+8 piercing.
- **Gug** Speed 40 feet, climb 20 feet; **Melee** ♦ jaws (reach 10 feet), **Damage** 2d12+8 piercing; **Melee** ♦

claw (agile, reach 10 feet), **Damage** 2d8+8 slashing; your multiple joints allow you to fit through tight spaces as if you were a Medium creature.

- **Otyugh** +2 circumstance bonus on saves against disease; Speed 20 feet; **Melee** ♦ jaws, **Damage** 3d6+8 piercing; **Melee** ♦ tentacle (agile, reach 10 feet), **Damage** 2d6+8 bludgeoning.

Heightened (6th) Your battle form is Huge, and the reach of your attacks increases by 5 feet. You must have space to expand, or the spell is lost. You instead gain AC = 21 + your level, 26 temporary HP, attack modifier +22, damage bonus +13, and Athletics +23.

ANGEL FORM

SPELL 7

GOOD POLYMORPH TRANSMUTATION

Traditions divine

Cast ♦♦ somatic, verbal

Duration 1 minute

Invoking the celestial realms, you transform into a Medium angel battle form. When you cast this spell, choose balisse, choral, monadic deva, or movanic deva. The battle form is Small if you choose choral. While in this form, you gain the angel and celestial traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 22 + your level. Ignore your armor check's penalty and Speed reduction.
- 40 temporary Hit Points and weakness 10 to evil damage.
- Darkvision.
- One or more attacks specific to the battle form you choose. You're trained with them. Your attack modifier is +25, and you use the listed damage. Melee attacks are Strength based (for the purpose of the enfeebled condition, for example), and ranged attacks are Dexterity based. If your attack modifier is higher for the given unarmed attack or weapon, you can use it instead.
- Athletics modifier of +25, unless your own modifier is higher.

You also gain specific abilities based on the type of angel you choose:

- **Balisse** Speed 30 feet, fly 40 feet; Perception modifier of +26 to detect lies and illusions unless your own modifier is higher; **Melee** ♦ scimitar (forceful, sweep), **Damage** 2d6+12 slashing plus 1d6 fire and 1d6 good.
- **Choral** Speed 30 feet, fly 40 feet; +1 status bonus to AC and saves against sonic and auditory; **Melee** ♦ fist (agile), **Damage** 2d6+12 bludgeoning plus 1d6 good; **Ranged** ♦ piercing hymn (range 90 feet), **Damage** 1d6+12 sonic plus 1d6 good, and deafened for 1 round on a critical hit.

First Contact

Gozeran 17, 4680

"Stay away from the forest."

It was a common refrain from childhood, but whenever I pressed for answers, I was only warned about witches and dangerous magic. After today's adventure, I suspect in truth it was simply caution borne of unfamiliarity. We often fear what we don't know.

Today, with a prayer to Gozreh, I left the coastal home of my youth and ventured into that unknown, off to start a new life in the city. From the stories, I always pictured wild-eyed witches brewing sinister potions in the woods. Maybe they do that too, but the kind man I passed today was simply conversing with plants. (I had to look twice. Perhaps he was talking to himself? But no, he was holding a lengthy discussion with the ferns.)

He smiled at me and said, "Well met, cousin," before retreating into the woods with a lynx at his heels—where had she come from? Afterward, a wall of brambles closed around their passage. That sure seems like witchery to me. Hardly as dark as the stories, though I can't stop wondering... why did he call me "cousin"?

- **Monadic Deva** Speed 30 feet, fly 40 feet; +2 status bonus on saves against death effects and effects that manipulate souls; **Melee** ♦ holy mace (shove), **Damage** 2d6+12 bludgeoning plus 1d6 force and 1d6 good.
- **Movanic Deva** Speed 30 feet, fly 40 feet; resistance 10 to negative; **Melee** ♦ bastard sword (two-hand d12), **Damage** 1d8+12 slashing plus 1d6 fire and 1d6 good.

Heightened (9th) Your battle form is Large. You must have space to expand, or the spell is lost. You instead gain 60 temporary Hit Points, weakness 15 to evil damage, attack modifier +30, damage bonus +20, and Athletics +33.

ANIMAL ALLIES

SPELL 1

CONJURATION

Traditions primal

Cast ♦♦ somatic, verbal

Area 5-foot emanation

Saving Throw basic Reflex

You summon tiny, ordinary animals from the environment, such as insects, birds, or fish, to quickly lash out at nearby foes. The animals swarm around the creatures in the area, dealing each of them 3d4 piercing damage with a basic Reflex save.

Heightened (+1) The damage increases by 3d4.



APPROXIMATE

CANTRIP 1

CANTRIP **DETECTION** **DIVINATION**

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 10 feet; **Area** 1 cubic foot

Your magic quickly flows over an area to help you count and catalog. Name a particular type of object you are looking for within the area. You gain an instant estimate of the quantity of the chosen objects that are clearly visible within the target area. The number is rounded to the largest digit. For example, you could look at a pile of 180 copper coins, and you would learn that it held about 200 coins, but you couldn't determine there were exactly 180 coins.

The type of object you name can be as specific or general as you like—"dented copper coins" is as viable as "coins"—but the distinguishing features must be obvious at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.

ASH CLOUD

SPELL 2

AIR **CONJURATION** **FIRE**

Traditions arcane, primal

Cast ♦♦♦ material, somatic, verbal

Range 120 feet; **Area** 20-foot burst

Saving Throw Fortitude; **Duration** 1 minute

You summon a tumultuous cloud of ash and smoke. The cloud is difficult terrain for flying creatures, and creatures in the cloud can't detect anything using their sense of smell. Creatures that start their turn within the cloud take 2d4 fire damage as their lungs fill with the hot, acrid smoke, with a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is dazzled for 1 round.

Critical Failure The target takes double damage and is blinded for 1 round.

Heightened (+1) The damage increases by 1d4.

BANDIT'S DOOM

SPELL 5

ABJURATION **CURSE**

Traditions arcane, divine, occult

Cast 30 minutes (material, somatic, verbal)

Targets 1 item of 2 Bulk or less

Duration 1 month

You ward the target item against those who would steal it. When a creature attempts to take the target into its possession, it takes 8d8 mental damage and is doomed, depending on the result of its Will save. The spell then ends. You can choose up to 10 creatures when you cast this spell; if you do, those creatures can take the target item without triggering the ward. You can only have one

bandit's doom active at a time. If you cast the spell again, the newer casting supersedes the older.

Critical Success The creature is unaffected.

Success The creature takes half damage and is doomed 1.

Failure The creature takes full damage and is doomed 2.

Critical Failure The creature takes double damage and is doomed 3.

Heightened (+2) The damage increases by 2d8.

BEFITTING ATTIRE

SPELL 2

ILLUSION **VISUAL**

Traditions arcane, occult

Cast ♦♦ material, verbal

Range 30 feet; **Targets** 5 willing creatures

Duration 1 hour

You cloak the targets in an illusion, shaping their clothing and worn items into ones suitable for a particular occasion. You visualize the occasion, and the spell creates illusory attire customized to each target. For instance, if you visualized a noble ball, armor would appear to be fine clothing. This doesn't change identifying details of the targets' appearances other than their clothes.

Any creature that touches the attire, uses the Seek action to examine it, or otherwise interacts with it can attempt to disbelieve your illusion.

Heightened (4th) You can target up to 20 creatures.

Heightened (5th) You can target up to 100 creatures.

BITING WORDS

SPELL 1

ATTACK **AUDITORY** **EVOCATION** **LINGUISTIC** **SONIC**

Traditions occult

Cast ♦♦ somatic, verbal

Duration 1 minute

You entwine magic with your voice, causing your taunts and jibes to physically harm your enemies. You can attack with your words once when you finish Casting the Spell, and can repeat the attack once on each of your subsequent turns by taking a single action, which has the attack, concentrate, and linguistic traits. After your third attack total, the spell ends.

When you attack with *biting words*, make a ranged spell attack roll against a creature within 30 feet, dealing 2d6 sonic damage if you hit (or double damage on a critical hit).

Heightened (+1) The damage increases by 2d6.

BLAZING DIVE

SPELL 3

AIR **EVOCATION** **FIRE**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Saving Throw basic Reflex

Superheated air collects under you, buoying you high into the sky before you plummet back down in a fiery comet. You Fly 15 feet straight up into the air, then Fly in a straight line to an empty space of your choice on the ground within

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60 feet. When you land, the blistering air blasts out from you, dealing 3d4 bludgeoning damage and 3d6 fire damage (basic Reflex save) to all creatures in a 10-foot emanation.

Heightened (+1) The damage increases by 1d4 bludgeoning and 1d6 fire.

BLAZING FISSURE

SPELL 5

EARTH **EVOCATION** **FIRE**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Area 120-foot line

Saving Throw Reflex

A thin crack rips through the earth, erupting with magma, then swiftly seals up. Each creature along the line and on solid ground takes 4d6 bludgeoning damage and 6d6 fire damage with a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage, and it falls prone.

Critical Failure The target takes double damage, and it falls prone.

Heightened (+1) The damage increases by 1d6 bludgeoning and 1d6 fire.

BLESSING OF DEFIANCE

SPELL 5

ABJURATION

Traditions divine, primal

Cast ♦ to ♦♦♦

Range 30 feet; **Targets** varies

Duration 1 round

Channeling forth the power to persevere in the face of adversity, you grant the target the means to deny danger and avoid dire harm. Choose one saving throw: Fortitude, Reflex, or Will. The target gets a +4 status bonus to that saving throw for 1 round. The potency and number of targets of this blessing depend on how many actions you spend when Casting the Spell.

♦ **(somatic)** The spell targets you or one willing ally within range.

♦♦ **(verbal)** The spell targets you or one willing ally within range. If you choose Fortitude, the target gains resistance 15 to poison. If you choose Reflex, the target gains a +15-foot status bonus to its Speeds. If you choose Will, the target gains resistance 15 to mental damage.

♦♦♦ **(verbal)** The spell targets you and all willing allies within 30 feet.



BLINK CHARGE

SPELL 5

CONJURATION **FORCE** **TELEPORTATION**

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

You propel yourself through the fabric of space to deal a blow carrying the momentum of your teleportation. You teleport to an empty space adjacent to a creature you can see within range, then make a Strike against the creature with a weapon you're wielding. The Strike deals damage, plus an extra 2d8 force damage, depending on the result of your Strike.

Critical Success Double damage, plus after the Strike, you can teleport the target into an empty space up to 5 feet away from its current position. The new space must be on the ground if it started on the ground, in the air if it was flying, and so on.

Success The Strike deals full damage.

Failure The Strike deals no damage, but the target takes 1d8 force damage.

Critical Failure The Strike deals no damage, and you take 1d8 force damage.

Heightened (+2) The spell's range increases by 60 feet, and any force damage the spell deals is increased by 1d8.

BLOODSPRAY CURSE

SPELL 4

CURSE **NECROMANCY**

Traditions divine, occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** varies

You inflict a curse upon the target that causes any wound to gush blood. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success For 1 minute, the first time each round that the target takes at least 10 piercing or slashing damage from a single Strike, it takes 2d6 additional damage of the same type.

Failure As success, but when it takes the additional damage, it also takes 2d6 persistent bleed damage.

Heightened (+2) The additional damage increases by 1d6 and the persistent bleed damage increases by 1d6.

BOIL BLOOD

SPELL 8

EVOCATION **FIRE**

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

You heat a foe's blood and boil it within its veins. The target takes 10d10 fire damage, with a Fortitude save. A nonliving creature with blood in its body (such as a vampire) can be affected, but a creature with no blood is immune.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is drained 2.

Critical Failure The target takes double damage and is drained 3.

Heightened (+1) The damage increases by 1d10.

BOTTOMLESS STOMACH

SPELL 3

CONJURATION **EXTRADIMENSIONAL**

Traditions arcane, occult, primal

Cast ◆◆ material, somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 hour

You create a shimmering extradimensional space accessible from the target's mouth. The space can hold objects and equipment, up to a total of 10 Bulk. This extradimensional storage doesn't hamper the target's ability to eat, drink, speak (if applicable), or otherwise act, as it only opens and closes when the target chooses.

The target can Interact to swallow an object of up to 1 Bulk, which doesn't harm the object or the target. If the extradimensional space is full, the target can't add any more objects until first removing one or more stored objects. Organic matter and living creatures can't be stored in this space. The extradimensional storage is obvious to any creature who looks into the target's mouth, as the entryway shimmers slightly, though this doesn't clearly reveal the contents inside.

The target can Interact to spit out a single object of its choice, causing the object to fall to the ground in the target's space. The target can Interact three times in a row to spit out the entire contents of its extradimensional storage; the target doesn't have to take these actions all in the same turn, but if it takes any other actions in between, it has to start over. The items eject into the target's space, possibly spilling out into adjacent spaces if there is too much to fit.

When the spell ends or the target falls unconscious, the contents of the extradimensional storage are disgorged in a riotous spew, landing in the nearest unoccupied space, a bit wet but otherwise unharmed.

Heightened (5th) The duration increases to 8 hours.

BREADCRUMBS

SPELL 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 willing creature

Duration 1 hour

You protect your target from going astray in hostile territory by tracking where it's already been, helping it deduce where it still needs to go. The target leaves a glittering trail behind it that lasts for the spell's duration. This trail doesn't denote the direction or the order of its path—it merely indicates where the target has moved during the spell's duration.

Heightened (2nd) The duration increases to 8 hours.

Heightened (3rd) The duration increases to last until your next daily preparations.

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BULLHORN

AUDITORY **CANTRIP** **ILLUSION**

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Duration 10 minutes

You amplify your voice, loud enough for you to be heard easily at a great distance. For the duration, your voice can be heard loudly and clearly by all listeners within 500 feet, even if other ambient noise would otherwise block the sound. Despite the volume, this doesn't make your voice jarring or distracting. This doesn't increase the range or area of other auditory or linguistic effects, and physical barriers such as walls and doors still block or muffle your voice as normal.

Your loud voice makes it easier to Coerce others, and the acoustics assist in Performing at a large venue. You gain a +1 status bonus to checks to Coerce and auditory Performance checks to Perform at a large venue.

You can Dismiss the spell.

Heightened (5th) Your voice can be heard clearly up to 1,200 feet away.

Heightened (7th) Your voice can be heard clearly up to 1 mile away.

CANTRIP 1

BURNING BLOSSOMS

ENCHANTMENT **FIRE** **PLANT**

Traditions arcane, primal

Cast ♦♦♦ somatic, verbal

Range 120 feet; **Area** 30-foot radius, 100-foot tall cylinder

Saving Throw Will; **Duration** 1 minute

An intangible hollow tree sprouts from the ground and grows to towering height, radiating a fiery passion and fascinating viewers. The base of the tree takes up a single square and grows 100 feet upwards, while its branches extend outwards 30 feet, forming the spell's cylindrical area. The tree then blossoms, growing delicate white flowers that burn with white-hot fire. As the tree's branches gently rustle in the wind, flower petals drift to the ground in a shower of flame. Any creature that ends its turn under the tree's branches takes 6d6 fire damage from the burning petals.

Any enemy that can see the tree, even if the enemy is outside the spell's area, must attempt a Will save. This is an emotion, mental, and visual effect. Creatures fascinated with the tree must use at least one of their actions on each of their turns to move toward the tree.

Critical Success The creature is unaffected and is temporarily immune for 24 hours.

SPELL 8

Initiation

Desnus 31, 4680

My job in the library has kept me busy, and I'd mostly forgotten my encounter with the witch in the woods, but after today I have more questions than ever.

I was delivering books to an acolyte when I thought I saw something whisk around a corner, tossed by the wind. I thought perhaps it was a dropped note or loose quill and went after it, but it stayed ahead of me at every turn until I found myself atop one of the library's towers, windows open to the air and sea. Then a strange thing occurred: an iridescent blackbird landed on the windowsill, looked me right in the eye, and then turned to stare intently at a large cluster of clouds darkening on the horizon.

A strong gust of wind scattered a stack of papers, and the blackbird trilled as a nearby lantern plummeted toward the floor. Without thinking I raised my hand and echoed the blackbird's call—and the lantern's descent halted inches above the ground, then settled gently.

I'm still a little shaken. A part of me wonders if I imagined the whole thing, but I believe there was an entity in those clouds that meant to give me something: a sense of purpose, a conveyance of granted power. A welcome.

I hesitate to even write the words "patron" and "magic" together, but... could it be? I wonder if there's a section in the library that answers the question, "Am I a witch?" And perhaps even more importantly, "What now?"

Success The creature is unaffected, but it must attempt a new save at the end of its turn if it can still see the tree.

Failure The creature is fascinated with the tree until the end of its next turn. If it can still see the tree then, it must attempt a save again.

Critical Failure The creature is fascinated with the tree until the spell ends. The tree's fire damage doesn't end the fascination; other hostile actions end it, as normal. If the fascination ends, the creature must attempt a new save at the end of its turn if it can still see the tree.

Heightened (+1) The damage increases by 1d6.

CANTICLE OF EVERLASTING GRIEF

SPELL 8

AUDITORY CURSE EMOTION ENCHANTMENT FEAR MENTAL

Traditions divine, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You create a melody distilled from pure grief, conveying the inevitable loss of everything your target cherishes, audible only to them. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes 5d6 mental damage, is frightened 1, and can't benefit from circumstance or status bonuses for 1 round.

Failure The target takes 10d6 mental damage, is frightened 3, and can't benefit from circumstance or status bonuses for 1 week.

Critical Failure The target takes 20d6 mental damage and is frightened 4. It can't benefit from circumstance or status bonuses until the curse is broken. While the curse remains, the target's allies are also unable to benefit from circumstance or status bonuses while within 15 feet of it.

CAST INTO TIME

SPELL 6

DIVINATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Area 15-foot cone

Saving Throw Fortitude

You release a wave of temporal energy that sends creatures violently tumbling through time, scarring their thoughts with the information flowing around them. Although the journey can feel like it lasts for minutes or even days, the targets reappear instantly. Witnessing this chaotic flow of time and being bashed against objects from different times deals the targets 5d8 mental damage and 5d6 bludgeoning damage, with a Fortitude save. A creature that falls into time disappears until the end of your turn. It then reappears in the same space it left; if that space is occupied, it appears in the nearest empty space, chosen by the GM.

Critical Success The creature is unaffected.

Success The creature falls into time. When it returns, it takes half damage.

Failure The creature falls into time. When it returns, it takes full damage and is sickened 1.

Critical Failure The creature falls into time. When it returns, it takes double damage and is sickened 2.

Heightened (+1) The bludgeoning damage increase by 2d6.

CHROMATIC ARMOR

SPELL 4

ABJURATION LIGHT

Traditions arcane, occult

Cast ♦♦ or ♦♦♦ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 minute

You wrap the target in armor made of sheets of colored light. The armor sheds bright light for 20 feet (and dim light for the next 20 feet). Whenever a creature attacks the target and is adjacent to it, the attacker must attempt a Will save at the end of its action. On a failure, it becomes dazzled until the end of its next turn. Regardless of the result of the save, the attacker is temporarily immune until the end of its next turn. The dazzling effect has the light and visual traits.

When you cast the spell, roll 1d8 twice on the table below to see the armor's colors (rerolling any duplicates). Each color grants resistance 5 to the indicated damage type. If you spend three actions to Cast the Spell, roll three times instead.

1. **Red** fire
2. **Orange** acid
3. **Yellow** electricity
4. **Green** poison
5. **Blue** sonic
6. **Indigo** mental
7. **Violet** force
8. **Matching Color** The armor becomes the color matching the type of damage the target took most recently in the past minute. If it didn't take any of those seven types of damage or the armor is already that color, roll again, rerolling any results of 8.

Heightened (+3) The resistance is increased by 5.

CHROMATIC IMAGE

SPELL 6

ILLUSION VISUAL

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

You call forth three illusory images of yourself, and each of the four of you takes on a different color, your colors all shifting each time someone attacks you. This has the effects of *mirror image*, except that whenever a foe destroys one of the images, roll 1d4 to see which color the image was when it was destroyed. The attacker takes the corresponding effect.

1. **Red** 5 fire damage and 5 mental damage.
2. **Orange** 5 acid damage and 5 mental damage.
3. **Yellow** 5 electricity damage and 5 mental damage.
4. **Green** 5 poison damage and 5 mental damage, plus it's frightened 1.

CHROMATIC RAY

SPELL 4

ATTACK EVOCATION LIGHT

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

You send out a ray of colored light streaming toward your enemy, with a magical effect depending on the ray's color. Make a spell attack roll. If you hit, roll 1d4 to see which beam you cast. If the ray deals damage, that damage is doubled on a critical hit. Any additional traits that apply to a ray are listed in parentheses just after the name of the color.

1. **Red** (fire) The ray deals 30 fire damage to the target.
2. **Orange** (acid) The ray deals 40 acid damage to the target.
3. **Yellow** (electricity) The ray deals 50 electricity damage to the target.
4. **Green** (poison) The ray deals 25 poison damage to the target, and the target must succeed at a Fortitude save or be enfeebled 1 for 1 minute (enfeebled 2 on a critical failure).

Heightened (6th) The damage for red, orange, yellow, and green each increase by 10. Roll 1d8 to determine the ray's color, using the results for 1–4 above and the results for 5–8 below.

5. **Blue** The ray has the effect of the *flesh to stone* spell. On a critical hit, the target is clumsy 1 as long as it's slowed by the *flesh to stone* effect.
6. **Indigo** (emotion, incapacitation, mental) The ray has the effect of the *confusion* spell. On a critical hit, it has the effect of *warp mind* instead.
7. **Violet** The target is slowed for 1 minute. It must also succeed at a Will save or be teleported 120 feet directly away from you (if there isn't room for it to appear there, it appears in the nearest open space); this is a teleportation effect.
8. **Intense Color** The target is dazzled until the end of your next turn, or blinded if your attack roll was a critical hit. Roll again and add the effects of another color (rerolling results of 8).

CLAIM CURSE

SPELL 3

NECROMANCY

Traditions divine, occult

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 creature affected by a curse

Duration 5 minutes

By burning threads of fate around a target and then retying them to yourself instead, you temporarily draw their curse to you and offer them brief succor from the worst of its effects. Choose a curse affecting the target that you don't already have. For 5 minutes, you are affected by the curse (at the same stage as the target, if applicable), and the target isn't. When the duration ends, the curse's effects return to the target as normal.

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TARGETING COMPANIONS AND EIDOLONS

Some spells in this chapter can affect the caster's companion or eidolon. When "companion" is used in a stat block, it refers to animal companions, familiars, and future types of companions—such as construct companions—but not eidolons. Some spells are even more specific. For example, if the spell says, "**Targets** your familiar," you could cast it only on a familiar, not other kinds of companions. If you Cast a Spell that can benefit only a type of creature you don't have, such as Casting a Spell that can target only an eidolon when you don't have an eidolon, the spell does nothing.

If the spell would affect an ability the creature doesn't have, the spell doesn't give the creature that ability unless the spell says it does. For example, a spell that causes your companion to make a Strike wouldn't let a familiar make a Strike but would give it all other benefits of the spell.

The spells in this section that can target companions or eidolons are: *clone companion*, *envenom companion*, *juvenile companion*, *protect companion*, *rapid adaptation*, *summoner's precaution*, *summoner's visage*, *thundering dominance*, and *timely tutor*.

CLONE COMPANION

SPELL 8

CONJURATION

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Targets** your companion

Duration sustained up to 1 minute

You create a duplicate of your companion, and the duplicate fights alongside its twin, mirroring the original's actions. The duplicate appears adjacent to your companion and has the same statistics.

Each time you Command your companion, both your companion and its duplicate gain 2 actions. The duplicate always acts immediately after your companion and must use identical actions to the ones your companion used, in exactly the same order. However, it can use the actions differently, such as Striding to a different position or selecting a different target for a Strike. If the duplicate is unable to mimic an action, it performs the action without result and the action is wasted. The duplicate can't use any actions that can be used only a limited number of times per day.

The duplicate isn't truly alive and can't be healed in any way. If the duplicate ever reaches 0 Hit Points, it is instantly destroyed and *clone companion* immediately ends.

CONCORDANT CHOIR

SPELL 1

EVOCATION SONIC

Traditions divine, occult

Cast ◆ to ◆◆◆

Range 30 feet; **Targets** varies

Saving Throw basic Fortitude

You unleash a dangerous consonance of reverberating sound, focusing on a single target or spreading out to damage many foes. The number of actions you spend Casting this Spell determines its targets, range, area, and other parameters.

◆ (verbal) The spell deals 1d4 sonic damage to a single enemy, with a basic Fortitude save.

◆◆ (somatic, verbal) The spell deals 2d4 sonic damage to all creatures in a 10-foot burst, with a basic Fortitude save.

◆◆◆ (material, somatic, verbal) The spell deals 2d4 sonic damage to all creatures in a 30-foot emanation, with a basic Fortitude save.

Heightened (+1) The damage increases by 1d4 for the 1-action version, or 2d4 for the other versions.

CORAL ERUPTION

SPELL 4

CONJURATION

Traditions arcane, primal

Cast ◆◆◆ somatic, verbal

Range 120 feet; **Area** two 10-foot bursts that don't overlap

Saving Throw basic Reflex; **Duration** 1 minute

Razor sharp coral growths erupt from the ground, transforming the landscape into a dangerous coral reef. You can create a third nonoverlapping burst if the centers of all three bursts are underwater. Creatures in the area when the spell is cast take 6d6 piercing damage and must attempt a basic Reflex save. A creature that critically fails its saving throw also takes 1d6 persistent bleed damage.

The area becomes difficult terrain and hazardous terrain. A creature that moves through the area takes 3 piercing damage for every square of that area it moves into.

Heightened (+2) The initial piercing damage increases by 3d6, and the hazardous terrain damage increases by 1.

CORROSIVE BODY

SPELL 7

ACID POLYMORPH TRANSMUTATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

You exhale corrosive gas, and acidic secretions coat your skin as you transform into a being of living acid. You gain acid immunity. Any creature that touches you or damages you with an unarmed melee attack or non-reach melee weapon takes 3d6 acid damage, and your unarmed attacks deal 1d4 additional acid damage. The first time each round that you deal acid damage to a creature in this way, you gain 3d6 temporary HP as your body digests the eroded material and transforms it into a protective acid. When the spell ends, any remaining temporary HP expires as well. Your acid

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spells deal one additional die of acid damage (of the same damage die the spell uses). You can cast *acid splash* as an innate spell; the splash damage affects all creatures within 15 feet instead of the normal 5 feet.

Heightened (9th) Creatures touching you take 4d6 acid damage instead of 3d6, your unarmed attacks deal 2d4 additional acid damage, and you gain 5d6 temporary HP.

COSMIC FORM

SPELL 7

POLYMORPH **TRANSMUTATION**

Traditions divine, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You recreate your form entirely out of cosmic energy, transforming into a Large battle form. You must have enough space to expand into, or the spell is lost. When you cast this spell, choose to take on the powers of the moon or the sun. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 21 + your level. Ignore your armor check's penalty and Speed reduction.

- 20 temporary Hit Points.
- Darkvision.
- One or more attacks specific to the battle form you use. You're trained with them. Your attack modifier is +25, and you use the listed damage. The melee attacks are Strength based (for the purpose of the enfeebled condition, for example), and the ranged attacks are Dexterity based. If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +25, unless your own is higher. You also gain specific abilities based on the stellar body:
- **Moon** Speed 30 feet, fly 50 feet; **Melee** ♦ fist (agile, reach 10 feet), **Damage** 2d4+10 bludgeoning plus 1d6 fire; **Ranged** ♦ moonbeam (range 90 feet), **Damage** 2d4+10 fire; this form's fire damage is silver for resistances, weaknesses, and the like; on a critical hit with either Strike, the target is stupefied 2 for 1 round.
- **Sun** Speed 30 feet, fly 50 feet; **Melee** ♦ fist (agile, reach 10 feet), **Damage** 2d6+10 fire plus 1d6 persistent fire; **Ranged** ♦ sunbeam (range 90 feet), **Damage** 1d6+10 fire plus 1d6 persistent fire; on a critical hit with either Strike, the target is dazzled for 1 round.

Familiarity

Sarenith 21, 4680

I haven't seen any more strange clouds granting enigmatic powers, but my research confirms a patron can choose anyone and visit anytime. It seems the next steps are up to me.

Pecking at my hand in what I'm sure she thinks is a playful manner is to my continued amazement—my familiar. I called her "Salty Bird" at first, because I could smell the sea when I met her, but she disapproved, so I teasingly named her "Pepper" and that's what stuck. I like this bird's sense of humor.

Her trills wake me at dawn, and before heading to work, we commune for a few hours while she teaches me magic. The other librarians are now used to seeing Pepper with me, and my friend Myra even brings her seeds. We've been practicing spells in empty halls (I accidentally greased the floor in the third wing while reading aloud, but we got rid of it before anyone noticed), and I had my first chance to try a hex when making a book delivery yesterday. One muttered word, and the small child fending off a large bully fared much better.

Between this and my windowsill herb garden, I feel like I'm settling in as the newest witch in town.

DAEMON FORM

SPELL 6

EVIL **POLYMORPH** **TRANSMUTATION**

Traditions arcane, divine

Cast ♦♦ somatic, verbal

Duration 1 minute

You infuse yourself with the corrupting death and pure malevolence of Abaddon, transforming into a Large daemon battle form. You must have enough space to expand into or the spell is lost. When you cast this spell you choose either ceustodaemon, leukodaemon, meladaemon, or piscodaemon. The battle form is Medium if you choose ceustodaemon. While in this form, you gain the daemon and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 21 + your level. Ignore your armor check's penalty and Speed reduction.
- 15 temporary Hit Points and weakness 5 to good.
- A +2 status bonus to all saving throws against death effects.
- Resistance 10 to poison.
- Darkvision.
- One or more attacks specific to the battle form you use.

You're trained with them. Your attack modifier is +21, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.

- Athletics modifier of +23, unless your own modifier is higher.

You also gain specific abilities based on the type of Daemon you choose:

- **Ceustodaemon** Speed 25 feet; **Melee** ♦ jaws (reach 10 feet), **Damage** 2d10+10 piercing plus 1d6 evil; **Melee** ♦ claw (agile, reach 10 feet), **Damage** 2d6 slashing plus 1d6 evil; any successful jaws or claw Strike deals an additional 1d6 damage, and you take the same amount of damage.
- **Leukodaemon** Speed 25 feet, fly 40 feet; +2 status bonus to saves against diseases; **Melee** ♦ jaws (reach 10 feet), **Damage** 2d10+10 piercing plus 1d6 evil; **Melee** ♦ claw (agile, reach 10 feet), **Damage** 2d6 slashing plus 1d6 evil; **Ranged** ♦ composite longbow (deadly d10, range increment 100 feet, volley), **Damage** 2d8 piercing plus 1d6 evil.
- **Meladaemon** Speed 25 feet, fly 40 feet; **Melee** ♦ jaws (reach 10 feet), **Damage** 2d10+10 piercing plus 1d6 evil; **Melee** ♦ claw (agile, reach 10 feet), **Damage** 1d8 slashing plus 1d6 evil and 1d6 negative, and you can spend an action after a hit to Grab the target.
- **Piscodaemon** Speed 25 feet, swim 40 feet; **Melee** ♦ claw, **Damage** 2d10+10 piercing plus 1d6 evil and 1d6 persistent bleed, and you can spend an action after a hit to Grab the target; **Melee** ♦ tentacle (agile), **Damage** 2d6 bludgeoning plus 1d6 evil and 1d6 poison.

DAY'S WEIGHT

SPELL 3

TRANSMUTATION

Traditions arcane, occult, primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 living creature

Saving Throw Fortitude; **Duration** 1 minute

You fast-forward time for a single creature, burdening it with the aches and pain of an entire day and making it temporarily tired and weak. The creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is fatigued and enfeebled 1 for 1 round.

Failure The target is fatigued and enfeebled 1 for the duration.

Critical Failure The target is fatigued and enfeebled 2 for the duration. The fatigued condition doesn't end when the spell's duration does (but can still be removed with a night's rest or by similar means).

Heightened (6th) You can target up to 10 creatures.

DEITY'S STRIKE

SPELL 7

EVOCATION FORCE

Traditions divine

Cast ◆◆ somatic, verbal; **Requirements** You have a deity.

Range 500 feet; **Targets** 1 creature (see text)

A manifested version of your deity's favored weapon appears in the air above and attacks the target, using your spell attack roll. On a hit, the weapon deals 7d12 force damage, or double damage on a critical hit.

After the attack, whether it succeeds or fails, divine energy bursts from the weapon in a shock wave. It emits in a 10-foot-wide, 30-foot-long line starting from the target and continuing in a direction you choose. Choose an alignment your deity has (chaotic, evil, good, or lawful). Your target and any other creatures within the area of the spell take 5d6 damage of the chosen alignment type, with a basic Reflex save. The spell gains the trait of the alignment you choose. If your deity is true neutral, the weapon doesn't create a shock wave.

Heightened (9th) The force damage increases by 1d12 and the alignment damage increases by 1d6.

DEMON FORM

SPELL 6

CHAOTIC EVIL POLYMORPH TRANSMUTATION

Traditions arcane, divine

Cast ◆◆ somatic, verbal

Duration 1 minute

You corrupt yourself with the sin of the Abyss, transforming into a Medium demon battle form. When you cast this spell, choose babau, hezrou, nabasu, or vroek. If you choose hezrou, the battle form is Large and you must have enough space to expand into or the spell is lost. While in this form, you gain the demon and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 20 + your level. Ignore your armor check's penalty and Speed reduction.
- 30 temporary Hit Points, weakness 5 to cold iron, and weakness 5 to good.
- Darkvision.
- One or more attacks specific to the battle form you use. You're trained with them. Your attack modifier is +22, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your attack modifier is higher for the given unarmed attack or weapon, you can use it instead.
- Athletics modifier of +23, unless your own modifier is higher.

You also gain specific abilities based on the type of demon you choose:

- **Babau** Speed 25 feet; **Melee** ◆ longspear (reach

10 feet), **Damage** 2d8+10 piercing plus 1d6 evil; **Melee** ◆ jaws, **Damage** 2d10 piercing plus 1d6 evil; **Melee** ◆ claw (agile), **Damage** 2d4 slashing plus 1d6 evil; all Strikes deal 2d6 additional precision damage to flat-footed creatures.

- **Hezrou** Speed 30 feet, swim 30 feet; **Melee** ◆ jaws (reach 10 feet), **Damage** 2d12+10 piercing plus 1d6 evil, and you can spend an action after a hit to Grab the target; **Melee** ◆ claw (agile, reach 10 feet), **Damage** 2d8 slashing plus 1d6 evil.
- **Nabasu** Speed 25 feet, fly 40 feet; **Melee** ◆ jaws, **Damage** 2d10+10 piercing plus 1d6 evil; **Melee** ◆ claw (agile), **Damage** 2d6 slashing plus 1d6 evil.
- **Vroek** Speed 25 feet, fly 35 feet; resistance 10 to electricity; **Melee** ◆ beak, **Damage** 2d8+10 piercing plus 1d6 evil; **Melee** ◆ claw (agile), **Damage** 2d6 slashing plus 1d6 evil; **Melee** ◆ talon (agile), **Damage** 2d6 slashing plus 1d6 evil.

DEVIL FORM

SPELL 6

EVIL LAWFUL POLYMORPH TRANSMUTATION

Traditions arcane, divine

Cast ◆◆ somatic, verbal

Duration 1 minute

You bind yourself to the power of Hell, transforming into a Medium devil battle form. When you cast this spell, choose barbaz, erinyes, osyluth, or sarglagon. If you choose osyluth or sarglagon, the battle form is Large and you must have enough space to expand into or the spell is lost. While in this form you gain the devil and fiend traits. You have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 22 + your level. Ignore your armor check's penalty and Speed reduction.
- 5 temporary Hit Points, resistance 5 to physical damage (except silver), and weakness 5 to good.
- Resistance 10 to fire.
- Darkvision.
- One or more attacks specific to the battle form you use. You're trained with them. Your attack modifier is +20, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your attack modifier is higher for the given unarmed attack or weapon, you can use it instead.
- Athletics modifier of +23, unless your own modifier is higher.

You also gain specific abilities based on the type of devil you choose:

- **Barbaz** Speed 35 feet; **Melee** ◆ glaive (deadly d8, forceful, reach 10 feet), **Damage** 2d8+10 slashing plus 1d6 evil and 1d6 persistent bleed; **Melee** ◆ beard,

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- Damage** 3d8 piercing plus 1d6 evil; **Melee** ♦ claw (agile), **Damage** 3d6 slashing plus 1d6 evil.
- **Erinys** Speed 25 feet, fly 40 feet; **Melee** ♦ longsword (versatile P), **Damage** 1d8+10 slashing plus 1d6 evil and 1d6 fire; **Ranged** ♦ composite longbow (deadly d10, range increment 100 feet, volley), **Damage** 1d8 piercing plus 1d6 evil and 1d6 fire.
 - **Osyluth** Speed 35 feet, fly 30 feet; **Melee** ♦ jaws, **Damage** 2d10+10 piercing plus 1d6 evil; **Melee** ♦ claw (agile, reach 10 feet), **Damage** 2d6 slashing plus 1d6 evil; **Melee** ♦ stinger (reach 15 feet), **Damage** 1d10 piercing plus 1d6 evil and 1d6 poison; **Ranged** ♦ bone shard (range increment 30 feet), **Damage** 2d6 piercing plus 1d6 evil.
 - **Sarglagon** Speed 25 feet, fly 25 feet, swim 30 feet; **Melee** ♦ fangs, **Damage** 2d10+10 piercing plus 1d6 evil; **Melee** ♦ tentacle arm (agile), **Damage** 1d8 bludgeoning plus 1d6 evil and 1d6 poison.

DISTRACTING CHATTER

AUDITORY **ILLUSION**

Traditions arcane, occult

Cast ♦♦ somatic, verbal

SPELL 3

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You bombard a target with distracting auditory illusions, surrounding them with a tumultuous cacophony of overlapping speech, whispers, screams, and muttering. The target is flat-footed, takes a -2 status penalty to purely auditory Perception checks, and must succeed at a DC 5 flat check to use auditory abilities or verbal spell components. Similarly, a creature who attempts to affect the target with an auditory effect must succeed at a DC 5 flat check or the attempt fails. The duration depends on the target's Will save.

Critical Success The creature is unaffected.

Success The duration is 1 round.

Failure The duration is 3 rounds.

Critical Failure The duration is 1 minute.

Heightened (7th) You can target up to five creatures.

DIVINE ARMAGEDDON

SPELL 8

NECROMANCY **NEGATIVE** **POSITIVE**

Traditions divine

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 60-foot burst

Saving Throw basic Fortitude

You call forth a divine cataclysm from your deity, destroying living and undead creatures in the area alike. Creatures in the area take 10d6 negative damage and 10d6 alignment damage (good, evil, lawful, or chaotic), chosen from among the alignments your deity has. If your deity is true neutral, increase the negative damage by 4d6 instead of dealing alignment damage. A creature harmed by positive damage, such as one with negative healing, takes positive damage instead of negative damage from this spell.

You can't cast this spell if you don't have a deity. This spell gains the trait corresponding to the alignment damage dealt.

Heightened (+1) The damage increases by 1d6 negative damage, 1d6 alignment damage, and 1d6 additional negative and positive damage for a true neutral deity.

DRAW IRE

SPELL 1

EMOTION **ENCHANTMENT** **MENTAL**

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 minute

You cause mental distress to a creature, goading it to strike back at you. You deal 1d10 mental damage to the creature and cause it to take a -1 status penalty to attack rolls against creatures other than you. The creature must attempt a Will saving throw.

Critical Success The target is unaffected.

Success The target takes half damage and the penalty. The spell ends at the end of the target's next turn.

Failure The target takes full damage and the penalty.

Critical Failure The target takes double damage, and the status penalty is -2.

Heightened (+1) The damage increases by 1d10.

DRAW THE LIGHTNING

SPELL 4

ELECTRICITY **EVOCATION**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 creature that is either taller than you or higher in the air than you

Saving Throw Reflex; **Duration** 1 minute

Calling out to the skies, you summon a bolt of lightning to strike through a foe above you and down into your weapon or your body, charging it with electrical power. You must hold your weapon or an empty hand aloft as part of this spell's somatic component. When you do, a bolt of lightning descends from a storm cloud in the air above you and through the target, dealing 3d12 electricity damage with a basic Reflex save. For the rest of the spell's duration, your first Strike each round with the weapon you held aloft (or with your unarmed attacks if you held an empty hand aloft) deals an additional 1d12 electricity damage.

The spell creates its own storm cloud if necessary, so you can cast *draw the lightning* anywhere, even underground. If *draw the lightning* is cast outside under a cloudy or stormy sky, increase the bolt's damage by 2d12.

Heightened (8th) The damage dealt to the initial target increases by 4d12, and the additional damage dealt on the first Strike each turn increases by 1d12.

ECHOING WEAPON

SPELL 1

EVOCATION **SONIC**

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 weapon

Duration 1 minute

You channel magical energy into the target weapon, and the air around it faintly hums each time you strike a blow, as the impact is absorbed into the weapon. If a creature is wielding the weapon at the end of its turn, the weapon discharges a burst of sound targeting one creature adjacent to the wielder (if any). The sonic damage this deals is equal to the number of successful Strikes with the target weapon that the wielder made that turn (to a maximum of 4 sonic damage if the wielder hits with four Strikes).

Heightened (+2) The sonic damage increases by 1 per Strike (and the maximum damage increases by 4).

ELEMENT EMBODIED

SPELL 10

POLYMORPH **TRANSMUTATION**

Traditions primal

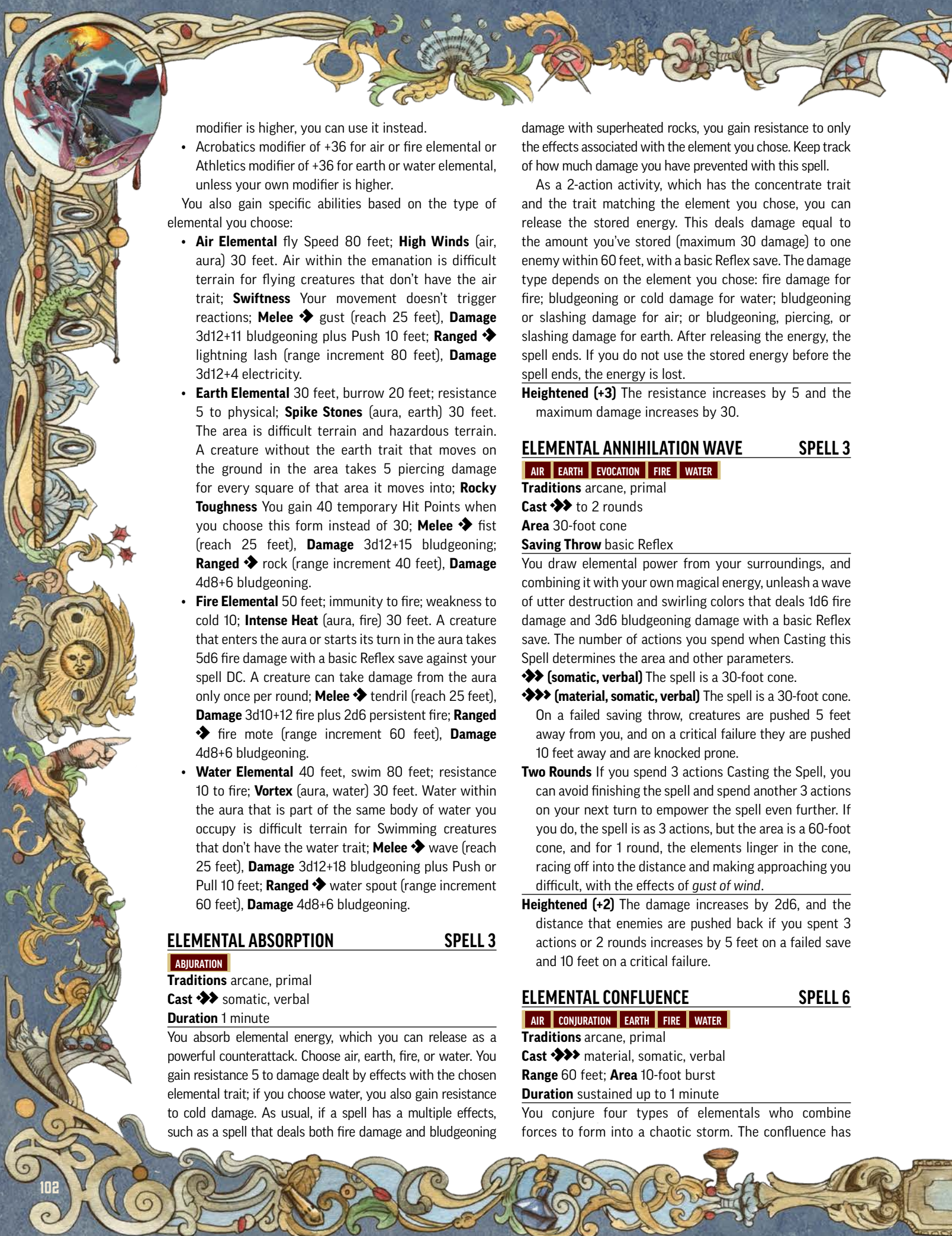
Cast ♦♦ somatic, verbal

Duration 1 minute

Drawing upon the deepest wells of magic in an elemental plane, you transform into a spectacular elemental. You can choose between an air elemental, earth elemental, fire elemental, or water elemental. Your battle form is Gargantuan, and you must have enough space to expand into or the spell is lost. While in this form, you gain the elemental trait and the trait for the element you choose. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 25 + your level. Ignore your armor's check penalty and Speed reduction.
- 30 temporary Hit Points.
- Darkvision.
- One or more attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +34, and you use the listed damage. These attacks are Dexterity based if you choose an air or fire elemental, or Strength based if you choose an earth or water elemental. (This distinction doesn't change the statistics, but matters for the enfeebled and clumsy conditions, for example). If your unarmed attack



modifier is higher, you can use it instead.

- Acrobatics modifier of +36 for air or fire elemental or Athletics modifier of +36 for earth or water elemental, unless your own modifier is higher.

You also gain specific abilities based on the type of elemental you choose:

- **Air Elemental** fly Speed 80 feet; **High Winds** (air, aura) 30 feet. Air within the emanation is difficult terrain for flying creatures that don't have the air trait; **Swiftess** Your movement doesn't trigger reactions; **Melee** ♦ gust (reach 25 feet), **Damage** 3d12+11 bludgeoning plus Push 10 feet; **Ranged** ♦ lightning lash (range increment 80 feet), **Damage** 3d12+4 electricity.
- **Earth Elemental** 30 feet, burrow 20 feet; resistance 5 to physical; **Spike Stones** (aura, earth) 30 feet. The area is difficult terrain and hazardous terrain. A creature without the earth trait that moves on the ground in the area takes 5 piercing damage for every square of that area it moves into; **Rocky Toughness** You gain 40 temporary Hit Points when you choose this form instead of 30; **Melee** ♦ fist (reach 25 feet), **Damage** 3d12+15 bludgeoning; **Ranged** ♦ rock (range increment 40 feet), **Damage** 4d8+6 bludgeoning.
- **Fire Elemental** 50 feet; immunity to fire; weakness to cold 10; **Intense Heat** (aura, fire) 30 feet. A creature that enters the aura or starts its turn in the aura takes 5d6 fire damage with a basic Reflex save against your spell DC. A creature can take damage from the aura only once per round; **Melee** ♦ tendril (reach 25 feet), **Damage** 3d10+12 fire plus 2d6 persistent fire; **Ranged** ♦ fire mote (range increment 60 feet), **Damage** 4d8+6 bludgeoning.
- **Water Elemental** 40 feet, swim 80 feet; resistance 10 to fire; **Vortex** (aura, water) 30 feet. Water within the aura that is part of the same body of water you occupy is difficult terrain for Swimming creatures that don't have the water trait; **Melee** ♦ wave (reach 25 feet), **Damage** 3d12+18 bludgeoning plus Push or Pull 10 feet; **Ranged** ♦ water spout (range increment 60 feet), **Damage** 4d8+6 bludgeoning.

ELEMENTAL ABSORPTION

SPELL 3

ABJURATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You absorb elemental energy, which you can release as a powerful counterattack. Choose air, earth, fire, or water. You gain resistance 5 to damage dealt by effects with the chosen elemental trait; if you choose water, you also gain resistance to cold damage. As usual, if a spell has a multiple effects, such as a spell that deals both fire damage and bludgeoning

damage with superheated rocks, you gain resistance to only the effects associated with the element you chose. Keep track of how much damage you have prevented with this spell.

As a 2-action activity, which has the concentrate trait and the trait matching the element you chose, you can release the stored energy. This deals damage equal to the amount you've stored (maximum 30 damage) to one enemy within 60 feet, with a basic Reflex save. The damage type depends on the element you chose: fire damage for fire; bludgeoning or cold damage for water; bludgeoning or slashing damage for air; or bludgeoning, piercing, or slashing damage for earth. After releasing the energy, the spell ends. If you do not use the stored energy before the spell ends, the energy is lost.

Heightened (+3) The resistance increases by 5 and the maximum damage increases by 30.

ELEMENTAL ANNIHILATION WAVE

SPELL 3

AIR EARTH EVOCATION FIRE WATER

Traditions arcane, primal

Cast ♦♦ to 2 rounds

Area 30-foot cone

Saving Throw basic Reflex

You draw elemental power from your surroundings, and combining it with your own magical energy, unleash a wave of utter destruction and swirling colors that deals 1d6 fire damage and 3d6 bludgeoning damage with a basic Reflex save. The number of actions you spend when Casting this Spell determines the area and other parameters.

♦♦ (somatic, verbal) The spell is a 30-foot cone.

♦♦♦ (material, somatic, verbal) The spell is a 30-foot cone.

On a failed saving throw, creatures are pushed 5 feet away from you, and on a critical failure they are pushed 10 feet away and are knocked prone.

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, the spell is as 3 actions, but the area is a 60-foot cone, and for 1 round, the elements linger in the cone, racing off into the distance and making approaching you difficult, with the effects of *gust of wind*.

Heightened (+2) The damage increases by 2d6, and the distance that enemies are pushed back if you spent 3 actions or 2 rounds increases by 5 feet on a failed save and 10 feet on a critical failure.

ELEMENTAL CONFLUENCE

SPELL 6

AIR CONJURATION EARTH FIRE WATER

Traditions arcane, primal

Cast ♦♦♦ material, somatic, verbal

Range 60 feet; **Area** 10-foot burst

Duration sustained up to 1 minute

You conjure four types of elementals who combine forces to form into a chaotic storm. The confluence has

First Lesson

Abadius II, 4681

Last night I dreamed about storms.

It wasn't a regular dream, though. Pepper was with me, and we stood in the ruins of an old tower as lightning flashed above. The fog-shrouded ground beyond the tower looked almost like clouds, just pretending to be solid.

A figure emerged from the obscuring winds. Or were they of the wind? They seemed almost insubstantial at the edges, and lightning flickered behind their eyes as they regarded us, neither welcoming nor hostile. Anxious not to disrespect, and filled with sudden suspicion, I asked, "Are you... my patron?"

"Alas, I am but an emissary," replied the figure, "but they are pleased with your progress. I convey a lesson on your patron's behalf." They reached out and Pepper flew over, an indigo spark leaping from the emissary's eyes to the blackbird's as she alighted on their arm, and I felt her learn how to manipulate the air around me so I could breathe in any environment.

"Elements aid you on your journey," said the emissary as Pepper returned to me, and as the winds strengthened at their words, I realized they were showing me how to weaken someone against the power of the elements... Handy, but hopefully I'll never need to rely on that.

Gratitude and countless questions filled my mind, but before I could speak, I awoke, noises from the city carried on the breeze through my open window.

AC 28 and 120 Hit Points, weakness 10 to area effects, and immunity to bleed and poison. Creatures can move through the confluence; creatures within the confluence are concealed, and all creatures outside the confluence are concealed to creatures within it. When you Cast or Sustain this Spell, you choose up to two different types of elementals to act.

- **Air** (air, electricity) The elemental looses a bolt of electricity from the confluence, dealing 4d4 electricity damage to creatures within 20 feet of the confluence, with a basic Reflex save. This doesn't affect creatures that are completely inside of the confluence.
- **Earth** (earth) The confluence gains a +2 circumstance bonus to AC and resistance 10 to all physical damage (except adamantine) for 1 round.
- **Fire** (fire) Flames roar through the confluence, dealing 1d6 persistent fire damage to those partially or entirely inside the confluence.
- **Water** (attack, water) The elemental expels a powerful jet of water. Attempt a ranged spell attack against a target within 60 feet of the confluence, using your spell attack roll modifier. This attack ignores concealment granted by the confluence, and the elemental gets a +2 circumstance bonus on the spell attack roll against a target inside the confluence. The water deals 4d6 bludgeoning damage on a hit (doubled on a critical hit). This attack doesn't count toward your multiple attack penalty.

ELEMENTAL GIFT

SPELL 4

TRANSMUTATION

Traditions primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

An elemental force fills your target, granting the target the swiftness of air, the ruggedness of earth, the sting of fire, or the flexibility of water, depending on which element you choose. Choose an element when you Cast the Spell. The target gains the benefit of that element as described below, and this spell gains that trait's element.

- **Air** The target gains a +30-foot status bonus to its land Speed and gains a fly Speed equal to its land Speed without the status bonus.
- **Earth** While on the ground, the target gets a +2 status bonus to Fortitude and Reflex saves against effects that would Shove or Trip it, and to saves against effects that would attempt to knock it prone. In addition, the ground adjacent to the target is difficult terrain, and the difficult terrain moves with the target, though the target ignores this difficult terrain with its own movement.
- **Fire** The target's melee unarmed Strikes and melee weapon Strikes deal 1d6 persistent fire damage on a hit.
- **Water** The target takes on a watery sheen, gaining resistance 5 to fire and a swim Speed equal to its land Speed.

Heightened (8th) You can target up to 5 willing creatures.

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ELEMENTAL ZONE

EVOCATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 20-foot radius burst

Duration 1 minute

Select an elemental trait: air, earth, fire, or water. *Elemental zone* gains the trait you chose. You imbue the area with the raw energy of that element, creating a zone that emits and amplifies magic of that type. The temperature might suddenly rise or fall, a storm cloud might form, and so on. Spells with the chosen elemental trait cast against creatures in the zone get a +2 status bonus to one damage type the spell deals based on the chosen trait: bludgeoning or electricity for air, bludgeoning for earth, fire for fire, and bludgeoning or cold for water. The caster chooses one type to add the bonus to if the spell deals more than one eligible type. This bonus is halved if the spell didn't use a spell slot (such as a cantrip, focus spell, or innate spell).

The zone has no effect on the spell if the spell doesn't deal any damage of an eligible type.

Heightened (+2) The status bonus increases by 1.

SPELL 2

ENVENOM COMPANION

NECROMANCY POISON

Traditions primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** your companion or eidolon

Duration 1 minute

You envenom your companion or eidolon's attacks, which drip with highly toxic venom for the spell's duration. The first time each round the target hits a creature with an unarmed Strike that deals piercing or slashing damage, that Strike deals an additional 1d8 poison damage. A creature that is damaged by this poison must attempt a Fortitude save. On a failure, it's also clumsy 1 for 1 round.

This spell can't target familiars.

Heightened (+3) The poison damage increases by 1d8 and the clumsy value imposed on a failed save increases by 1.

SPELL 3

EXTRACT POISON

SPELL 2

ABJURATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 poison on or in an object

With the lightest touch, you can siphon the poison from an

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object and save it for your own later use, making an assassin's blade or politician's wine less deadly while you become all the more so. Attempt a counteract check against one poison you're aware of on or in an object you touch. If you successfully counteract the poison, you negate the object's toxicity and transfer the poison into a weapon you are holding, coating the weapon with a simple but powerful poison. On your next successful attack with that weapon before the end of your next turn, you add 1d6 poison damage per level of the poison you counteracted. On a critically failed attack roll, you lose the extracted poison from your weapon as normal.

FATED CONFRONTATION

SPELL 10

DIVINATION

Traditions arcane, divine, occult, primal

Cast ◆◆ material, somatic, verbal

Range 120 feet; **Targets** 1 willing ally and 1 enemy

Duration 1 minute

You weave the threads of fate to lead two foes into a climactic battle. The targets of this spell are the fated opponents: one of the targets of this spell must be you or a willing ally, and the other must be an enemy.

When you Cast the Spell, the ally you targeted (or you, if you targeted yourself) may teleport to any unoccupied space of their choice within 30 feet of its fated opponent. This is a teleportation effect.

You isolate the two targets for 1 round. During this time, fate refuses to allow either fated opponent to be affected by attacks or effects from a third party; a fated opponent could be affected by the other's *meteor swarm* or its own *heal* spell, but it would be entirely immune to a spell or Strike from a creature outside of the spells effects, as well including damage from a hazard or the environment. This doesn't apply to anything that was affecting the targets before you cast *fated confrontation* (such as a spell with a duration or persistent damage the creature had before it was affected by *fated confrontation*).

For the duration of the spell, either fated opponent can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it makes against its fated opponent (a fortune effect), or force the fated opponent to roll twice on a saving throw against one of its abilities and take the lower result (a misfortune effect).

This spell ends if either target becomes unable to act, or if they both agree to cease hostilities.

FERAL SHADES

SPELL 2

NECROMANCY

Traditions primal

Cast ◆◆ somatic, verbal

Area 30-foot cone

Saving Throw basic Fortitude

A wave of gray mist formed of negative energy spills out

from your outstretched hand, briefly taking the shape of a pack of predatory animals that set viciously on your foes. You deal 2d4 slashing damage and 2d4 negative damage to creatures in the area. The shades set upon the vulnerable with greater ferocity: prone creatures or those taking persistent bleed damage take a -2 status penalty to the save.

Heightened (+1) The slashing damage and the negative damage each increase by 1d4.

FEY FORM

SPELL 4

POLYMORPH TRANSMUTATION

Traditions occult, primal

Cast ◆◆ somatic, verbal

Duration 1 minute


Channeling the mischievous fey, you transform into a fey battle form, which is Medium unless stated otherwise. When you cast this spell, choose dryad, elanx, naiad, redcap, or unicorn. If you choose unicorn, the battle form is Large and you must have space to expand or the spell is lost. While in this form, you gain the fey trait. Unless you choose elanx or unicorn, you have hands in this battle form and can use manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of the form that you choose:

- AC = 19 + your level. Ignore your armor's check penalty and Speed reduction.
- 15 temporary Hit Points and weakness 5 to cold iron.
- Low-light vision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +16, and you use the listed damage. These attacks are Dexterity based. If your attack modifier is higher for the given unarmed attack or weapon, you can use it instead.
- Acrobatics modifiers of +16, unless your own modifier is higher.

You also gain specific abilities based on the type of fey:

- **Dryad** The temporary HP gained increases to 30; Speed 25 feet; weakness 5 to fire; **Melee** ◆ branch, **Damage** 1d12+8 bludgeoning.
- **Elanx** Speed 30 feet; resistance 5 to fire; **Melee** ◆ jaws, **Damage** 1d6+8 piercing plus 1d6 fire; **Melee** ◆ claw (agile), **Damage** 1d6 slashing.
- **Naiad** Speed 25 feet, swim 25 feet; resistance 5 to fire; **Melee** ◆ aqueous fist (water), **Damage** 1d8+8 bludgeoning.
- **Redcap** Speed 40 feet; **Size** Small; **Melee** ◆ scythe (deadly d10, trip), **Damage** 1d10+8 slashing; **Melee** ◆ boot (agile, versatile B), **Damage** 1d6 piercing.
- **Unicorn** gain the beast trait in addition to fey; Speed 40 feet; resistance 5 to poison; **Size** Large; **Melee** ◆



horn, **Damage** 1d10+8 piercing plus 1 good; **Melee** ♦ hoof (agile), **Damage** 1d8 bludgeoning; all Strikes have the effects of a *ghost touch* property rune.

FLAME VORTEX

SPELL 6

AIR **EVOCATION** **FIRE**

Traditions arcane, primal

Cast ♦♦♦ material, somatic, verbal

Range 120 feet; **Area** 5-foot radius, 40-foot tall cylinder

Saving Throw basic Reflex; **Duration** sustained up to 1 minute

You combine a blazing inferno and air currents into a fiery vortex. You can Cast this Spell only if you are outside or the ceiling is 40 feet or higher. All squares in the vortex are difficult terrain for flying creatures.

All creatures in the area take 3d4 bludgeoning damage and 3d6 fire damage as gusts of fiery wind buffet them, with a basic Reflex save. Each time you Sustain the Spell, you can move the whirlwind up to 20 feet in a straight line. Each creature the whirlwind moves through takes the damage with a basic Reflex save. A creature can take damage from a *flame vortex* only once per round.

Heightened (+2) The vortex deals an additional 1d4 bludgeoning damage and 1d6 fire damage.

FLAME WISP

SPELL 2

EVOCATION **FIRE**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

Three faintly glowing wisps of fire float around your head. Each time you hit a creature with a Strike, one of the wisps goes hurtling towards that creature, dealing 1d4 fire damage. If you Cast a Spell with the fire trait while you have fewer than three wisps, a new wisp appears.

Heightened (+2) The damage increases by 1d4.

FLAMMABLE FUMES

SPELL 5

CONJURATION **POISON**

Traditions arcane, primal

Cast ♦♦♦ material, somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

Sending magic deep underground, you conjure a cloud of toxic gases that swiftly degenerate into volatile fumes. The gases are invisible, requiring a successful Perception check against your spell DC to detect visually, though their acrid smell and toxic effects are clear once a creature has entered the cloud. A creature that enters the cloud or is within the cloud at the start of its turn takes 2d6 poison damage. A creature can take the poison damage from *flammable fumes* only once per round.

One round after you conjure the cloud, the gases lose stability and become flammable. If an open flame is

brought into the cloud, or if anyone within the area uses a fire effect, the cloud detonates in a massive blaze that deals 10d6 fire damage to all creatures within it, and the spell ends.

Heightened (+2) The poison damage increases by 1d6 and the fire damage on an explosion increases by 2d6.

FLOWING STRIKE

SPELL 5

EVOCATION **WATER**

Traditions arcane, primal

Cast ♦♦♦ material, somatic, verbal

A wave of flowing water rushes behind you like an elegant river, pushing you across the battlefield with fluid grace. You Stride up to 50 feet. This movement doesn't trigger reactions. You can make a Strike at any point during your Stride. If your Strike hits, the wave flows after you to batter the target of your Strike as well, dealing 2d10 bludgeoning damage and pushing it 10 feet in a direction of your choice.

FORCEFUL HAND

SPELL 5

EVOCATION **FORCE**

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 60 feet

Duration sustained up to 1 minute

A Medium floating, disembodied hand made of magical force appears in an unoccupied space adjacent to you, following you across the battlefield to shield you against your foes' attacks. Each time you Sustain the Spell, the hand moves to an unoccupied space of your choice adjacent to you. When you Sustain the Spell, you can have the hand Fly to an unoccupied space of your choice adjacent to an ally to protect that ally instead. The hand's movement does not trigger reactions based on creature movement.

Successful attacks against the hand damage it, and damaging effects that can target a creature can target the hand. The hand has an AC of 25, 50 Hit Points, and can't recover HP by any means. A hit by a *disintegrate* spell or similar effect destroys the hand.

The hand's actions and the cover it provides depend on what actions you take during your turn. At the end of your turn, what the hand does is determined by the first entry on this list that matches a trait from any of the actions you used on your turn. For instance, if you Step, Stride, and Sustain the Spell, you use the entry for move actions, so the hand provides standard cover.

- **Manipulate or Attack** The hand interposes between you and your foes. It provides lesser cover (+1 circumstance bonus to AC) against all attacks that pass through the hand's square.
- **Move** The hand provides standard cover (+2 circumstance bonus to AC, Reflex, and Stealth checks) against all attacks that pass through the hand's square.

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- **Concentrate** The hand provides greater cover (+4 circumstance bonus to AC, Reflex, and Stealth checks) against all attacks that pass through the hand's square.

Heightened (6th) The hand has AC 27 and 60 Hit Points. When you Cast this Spell, you can choose to replace the hand's Manipulate or Attack option with Swat.

- **Swat** The hand Flies to an enemy of your choice within range and attempts to Push that enemy, using your spell attack roll instead of an Athletics check to determine the results of the Push.

Heightened (7th) The hand has AC 30 and 70 Hit Points, and it is Large. When you Cast this Spell, you can choose to replace the hand's Manipulate or Attack option with Grasp or Swat.

- **Grasp** The hand Flies to an enemy of your choice within range and attempts to Grapple that enemy, using your spell attack roll instead of an Athletics check to determine the results of the Grapple.

Heightened (8th) The hand has AC 32 and 80 Hit Points, and it is Large. When you Cast this Spell, you can choose to replace the hand's Manipulate or Attack option with Grasp, Punch, or Swat.

- **Punch** The hand Flies to an enemy of your choice within range and attempts to Strike that enemy with crushing force. The hand's Strikes use your melee spell attack modifiers and deal 7d8 force damage. The hand's Strikes don't use or contribute to your multiple attack penalty.

Heightened (9th) The hand has AC 35 and 90 Hit Points, and it is Large. When you Cast this Spell, you can choose to replace the hand's Manipulate or Attack option with Crush, Grasp, Punch, or Swat.

- **Crush** If the hand doesn't have a target grabbed, it Flies to an enemy of your choice within range and attempts to Strike that enemy with deadly crushing force. The hand's Strikes are melee spell attacks that deal 6d8 force damage. The hand's Strikes don't take or contribute to your multiple attack penalty. On a successful Strike, the target is grabbed by the hand until the end of your next turn, unless the hand moves or the target successfully Escapes against your spell DC. However, if the hand has a target grabbed when it uses Crush, it instead Constricts the target, dealing 6d8 force damage with a basic Fortitude save.

Study Abroad

Rova 10, 4687

Ever since that mysterious "dream," I've thrown myself back into research, scouring the shelves not only for new spells and potion recipes, but for more clues to my patron's identity. I can't shake this fervent conviction that I have a crucial mission to accomplish, if only I can identify it. (Why can't patrons plainly introduce themselves instead of all this mystery?)

My cauldron skills have much improved since the first attempts (just a small explosion), and I exhausted my library's resources, so I've joined a small merchant caravan as an apothecary and book courier to access libraries in other cities. The other merchants see me as an oddity; I can speak with Pepper and all birds now, and even my mundane laughter's a bit raucous, but they're grateful for the protection we can offer. I see why many witches keep to themselves. I certainly don't walk through the air around them any more after spooking that caravan guard. (Look, she's fine now.)

I'm hopeful that our next destination will lead to further insight; my friend Myra is studying there with a scholar of the Elemental Planes. Pepper and I sent her a dream about our arrival so she can arrange an introduction and hopefully get us some answers.

FRIGID FLURRY

SPELL 7

COLD **EVOCATION** **WATER**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Area line up to 120 feet

Saving Throw basic Reflex

You place a palm to your lips and exhale a cold breath, whipping up a gust of wind that freezes the air's ambient moisture into a flurry of jagged shards. The flurry deals 9d6 cold damage and 9d6 slashing damage to all foes, with a basic Reflex save, but the gust flows harmlessly around your allies. The wind then picks you up and carries you to the other end of the area; though your movement within the gust can still trigger reactions, the storm of ice crystals prevents you from being affected by any effects, except for those that would counteract the spell's magic or that the GM decides would affect snow.

Heightened (+1) The cold and slashing damage each increase by 1d6.

GALE BLAST

CANTRIP 1

AIR **CANTRIP** **EVOCATION**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Saving Throw Fortitude

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes bludgeoning damage equal to your spellcasting ability modifier, with a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Heightened (+2) The damage increases by 1d6.

GEYSER

SPELL 5

EVOCATION **FIRE** **WATER**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 500 feet; **Area** 10-foot radius, 50-foot-tall cylinder

Saving Throw Reflex; **Duration** 1 round

A powerful geyser blasts up from the ground, potentially pushing creatures on top of it into the air. The bottom of this spell's area must be on solid ground. Each creature in the area takes 3d6 bludgeoning damage and 4d6 fire damage, with a Reflex save. A creature pushed into the air by the geyser can't be pushed beyond the top of the geyser. After being pushed into the air, a creature falls unless it's flying or has some other means of staying aloft, taking falling damage (normally equal to half the distance it fell). After the geyser erupts, its area is filled with a cloud of steam for 1 round. All creatures in the steam are concealed, and all creatures outside the steam are concealed to creatures within it.

Critical Success The creature is unaffected.

Success The creature takes half damage and isn't pushed into the air.

Failure The creature takes full damage and is pushed 20 feet into the air.

Critical Failure The creature takes double damage and is pushed 40 feet into the air.

Heightened (+1) The damage increases by 1d6 bludgeoning and 1d6 fire.

GLIMMER OF CHARM

SPELL 5

AURA **EMOTION** **ENCHANTMENT** **INCAPACITATION** **MENTAL**

Traditions arcane, occult, primal

Cast ♦♦ somatic, verbal

Area 20-foot emanation centered on you

Saving Throw Will; **Duration** sustained up to 1 minute

You're bathed in a smooth, almost glittering aura that improves the attitude of those near you. Any creature that ends its turn in the aura must attempt a Will saving throw with the following effects. No matter the result, it's then temporarily immune for 24 hours. The effect lasts until the spell ends, even after the creature leaves the aura.

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Critical Success The creature is unaffected and is aware of the aura.

Success The creature's attitude toward you improves by one step. If that improves its attitude to at least indifferent, it can't take hostile actions against you, though the effect ends as soon as you take a hostile action against the creature or its allies.

Failure The creature's attitude toward you improves by two steps. It can't take hostile actions against you, though the effect ends as soon as you take a hostile action against the creature or its allies.

Critical Failure The creature's attitude becomes helpful to you, though the effect ends as soon as you take a hostile action against the creature or its allies. While the creature is helpful, it can't take hostile actions against you.

GOUGING CLAW

CANTRIP 1

ATTACK CANTRIP MORPH TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 creature

You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of slashing or piercing damage equal to 1d6 plus your spellcasting ability modifier. On a critical success, you deal double damage plus 1d4 persistent bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage on a critical increases by 1d4.

GRAVITATIONAL PULL

SPELL 1

EVOCATION

Traditions arcane, occult

Cast ♦ to ♦♦♦

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude

By suddenly altering gravity, you pull the target toward you. The target is pulled 10 feet closer to you unless it succeeds at a Fortitude save. On a critical failure, it's also knocked prone. The effects of this spell change depending on the number of actions you spend when you Cast this Spell.

♦ (somatic) The spell targets one creature.

♦♦ (somatic, verbal) The spell targets one creature and pulls the target 20 feet instead of 10.

♦♦♦ (material, somatic, verbal) The spell targets up to 5 creatures.

GRAVITY WELL

SPELL 3

EVOCATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 30-foot-radius burst

Saving Throw Reflex

You create a sphere of altered gravity. All creatures and

unsecured objects in the area move toward the center, depending on their Reflex saving throws. This follows the rules for forced movement (*Core Rulebook* 475). If there isn't enough space near the center of the sphere, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the distance set by their saving throw outcomes.

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the center.

Failure The creature moves 15 feet toward the center.

Critical Failure The creature moves 30 feet toward the center.

GUIDING STAR

SPELL 2

DETECTION DIVINATION MENTAL

Traditions divine, primal

Cast ♦♦ somatic, verbal

Range planetary; **Targets** 1 creature you've met

Duration until your next daily preparations

You call on the constellations of the night sky to guide a creature to the location where you Cast the Spell. Each time the target views the stars, it receives a mental nudge toward your chosen location, though it isn't compelled to follow. The target can recognize you as the source. If the creature goes to another planet or plane, the spell's effects are suppressed, but they resume if the creature returns.

HAUNTING HYMN

CANTRIP 1

AUDITORY CANTRIP EVOCATION SONIC

Traditions divine, occult

Cast ♦♦ somatic, verbal

Area 15-foot cone

Saving Throw Fortitude

You echo a jarring hymn that only creatures in the area can hear. The hymn deals sonic damage equal to your spellcasting ability modifier, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

Heightened (+2) The damage increases by 1d6.

HEALING PLASTER

CANTRIP 1

CANTRIP EARTH TRANSMUTATION

Traditions primal

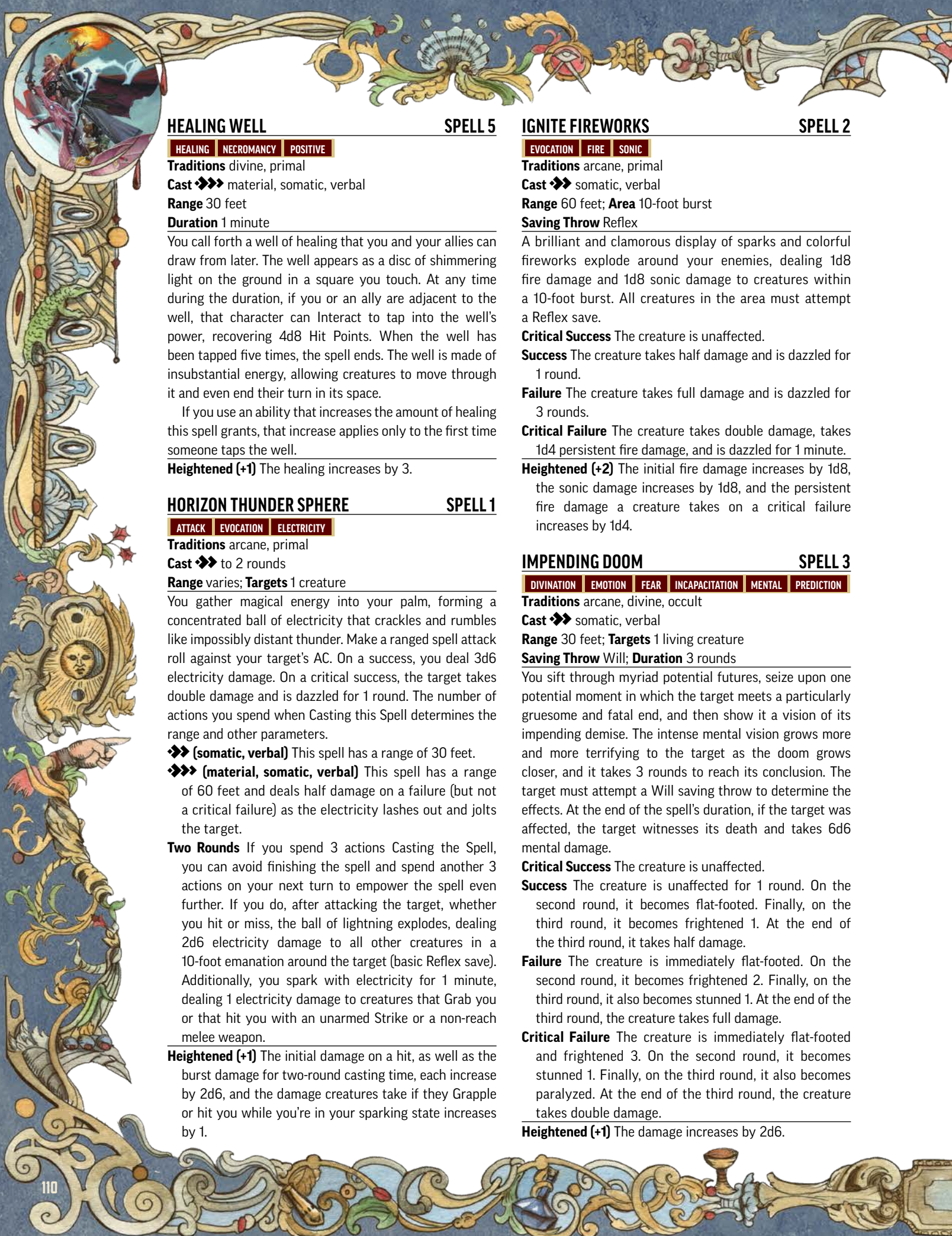
Cast ♦ somatic

Range 5 feet; **Targets** a handful of dirt or mud

Duration 10 minutes

You purify some dirt or mud into a pliable, claylike plaster that can aid in clotting and healing. This restorative substance can be used in lieu of healer's tools for Medicine checks to Administer First Aid or Treat Wounds. If the plaster isn't used within the spell's duration, or if you Cast the Spell again before using the plaster, it reverts to being normal non-magical earth.

Heightened (3rd) The plaster grants anyone using it to Administer First Aid or Treat Wounds a +1 item bonus to the Medicine check.



HEALING WELL

SPELL 5

HEALING NECROMANCY POSITIVE

Traditions divine, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration 1 minute

You call forth a well of healing that you and your allies can draw from later. The well appears as a disc of shimmering light on the ground in a square you touch. At any time during the duration, if you or an ally are adjacent to the well, that character can Interact to tap into the well's power, recovering 4d8 Hit Points. When the well has been tapped five times, the spell ends. The well is made of insubstantial energy, allowing creatures to move through it and even end their turn in its space.

If you use an ability that increases the amount of healing this spell grants, that increase applies only to the first time someone taps the well.

Heightened (+1) The healing increases by 3.

HORIZON THUNDER SPHERE

SPELL 1

ATTACK EVOCATION ELECTRICITY

Traditions arcane, primal

Cast ◆◆ to 2 rounds

Range varies; **Targets** 1 creature

You gather magical energy into your palm, forming a concentrated ball of electricity that crackles and rumbles like impossibly distant thunder. Make a ranged spell attack roll against your target's AC. On a success, you deal 3d6 electricity damage. On a critical success, the target takes double damage and is dazzled for 1 round. The number of actions you spend when Casting this Spell determines the range and other parameters.

◆◆ (somatic, verbal) This spell has a range of 30 feet.

◆◆◆ (material, somatic, verbal) This spell has a range of 60 feet and deals half damage on a failure (but not a critical failure) as the electricity lashes out and jolts the target.

Two Rounds If you spend 3 actions Casting the Spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you do, after attacking the target, whether you hit or miss, the ball of lightning explodes, dealing 2d6 electricity damage to all other creatures in a 10-foot emanation around the target (basic Reflex save). Additionally, you spark with electricity for 1 minute, dealing 1 electricity damage to creatures that Grab you or that hit you with an unarmed Strike or a non-reach melee weapon.

Heightened (+1) The initial damage on a hit, as well as the burst damage for two-round casting time, each increase by 2d6, and the damage creatures take if they Grapple or hit you while you're in your sparking state increases by 1.

IGNITE FIREWORKS

SPELL 2

EVOCATION FIRE SONIC

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 60 feet; **Area** 10-foot burst

Saving Throw Reflex

A brilliant and clamorous display of sparks and colorful fireworks explode around your enemies, dealing 1d8 fire damage and 1d8 sonic damage to creatures within a 10-foot burst. All creatures in the area must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is dazzled for 3 rounds.

Critical Failure The creature takes double damage, takes 1d4 persistent fire damage, and is dazzled for 1 minute.

Heightened (+2) The initial fire damage increases by 1d8, the sonic damage increases by 1d8, and the persistent fire damage a creature takes on a critical failure increases by 1d4.

IMPENDING DOOM

SPELL 3

DIVINATION EMOTION FEAR INCAPACITATION MENTAL PREDICTION

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 living creature

Saving Throw Will; **Duration** 3 rounds

You sift through myriad potential futures, seize upon one potential moment in which the target meets a particularly gruesome and fatal end, and then show it a vision of its impending demise. The intense mental vision grows more and more terrifying to the target as the doom grows closer, and it takes 3 rounds to reach its conclusion. The target must attempt a Will saving throw to determine the effects. At the end of the spell's duration, if the target was affected, the target witnesses its death and takes 6d6 mental damage.

Critical Success The creature is unaffected.

Success The creature is unaffected for 1 round. On the second round, it becomes flat-footed. Finally, on the third round, it becomes frightened 1. At the end of the third round, it takes half damage.

Failure The creature is immediately flat-footed. On the second round, it becomes frightened 2. Finally, on the third round, it also becomes stunned 1. At the end of the third round, the creature takes full damage.

Critical Failure The creature is immediately flat-footed and frightened 3. On the second round, it becomes stunned 1. Finally, on the third round, it also becomes paralyzed. At the end of the third round, the creature takes double damage.

Heightened (+1) The damage increases by 2d6.

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INEVITABLE DISASTER

SPELL 5

CURSE **DIVINATION** **PREDICTION**

Traditions divine, occult

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

You briefly glimpse cause and effect, putting into motion a chain of events that will visit doom on your enemy at some point in the future, though you're not quite sure when or how the doom will occur. Some kind of strange accident occurs 1d4 rounds later, dealing 55 damage to the creature, with a basic Fortitude save. This happens regardless of where the target is located at the time, even if it travels to another plane. The GM should roll to determine when the damage occurs secretly and determine the form of the accident as well as the type of damage it deals; generally, the accident should be one that deals physical damage of some type (for instance, a tree branch might fall on the foe and deal bludgeoning damage, or a window might break and fling sharp slashing glass at them), though other damage types might be appropriate in more unusual environments.

Heightened (+1) The damage increases by 10.

INEXHAUSTIBLE CYNICISM

SPELL 7

EMOTION **ENCHANTMENT** **MENTAL**

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** up to 5 creatures

Saving Throw Will

You inflict your targets with a crushing doubt about everyone and everything around them. For the duration, each target is unwilling to receive any effects that require a willing target (in case the effect was secretly an attack), refuse to ingest anything (in case the substances have been replaced with poisons and cursed duplicates), doesn't treat anyone as an ally (in case its friends were replaced by an impostor), and doesn't believe anything it's told (in case of lies, though this doesn't mean the creature automatically believes the opposite either). It doesn't even fully trust its own ability to Recall Knowledge, as it becomes convinced it most likely remembered false information, as from a critical failure on a check to Recall Knowledge.

Finally, the creature takes 6d6 mental damage at the end of each of its turns (with no save) unless it spent at least 1 action that turn Seeking or otherwise interacting with its surroundings in an attempt to disbelieve the

illusions that it feels are obviously surrounding it.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 1 minute.

Critical Failure The creature is affected for 1 hour.

INFECTIOUS ENTHUSIASM

CANTRIP 1

CANTRIP EMOTION ENCHANTMENT MENTAL

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 1 round

With enchanted gusto, you encourage yourself to get things done and share your motivation with your allies. You gain a +1 status bonus to your choice of attack rolls, Will saves, or Charisma-based skill checks. During the spell's duration, an ally who observed you Casting this Spell and was within 30 feet when you did so can take a single action, which has the concentrate trait, to gain the same bonus you chose until the start of its next turn.

Using this spell to influence someone in a social situation is typically considered a faux pas, negating the benefit on Charisma-based skills if the subject of the check observed you casting the spell.

INFECTIOUS MELODY

SPELL 4

AUDITORY ENCHANTMENT MENTAL

Traditions occult

Cast ♦♦ somatic, verbal

Area 15-foot emanation; **Targets** enemies in the area

Saving Throw Will; **Duration** varies

You call forth the chords of a tune so catchy that foes hearing it can't help but sing along, making it harder for them to communicate. Each target must attempt a Will save.

Critical Success The creature is unaffected.

Success For 1 round, the creature can communicate only by singing along to the melody. It can speak only on its turn, and it must take the Perform action when it does. The result of the Performance check determines how well it sang, but it stills communicate the information regardless of the result, which has no further mechanical impact than the time spent to take the action. A single Perform check is sufficient for any amount of speaking on the creature's turn. This effect might interfere with verbal components of spells or other linguistic abilities that rely on precise speech; in order to use such an ability successfully, the creature must succeed at a DC 5 flat check.

In addition, the creature takes a -2 status penalty on linguistic Intimidation checks, as singing its threats saps away some of the menace. The creature's constant humming of the tune also makes it nearly impossible for the creature to remain undetected.

Failure As success, but the duration is 3 rounds.

Critical Failure As success, but the duration is 1 hour.

INNER RADIANCE TORRENT

SPELL 2

FORCE LIGHT NECROMANCY

Traditions divine, occult

Cast ♦♦ to 2 rounds

Area line 60 feet or longer

Saving Throw basic Reflex

You gradually manifest your spiritual energy into your cupped hands before firing off a storm of bolts and beams that deal 4d4 force damage to all creatures in a 60-foot line. Creatures in the area must attempt a basic Reflex save. On a critical failure, they're also blinded for 1 round. The number of actions you spend when Casting this Spell determines the area. If the line passes through an area of magical darkness or targets a creature affected by magical darkness, *inner radiance torrent* attempts to counteract the darkness.

♦♦ (somatic, verbal) The line is 60 feet long.

♦♦♦ (material, somatic, verbal) The line is 120 feet long.

Two Rounds The line is 120 feet long. If you spend 3 actions casting the spell, you can avoid finishing the spell and spend another 3 actions on your next turn to empower the spell even further. If you choose to do so, the damage dealt by this spell increases by 4d4, and you enter a shining state for 1 minute, causing you to glow with light and deal 1 force damage to creatures that end their turn adjacent to you.

Heightened (+1) The initial damage, as well as the additional damage for the 2-round casting time, each increase by 4d4, and the damage to adjacent creatures dealt while in your shining state increases by 1.

INSTANT ARMOR

SPELL 2

CONJURATION CONTINGENCY EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal

Cast 10 minutes (material, somatic, verbal)

Duration 24 hours

Upon casting this spell, the armor you're wearing is whisked away into an extradimensional space that's linked to you. If the armor is magical and invested by you, it remains invested while in this space, though you don't gain its benefits. You then gain the Armor Up! action; once you use the action, the spell ends. If the action hasn't been used by the time the spell's duration ends, the extradimensional space collapses, ejecting the armor's pieces on the ground under you.

Armor Up! ♦ (manipulate) **Effect** You snap your fingers. The armor returns to your body.

INVISIBILITY CURTAIN

SPELL 4

ILLUSION

Traditions arcane, occult

Cast ♦♦♦ material, somatic, verbal

Range 120 feet

Duration sustained

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You create a transparent invisible wall that makes any creatures on one side of the wall invisible to those on the other side. You choose which side of the wall provides invisibility to the creatures on that side when you cast the spell. You create either a 1-inch-thick wall in a straight line up to 60 feet long and 10 feet high or a 1-inch-thick, 10-foot-radius ring with the same height. The wall is intangible and stands vertically in either of the two forms. If you wish to do so, you can create the wall with a shorter length or height, or with a smaller radius. Any creature that crosses the wall becomes visible or invisible as appropriate, and it's visible if any portion of it is on the visible side of the wall. If a creature rendered invisible by the wall takes a hostile action, the spell ends after the hostile action is completed.

Heightened (7th) The spell doesn't end if an invisible creature takes a hostile action.

INVOKE SPIRITS

SPELL 5

EMOTION **FEAR** **MENTAL** **NECROMANCY**

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 10-foot burst

Saving Throw Will; **Duration** sustained up to 1 minute

Ragged apparitions of the dead rise to stalk the living. They deal 2d4 mental damage and 2d4 negative damage to each living creature in the area, with a basic Will save. Additionally, creatures that critically fail the save are frightened 2 and are fleeing for 1 round.

On subsequent rounds, the first time you Sustain the Spell each round, you can move the area up to 30 feet within the range of the spell. Living creatures in the new area must attempt saves with the same effects as above, except that critically failing doesn't make them flee.

Heightened (+2) The mental damage and negative damage each increase by 1d4.

JUVENILE COMPANION

SPELL 1

POLYMORPH **TRANSMUTATION**

Traditions primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** your companion

Duration 10 minutes

You transform your companion into its juvenile form, such as a cub, foal, kitten, puppy, or piglet, making the target appear harmless. It becomes Tiny (if it was larger), and its reach is reduced to 0 feet. All of its Speeds are halved (to a minimum Speed of 5 feet), and it gains weakness 5 to physical damage. In all other ways, its abilities and statistics are unchanged.

If your companion uses a hostile action, *juvenile companion* ends. This spell has no effect on a companion that doesn't have a juvenile form.

Heightened (2nd) The duration increases to 1 hour.

LIFE CONNECTION

SPELL 3

CONTINGENCY **NECROMANCY**

Traditions divine, primal

Cast 10 minutes (material, somatic, verbal)

Range touch; **Targets** 1 living creature

Duration 24 hours

When you cast this spell, you place a failsafe deep within the life force of the target. You can sense when the target takes damage, provided you're within 1 mile of one another. A creature can be part of no more than one *life connection* simultaneously. When the spell is complete, you gain the Defend Life reaction; once you use the reaction, the spell ends.

Defend Life ☞ (concentrate) **Trigger** The target takes damage; **Requirements** You're within 1 mile of the target;

Effect After calculating the amount of damage the target would take (applying weaknesses, resistances, and the like), you lose an equal number of Hit Points, and the target doesn't take any of the damage. You can't reduce the amount of Hit Points you lose in this way. The target still takes any effects that would come with the damage, however, such as the venom on a viper's fangs Strike.

LOSE THE PATH

SPELL 1

ILLUSION **MENTAL** **VISUAL**

Traditions occult, primal

Cast ☞ somatic; **Trigger** A creature in range Strides.

Range 60 feet; **Targets** the triggering creature

Saving Throw Will

You surround a moving creature with lifelike illusions, shifting their perception of the terrain to subtly lead them off course. The target must attempt a Will save. Regardless of the result, the creature is immune to *lose the path* for 1 hour.

Success The creature is unaffected.

Failure The creature treats all squares as difficult terrain for its Stride.

Critical Failure As failure, except that you determine where the target moves during the Stride, though you can't move it into hazardous terrain or to a place it can't stand.

LUCKY NUMBER

SPELL 2

CONTINGENCY **DIVINATION**

Tradition arcane, divine, occult

Cast 10 minutes (material, somatic, verbal)

Duration until the next time you make your daily preparations

When you Cast this Spell, roll 1d20 and make a note of the result. You gain the following reaction; once you use the reaction, the spell ends, and you become temporarily immune to *lucky number* until the next time you make your daily preparations.

That's My Number! 🌀 (divination, fortune) **Trigger**

You roll your lucky number as your d20 result on a non-secret attack roll, saving throw, or skill check;

Effect You call upon the fortune stored within your lucky number and reroll the triggering check. However, pushing your luck has a price: if your result on the reroll is the same number again, you critically fail, regardless of what degree of success you ordinarily would have received.

MAGIC MAILBOX

SPELL 4

UNCOMMON CONJURATION TELEPORTATION

Tradition arcane, divine, occult

Cast 1 hour (material, somatic, verbal)

Range touch; **Targets** 2 containers, each no larger than 5 feet in any dimension

Duration until your next daily preparations

You create an interdimensional link between two containers, both of which must be capable of being closed in such a way that their contents aren't visible. If both containers are left closed for 10 consecutive minutes, the contents of each one, totaling no more than 3 Bulk of nonliving, non-magical material per container, transport to the other's location. If a container's contents total more than 3 Bulk, the transport fails.

If either container is opened before the full 10 minutes have elapsed, the contents appear as they did when the containers were closed, and the process starts anew as soon as both containers have been closed. After the contents of the containers successfully swap, they can't swap again until after both containers have been opened at least once. Both containers must be located on the same plane for the process to function; if this ceases to be the case or if something else disrupts the effect during an active transposition, the process halts as if one of the containers had been opened.

MAGNETIC ACCELERATION

SPELL 3

ATTACK EVOCATION

Traditions arcane, primal

Cast 🌀 somatic, verbal

Range 120 feet; **Targets** 1 creature or object

You magnetize a small metal object, such as a nail or coin, and launch it away from you at massive speed. Make a ranged spell attack roll; if the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *magnetic acceleration*. On a hit, the target takes 3d6 bludgeoning damage and 3d6 piercing damage, or double damage on a critical hit.

Heightened (+1) The bludgeoning and piercing damage each increase by 1d6.

MAGNETIC ATTRACTION

SPELL 2

EVOCATION

Traditions arcane, primal

Cast 🌀 somatic, verbal

Range 60 feet; **Targets** up to 10 metal objects with a total Bulk of 1 or less

You adjust your magnetic polarity, plucking daggers from hands and coins from belts. The targeted objects fly to your location, letting you catch them easily in your hands, or dropping to the ground at your position, at your discretion. Unattended objects fly to you automatically. If you target secured objects or those in another creature's possession



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(such as sheathed weapons), you must attempt to Disarm the creature of the metal objects, making a spell attack roll instead of an Athletics check to do so.

Instead of drawing the objects to yourself, you can polarize a single metal object within range, designating it as a lodestone and causing the metal objects to fly to it instead. The lodestone must be at least three times the total Bulk of the targeted metal objects. Objects will stick to the lodestone for 1 minute, though they can be wrenched away with an Interact action.

MAGNETIC REPULSION

SPELL 2

ABJURATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You adjust your magnetic polarity, causing metal objects to jump and shudder away from you. Attacks made with metal objects against you take a -1 status penalty, and the squares adjacent to you are difficult terrain for creatures wearing metal armor. For creatures made entirely of metal, the penalty to their attack rolls is -2 and the squares adjacent to you are greater difficult terrain.

While this spell is active, you require an additional Interact action before using a metal object (including to Strike with a metal weapon), and if you're wearing metal armor, you're slowed 1.

Heightened (+3) The status penalty to attack rolls increases by 1.

MANTLE OF THE FROZEN HEART

SPELL 5

COLD MORPH TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You surround yourself in a mantle of frigid ice magic, and your skin and armor morph into cold blue ice. Freezing air emanates from your body, sending a chill down anyone's spine who draws too close and leaving a fine dusting of frost in your wake. Upon Casting this Spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Chilling Ice** The ice around your body thickens, melting off to protect you from heat while inuring you from the cold. You gain resistance 10 to cold.
- **Heart of Ice** Your body temperature plummets to blistering cold. Any creature that touches you, or that hits you with a melee unarmed attack or non-reach melee weapon attack, takes 2d6 cold damage.
- **Ice Glide** Ice trails from your feet for an instant as you move, allowing you to skate rapidly along the ice. You don't need to Balance on ice, and you ignore difficult terrain caused by ice or snow. While moving along a

smooth surface, you gain a +20-foot status bonus to your land Speed.

- **Icy Claws** Your hands morph into vicious, piercing claws of ice useful for attacking or climbing. As long as you have both hands free, you gain a climb Speed equal to your land Speed. You gain a claw unarmed attack with the agile and finesse traits, in the brawling weapon group. Your claw attack deals 1d6 piercing damage as its base damage, plus an additional 2d6 cold damage.

MANTLE OF THE MAGMA HEART

SPELL 5

FIRE MORPH TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You surround yourself in a mantle of blazing fire magic, and your skin and anything you're wearing morphs into burning hot lava. The air around you swelters with heat, and tiny sparks of flame dance behind you as you pass. Upon casting this spell, pick two of the options below. As a single action, which has the concentrate trait, you can change one of your chosen abilities to a different option from the list.

- **Enlarging Eruption** You erupt in lava, which clings to you and hardens, causing your body to swell and burst until you grow to size Large. You're clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a +2 status bonus to melee damage. You can't choose this option if you're already Large or larger.
- **Fiery Grasp** Your hands swell and grow with lava. You gain a lava fist unarmed attack in the brawling weapon group. Your lava fists deal 1d8 bludgeoning damage as their base damage, plus an additional 2d6 fire damage and 1d6 persistent fire damage.
- **Heart of Fire** Your body's temperature becomes so hot that any creature that touches you, or that hits you with a melee unarmed attack or non-reach melee weapon attack, takes 2d6 fire damage.
- **Warming Flames** Flames flicker around you, warming away the cold while protecting you from the heat. You gain resistance 5 to cold and fire.

MIMIC UNDEAD

SPELL 2

NECROMANCY

Traditions divine, occult

Cast ♦♦ somatic, verbal; **Requirements** You're a living creature.

Duration 10 minutes

You take death and wrap it about you like a cloak—your colors wash out and your skin grows cold to the touch. Your heartbeat, breathing, and similar life functions become very difficult to detect. Senses such as lifesense



detect you as undead unless a creature succeeds at a Perception check against the spell's DC, and on a failed check, they don't detect you at all if they only sense living creatures. Detection spells that specifically sense living creatures must succeed at a counteract check against *mimic undead* to detect you. You gain a +4 status bonus to Impersonate an undead but physically intact version of yourself and can add your level as your proficiency bonus even if you're untrained. You don't gain these benefits to Impersonate any other sort of undead. Mindless undead usually don't have a reason to even attempt the Perception check to notice your Impersonation unless you interact with them in some way.

MIND OF MENACE

SPELL 3

CONTINGENCY EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult, primal

Cast 10 minutes (material, somatic, verbal)

Duration 24 hours

This spell wards against those who attempt to subvert your mind and turns mental magic back on them. When the spell is complete, you gain the Fight with Fear reaction; once you use the reaction, the spell ends.

Fight with Fear (concentrate, emotion, enchantment, fear, mental) **Trigger** A creature that you can see uses a mental effect against you; **Effect** The triggering creature must attempt a Will save, which has the following effects.

Success The creature is unaffected.

Failure The creature is frightened 2, and you gain a +2 status bonus to your saving throw or other defense against the triggering mental effect.

Critical Failure The creature is frightened 2, and you're unaffected by the triggering mental effect.

MIRROR MALEFACTORS

SPELL 5

ILLUSION MENTAL VISUAL

Traditions arcane, divine, occult

Cast (somatic, verbal)

Range 30 feet; **Targets** 1 creature

Saving Throw basic Will; **Duration** sustained up to 1 minute

You completely surround a Large or smaller creature in a shimmering ring of illusory mirrors that follows it as it moves, even when the creature moves outside the range of the spell. These mirrors reflect the target,

though if the target has no reflection, like a vampire, it's unaffected by *mirror malefactors*. As long as the target is surrounded by mirrors, it's frightened 1, and it can't reduce its frightened value.

When you Cast the Spell, the reflections leap from the mirrors and attack the target, dealing 7d8 mental damage with a basic Will save. On subsequent turns, this effect repeats the first time you Sustain the spell that turn. If the target succeeds at any Will save it attempts against *mirror malefactors*, the illusory mirrors shatter and the spell ends.

Heightened (+1) The damage for both the initial effect and on subsequent turns increases by 1d8.

MIRROR'S MISFORTUNE

SPELL 4

ILLUSION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 1 minute

You split into your real self and a mirrored version of yourself that curses would-be attackers with misfortune on their next attacks. When you cast this spell, you seem to split in two. As you do, you can Step to any adjacent square. In either your initial square, or another square adjacent to your initial square, an exact illusory duplicate of you appears. You decide a simple course of action for the duplicate to follow, such as to walk to a specific point or wave its hands in the air, but more complex routines are beyond its abilities. A creature can distinguish between you and the duplicate only if it spends an action to Seek and succeeds at a Perception check against the spell's DC.

If a creature takes a hostile action against the duplicate, the illusion shatters into mirrorlike shards, inflicting bad luck on the attacker's next few attacks as misfortune's toll for shattering the mirror. The attacker must attempt a Will save with the following effects; this is a curse and misfortune effect. When the duplicate shatters, the spell ends.

Success The creature is unaffected.

Failure Within the next hour, the creature must roll its next two attack rolls twice and take the lower result.

Critical Failure Within the next hour, the creature must roll its next four attack rolls twice and take the lower result.

MUD PIT

SPELL 1

CONJURATION EARTH WATER

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** squares on the ground in a 15-foot burst

Duration 1 minute

Thick, clinging mud covers the ground, 1 foot deep. The mud is difficult terrain.

MURDEROUS VINE

SPELL 4

ATTACK CONJURATION PLANT

Traditions primal

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature adjacent to a flat surface

Duration 1 minute

You summon a slithering, thorny vine that attempts to constrict and crush a foe against a wall or other surface. Make a spell attack roll against the target's Fortitude DC. On a success, the creature is grabbed and takes 3d6 bludgeoning damage and 2d8 piercing damage. At the end of that creature's turn, if it's still grabbed by the vine, it takes 2d6 bludgeoning damage.

The vine's Escape DC is equal to your spell DC. A creature can attack the vine in an attempt to break its grip. The vine's AC is equal to your spell DC, and the vine is destroyed if it takes 20 or more damage. Destroying or escaping from the vines ends the spell.

You can Dismiss the spell.

Heightened (+2) The initial bludgeoning damage increases by 1d6, the initial piercing damage increases by 1d8, and the damage a creature takes for ending its turn grabbed by the vine increases by 1d6.

NATURE'S REPRISAL

SPELL 6

PLANT POISON TRANSMUTATION

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 120 feet; **Area** all squares on the ground that contain plants in an 80-foot burst

Duration 1 minute

The plant life within the area begins to writhe and lash out against your enemies as you call upon nature to impede your foes. To your enemies, the area becomes difficult terrain, and areas that were naturally difficult terrain due to plants become greater difficult terrain as well as hazardous terrain, dealing 6 poison damage to an enemy each time it enters an affected square.

Heightened (+1) The poison damage of the hazardous terrain increases by 1.

NECROMANCER'S GENEROSITY

SPELL 1

NECROMANCY NEGATIVE

Traditions arcane, divine

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 undead minion you control

Duration 1 minute

You channel negative energy through your magical connection to your undead minion to strengthen the creature. The target regains 1d8+4 Hit Points when you Cast the Spell, and it gains a +2 status bonus to saves against positive effects for the duration.

Heightened (+1) The amount of healing increases by 1d8+4.

NECROTIZE

SPELL 6

NECROMANCY NEGATIVE

Traditions arcane, divine, primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 living creature

Saving Throw Fortitude; **Duration** varies

You necrotize part of a creature's body, harming it and debilitating it as its body putrefies, mimicking the natural process of decay. The target takes 12d6 negative damage and one of the following debilitations; roll 1d4 to randomly determine which. The effects depend on its Fortitude save.

1. **Bones** The target's bones necrotize and become spongy and weak, giving it weakness 3 to bludgeoning damage.
2. **Joints** The target's joints necrotize, making its movements ungainly and clumsy. It becomes clumsy 1.
3. **Legs** The target's legs necrotize, as well as any other limbs associated with forms of movement, making it harder for the creature to move. The target takes a -10-foot status penalty to its Speeds.
4. **Muscles** The target's muscles necrotize, rotting away. The target becomes enfeebled 1.

Critical Success The target is unaffected.

Success The target takes half damage and the debilitation lasts until the end of your next turn.

Failure The target takes full damage and the debilitation lasts for 1 minute.

Critical Failure The target takes double damage, and you can pick a second debilitation to apply, in addition to the one you rolled randomly. Both debilitations last for 1 minute.

Heightened (+1) The damage increases by 2d6.

NUDGE THE ODDS

SPELL 1

UNCOMMON DIVINATION

Tradition arcane, divine, occult

Cast ♦♦ somatic, verbal

Duration 1 hour

You bestow yourself supernaturally good luck at cards, dice, and other games of chance. You gain a +1 status bonus to Games Lore checks to gamble, and if you roll a critical failure on such a check, you get a failure instead; however, the spell is too short-lived to use for Earn Income checks from gambling.

When you're under the effect of *nudge the odds*, one facial feature, such as a lock of hair or the iris of an eye, transforms to a distinctive golden color; the GM chooses which feature when you cast the spell. This change resists all magical efforts to conceal it, though it can be hidden or covered by mundane means. A creature noticing the feature can identify the spell using Recall Knowledge. Because it prevents losing big, gamblers consider *nudge the odds* a repugnant form of cheating.

If you're caught using the spell, you are likely to suffer serious consequences, depending on the nature of the gamblers you cheated.

Heightened (5th) The status bonus increases to +2, and the duration increases to last until the next time you make your daily preparations. If you continue spending your spell slot to keep the duration active, this allows you to apply the effect to a downtime check to Earn Income.

NULLIFY

SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal

Cast ⤵ somatic, verbal; **Trigger** A foe within range casts a 9th-level or lower spell.

Range 120 feet; **Targets** the triggering spell

You instantly destroy the incoming spell, though at the cost of sending magical feedback through your body. You automatically counteract the spell, but the feedback brings you unavoidable harm. You lose 1d8 Hit Points per level of the triggering spell.

OCULAR OVERLOAD

SPELL 4

CONTINGENCY ILLUSION INCAPACITATION VISUAL

Traditions arcane, occult, primal

Cast 10 minutes (material, somatic, verbal)

Duration 24 hours

Just as a creature is about to attack you, you assault them with jarring illusions, completely surrounding their eyes with blinding flashes of motion and color. When the spell is complete, you gain the Overload Vision reaction; once you use the reaction, the spell ends.

Overload Vision ⤵ (concentrate) **Trigger** A creature within 60 feet would make an attack roll against you; **Effects** The triggering creature must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is dazzled until the end of the current turn.

Failure The target is blinded until the end of the current turn.

Critical Failure The target is blinded until the end of the current turn and dazzled for 1 minute.

ONE WITH THE LAND

SPELL 9

EARTH PLANT TRANSMUTATION

Traditions primal

Cast ♦♦ somatic, verbal

Duration 1 minute

You merge with an adjacent natural feature with enough volume to fit you and your worn and held possessions, such as the ground or a large tree. Your merged form is visible within the feature, and creatures can target and attack you normally, though you have cover and can use it to Hide or Take Cover within the feature. You can cast spells while in the feature as long as they don't require

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line of effect beyond the feature. You can Dismiss the spell. While merged, you gain the following additional benefits.

- You immediately become aware of the surrounding terrain features, and you gain tremorsense as an imprecise sense with a range of 200 feet.
- You can make terrain vengeance Strikes by commanding plants, rocks, and other natural features to attack your foes. These are melee Strikes that use your spell attack roll, can target any creature within 60 feet of you, and deal 5d12 bludgeoning, piercing, or slashing damage. You choose the damage type each time you make a terrain vengeance Strike.
- By spending a single action, which has the concentrate trait, you can increase or decrease the environmental temperature changing it to either one step warmer than normal, one step colder than normal, or the normal temperature.
- As a 2-action activity that has the concentrate trait, you can create or remove difficult terrain caused by natural terrain in a 20-foot burst within 200 feet.

All of your alterations to the land end when the spell ends. Significant physical damage to the natural feature while you are inside it expels you and deals 10d6 damage to you.

ONEIRIC MIRE

SPELL 3

ILLUSION MENTAL VISUAL

Traditions arcane, occult, primal

Cast ◆◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You shroud an area in illusory dreamstuff, making the ground look and feel like a deep mire or quicksand. Ground in the area is difficult terrain.

Each creature in the area when the spell is cast, or that enters the area, must attempt a Will save. On a failure, it believes it's being pulled down by the earth, taking a -10-foot circumstance penalty to its Speeds. On a critical failure, it's also immobilized. In addition to the normal actions to Escape, at the end of an affected creature's turn, it can attempt a Will save, removing the effects on a success. On a critical success at any Will save made against *oneiric mire*, the creature fully disbelieves the illusion and no longer needs to make Will saves to risk a Speed penalty or being immobilized, though the area is still difficult terrain.

OOZE FORM

SPELL 3

POLYMORPH TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 1 minute

You invoke all things that seep and ooze, your body dissolving into a thick slurry and then reconstituting itself into a Medium ooze battle form. When you first cast this spell, choose black pudding, gelatinous cube, gray ooze, or

ochre jelly. While in this form, you gain the ooze trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 7 + your level. Ignore your armor's check penalty and Speed reduction.
- 20 temporary Hit Points.
- You are immune to critical hits, precision damage, and visual effects.
- Resistance 5 to acid, piercing, and slashing damage.
- No vision and motion sense 30 feet. You can sense nearby motion through vibration and air movement as a precise sense.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can use. You're trained with them. Your attack modifier is +14, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +14, unless your own is higher.

You also gain specific abilities based on the ooze:

- Black Pudding** Speed 15 feet, climb 15 feet; **Melee** ◆ pseudopod, **Damage** 2d6+5 bludgeoning and 1d8 acid.
- Gelatinous Cube** Speed 15 feet; **Melee** ◆ cube face, **Damage** 1d6+5 acid; a creature hit by your cube face Strike must succeed at a Fortitude save against your spell DC or be stunned 1 (or paralyzed for 1 round on a critical failure); this save has the incapacitation trait.
- Gray Ooze** Speed 15 feet, climb 15 feet, swim 15 feet; **Melee** ◆ pseudopod, **Damage** 1d6+5 bludgeoning and 1d6 acid, and you can spend an action after a hit to Grab the target.
- Ochre Jelly** Speed 15 feet, climb 10 feet; resistance 5 to electricity; **Melee** ◆ pseudopod, **Damage** 1d8+5 bludgeoning and 1d8 acid, and you can spend an action after a hit to Grab the target.

Heightened (4th) Your battle form is Large, and your attacks have 10-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 30 temporary HP; resistance 7 to acid, piercing, and slashing; attack modifier +16; damage bonus +9; and Athletics +16. Your motion sense has a range of 40 feet.

Heightened (5th) Your battle form is Huge, and your attacks have 15-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 40 temporary HP; resistance 10 to acid, piercing, and slashing; attack modifier +18; damage bonus +6 and double damage dice; and Athletics +20. Your motion sense has a range of 60 feet.

Heightened (8th) Your battle form is Gargantuan (20-foot-by-20-foot space), and your attacks have 20-foot reach. You must have enough space to expand into or the spell is lost. You instead gain 60 temporary HP; resistance



12 to acid, piercing, and slashing; attack modifier +28; damage bonus +13 and double damage dice; and Athletics +29. Your motion sense has a range of 60 feet.

ORGANSIGHT

SPELL 3

DIVINATION **REVELATION**

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 living or undead creature that has organs

Duration 1 minute

You see the target as though it's dissected and arrayed before you. For the duration, you gain a +2 circumstance bonus on Medicine checks against the target that depend on its organs, but a -2 circumstance penalty on Medicine checks depending on seeing its skin.

When you Cast the Spell, attempt a special Recall Knowledge check using Medicine to spot and discern a vital organ. If you have a Lore skill appropriate to the creature, you can use that skill instead of Medicine. If you succeed, the next time you deal piercing or slashing damage to the target with a Strike or spell, you deal 4d6 additional precision damage. Once on each of your subsequent

turns, you can use a single action to attempt the special Recall Knowledge check again. The extra damage isn't cumulative, so making the check more than once before a Strike or spell has no extra benefit.

Heightened (+1) The precision damage increases by 1d6.

PAINFUL VIBRATIONS

SPELL 4

EVOCATION **SONIC**

Traditions divine, occult

Cast ♦♦ somatic, verbal

Range 100 feet; **Targets** 1 living creature

Saving Throw Fortitude

You send powerful sound waves through an opponent's body, vibrating its bones and internal organs painfully. The creature takes 8d6 sonic damage and must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, is sickened 1, and is deafened for 1 round.

Critical Failure The target takes double damage, is sickened 2, and is deafened for 1 minute.

Heightened (+1) The damage increases by 2d6.

PERNICIOUS POLTERGEIST

SPELL 4

NECROMANCY

Traditions divine, occult

Cast ♦♦ somatic, verbal

Range 60 feet; **Area** 10-foot burst

Duration sustained up to 1 minute

You create an echo of a powerful poltergeist, temporarily anchoring it to the area to terrorize and harm any opponents foolish enough to remain in the area. Because the poltergeist is a manifestation and is not truly present, it can't be attacked or hurt; it remains invisible unless otherwise stated. When you Cast the Spell, and the first time you Sustain it on subsequent rounds, the poltergeist creates your choice of one of the following effects.

- **Deathly Assault** (negative) The poltergeist focuses on one creature in the area and flies through that creature's space, dealing 4d10 negative damage (basic Fortitude save).
- **Frighten** (emotion, fear, mental) The poltergeist becomes visible, appearing as a skeletal, ghostlike humanoid. Creatures in the area must attempt a Will save, becoming frightened 2 on a failure.
- **Telekinetic Storm** (force) The poltergeist hurls debris and quasi-real objects around in the area. All creatures in the area take 4d8 force damage (basic Reflex save).

Heightened (+2) The damage of the deathly assault effect increases by 1d10, and the damage of the telekinetic storm effect increases by 1d8.

PERSISTENT SERVANT

SPELL 2

CONJURATION

Tradition arcane, occult

Cast 1 minute (material, somatic, verbal)

Range 120 feet; **Area** 60-foot burst

Duration until your next daily preparations

You call forth an *unseen servant* (*Core Rulebook* 380) and task it to perform a specific chore repeatedly. Choose a basic instruction, such as sweeping the floor, or picking up all objects from the floor and putting them in a designated bin. The servant performs the task over and over again throughout the duration, though it can't ever leave the spell's area.

The servant isn't a minion, and you don't need to Sustain the Spell in order for it to continue to act. However, it acts on its own time, and thus can't accomplish anything useful during an encounter, even if an encounter happens within the spell's range.

Tasks that rely on timing, discretion, or significant manual dexterity are doomed to failure. For instance, a servant tasked to pick objects off the floor won't discriminate between trash, misplaced treasure, or objects that are supposed to be on the floor, like a mousetrap.

PETAL STORM

SPELL 4

AIR **CONJURATION** **PLANT**

Traditions primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 15-foot radius burst

Duration 1 minute

You bring forth a cloud of razor-sharp flower petals that thrash violently in the wind. A creature that enters the storm or starts its turn in the storm is sliced by the razor-sharp edges of the petals. It takes 2d10 slashing damage with a basic Reflex save. A creature can take damage from the petals only once per round. At the end of the duration, the storm calms and the petals fall harmlessly to the ground.

Heightened (+2) The damage increases by 1d10.

PHANTOM CROWD

SPELL 2

ILLUSION **VISUAL**

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 60 feet; **Area** a 10-foot square

Duration sustained up to 10 minutes

A tightly packed crowd of humanoids appropriate to the area appear, facing you and agreeing loudly with anything you say. A creature that touches a member of the crowd or makes a Seek action to examine the crowd can attempt to disbelieve your illusion. The crowd is difficult terrain for anyone who hasn't disbelieved the illusion.

When you spend 1 or more actions to cast a composition spell (*Core Rulebook* 386) or to perform an activity that includes a Performance check, you can also Sustain this Spell as part of that action.

Heightened (+1) The crowd occupies an additional 10-foot square in range. The additional square doesn't need to be adjacent to any other square created by the spell. It can overlap, but there's no additional effect in the overlapped squares.

PHANTOM PRISON

SPELL 3

ILLUSION **INCAPACITATION** **MENTAL** **VISUAL**

Traditions arcane, occult

Cast ♦♦♦ material, somatic, verbal

Range 50 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 minute

You completely surround a Large or smaller creature in immobile illusory walls, trapping it inside a false prison it can't escape. No other creatures see or feel these walls, and the target can't see anything outside of the illusory walls. The target can attempt a Will save when the spell is cast, each time it attempts to interact with or escape the walls, and each time something from outside the walls affects the target. On a success, it disbelieves the illusion and the spell ends.

Heightened (8th) You can target up to 5 creatures.

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POCKET LIBRARY

DIVINATION **EXTRADIMENSIONAL**

Traditions arcane, occult

Cast ◆◆ material, somatic, verbal

Duration 24 hours

You collect information from the world's libraries about a particular subject and store it in an extradimensional library. When you Cast this Spell, choose any skill in which you are at least trained that has the Recall Knowledge action.

During the duration of this spell, you can call forth a tome from the extradimensional library when attempting a Recall Knowledge check using your chosen skill. This is part of the action to Recall Knowledge. You must have a hand free to do so. The tome appears in your hand, open to an appropriate page. This grants you a +1 status bonus on the Recall Knowledge check. If you roll a critical failure on this check, you get a failure instead. If the roll is successful and the subject is a creature, you gain additional information or context about the creature. Once you reference a book from your *pocket library*, the spell ends.

Heightened (3rd) The status bonus increases to +2 and you can reference your *pocket library* twice before the spell ends.

Heightened (6th) The status bonus increases to +3 you can reference your *pocket library* three times before the spell ends.

Heightened (9th) The status bonus increases to +4 and you can reference your *pocket library* four times before the spell ends.

PORTRAIT OF THE ARTIST

ILLUSION **VISUAL**

Tradition occult

Cast 1 minute (somatic, verbal, material)

Duration 1 hour

You change your appearance to look like a well-known artist talented at a particular craft or performance, such as a painter, singer, or orator, with the effects of *illusory disguise*. Additionally, you appear to mimic their skill, although such appearances are merely an illusion. If they are famous for physical art, the spell creates illusions of physical artwork matching their style, and onlookers who don't disbelieve are convinced these works are as impressive as the real thing. If they are famous for their ability to perform, you create an illusory performance that tricks onlookers into thinking you are as skillful as the performer you're pretending to be. The audience can disbelieve this spell if they interact with your art or actively listen to the performance, using either Perception or an appropriate Lore, whichever is higher. When the duration ends, any fake art disappears, and those who were duped by a performance realize it wasn't as good as they thought, though they still might not discover that you weren't really the artist you claimed to be.

SPELL 1

This spell can't grant you any benefits from special abilities that take such skill they require a Performance check, such as the *lingering performance* focus spell. Using the spell to maintain the ruse long enough to Earn Income from your art is also quite difficult; because it requires careful timing and repeated deceit, it can't be assumed to automatically work on an Earn Income check.

POSITIVE ATTUNEMENT

SPELL 3

HEALING **NECROMANCY** **POSITIVE**

Traditions divine, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 living or undead creature

Saving Throw Will; **Duration** sustained up to 1 minute

You attune a creature to the Positive Energy Plane, connecting its life force without fully transporting it. The creature's appearance becomes more brightly colored. If the creature is living, it heals 1d8 Hit Points immediately and at the end of each of your turns. Effects that increase healing only increase the initial healing.

If the creature is undead or has negative healing, it instead takes 1d8 positive damage, depending on the result of its Will save.

Critical Success The creature is unaffected.

Success The creature is damaged once and the spell ends.

Failure The creature is damaged immediately and at the end of each of your turns (so twice in the round you Cast the Spell).

Critical Failure As failure, and the damage is doubled.

Heightened (+3) The damage and healing each increase by 1d8.

PRISMATIC ARMOR

SPELL 7

ABJURATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 minute

You wrap the target in armor made of multicolored light. It functions as *chromatic armor* (page 95) that is all colors (granting resistance 5 to acid, electricity, fire, force, mental, poison, and sonic). An attacker that critically fails on its saving throw against the spell is blinded rather than dazzled.

Heightened (9th) The resistances increase to 10 each.

PROLIFERATING EYES

SPELL 9

DIVINATION **SCRYING**

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature (see text)

Duration 8 hours

You implant an invisible, magical eye sensor on the target's body. The eye has sight and vision, but no other special senses. The eye is highly contagious—the first two times

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the target touches another creature during the duration, the spell buds off an additional eye that implants itself on that creature, which can then bud off two eyes of its own. This process can propagate up to four times from the original target, for a potential maximum of 31 eyes if each affected creature touches two new creatures.

You can switch between perceiving through your own senses or the vision of any of the eye sensors using a single action, which has the concentrate trait. You always know how many eyes there are and can tell which original eyes budded off to make which new eyes, though you gain no special insight into the identity of the new targets other than what you can glean from spying on them.

PROTECT COMPANION

CANTRIP 1

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆ verbal

Range 30 feet; **Targets** your eidolon, or a creature with the minion trait under your control

Duration until the start of your next turn

You extend your aura, as a magical shield that protects your eidolon or minion. The target gains a +1 circumstance

bonus to AC until the start of your next turn. You gain the following reaction; after using the reaction, the spell ends and you can't cast *protect companion* again for 10 minutes.

Life Block ➤ **Trigger** The spell's target would take damage; **Effect** Reduce the triggering damage by 10, but you lose 5 Hit Points. Even if this reduces the damage to 0, the target still takes any effects that would come with the damage, such as the poison on a viper's fangs Strike.

Heightened (+2) The reaction reduces the damage by another 10, and you lose 5 more Hit Points. If you want to lose fewer Hit Points, you can choose to lower the damage reduction and HP lost to what any lower-level version of the spell could do without lowering the spell's actual level.

PROTECTOR TREE

SPELL 1

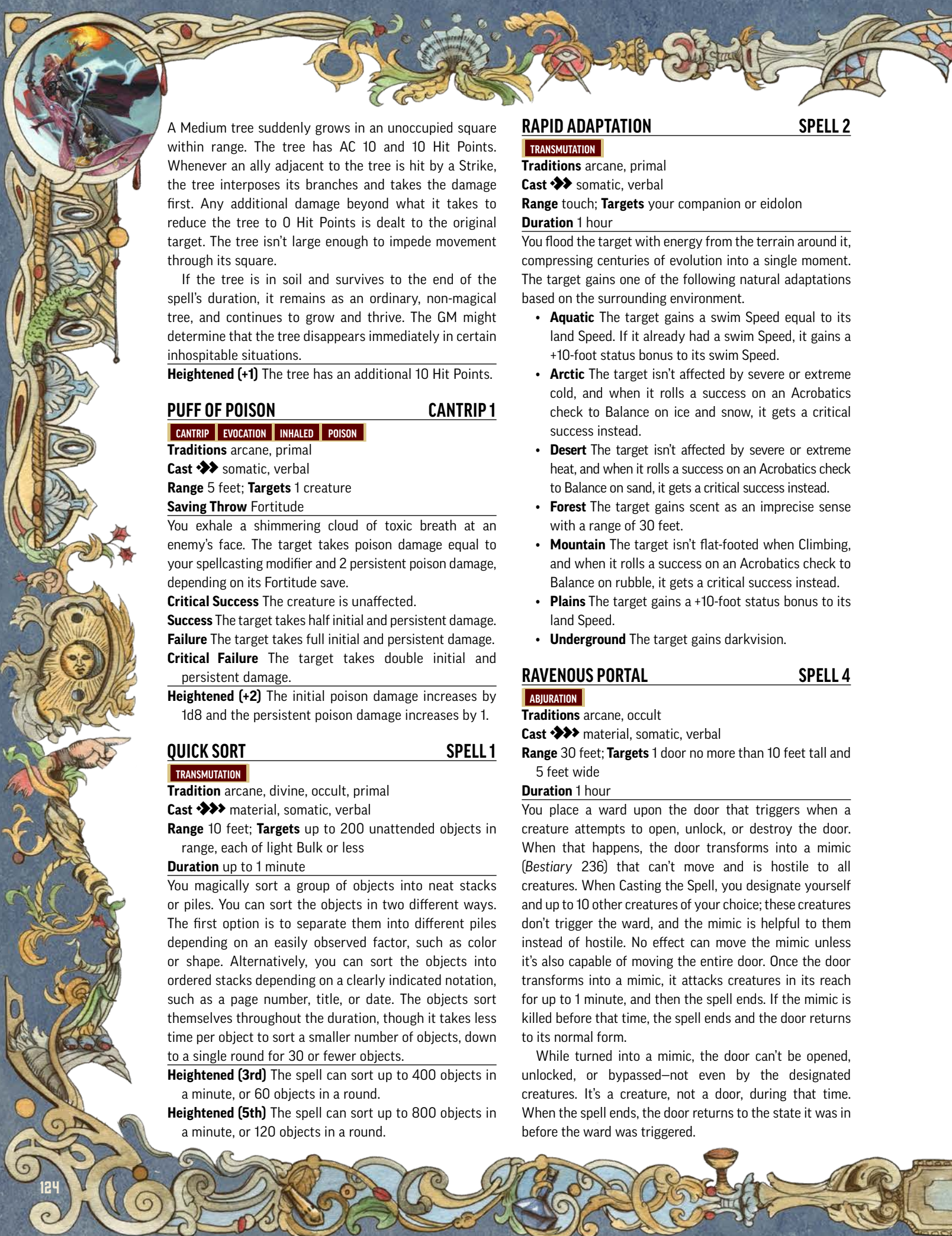
CONJURATION PLANT

Traditions primal

Cast ◆◆ somatic, verbal

Range 30 feet

Duration 1 minute



A Medium tree suddenly grows in an unoccupied square within range. The tree has AC 10 and 10 Hit Points. Whenever an ally adjacent to the tree is hit by a Strike, the tree interposes its branches and takes the damage first. Any additional damage beyond what it takes to reduce the tree to 0 Hit Points is dealt to the original target. The tree isn't large enough to impede movement through its square.

If the tree is in soil and survives to the end of the spell's duration, it remains as an ordinary, non-magical tree, and continues to grow and thrive. The GM might determine that the tree disappears immediately in certain inhospitable situations.

Heightened (+1) The tree has an additional 10 Hit Points.

PUFF OF POISON

CANTRIP 1

CANTRIP EVOCATION INHALED POISON

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 5 feet; **Targets** 1 creature

Saving Throw Fortitude

You exhale a shimmering cloud of toxic breath at an enemy's face. The target takes poison damage equal to your spellcasting modifier and 2 persistent poison damage, depending on its Fortitude save.

Critical Success The creature is unaffected.

Success The target takes half initial and persistent damage.

Failure The target takes full initial and persistent damage.

Critical Failure The target takes double initial and persistent damage.

Heightened (+2) The initial poison damage increases by 1d8 and the persistent poison damage increases by 1.

QUICK SORT

SPELL 1

TRANSMUTATION

Tradition arcane, divine, occult, primal

Cast ♦♦♦ material, somatic, verbal

Range 10 feet; **Targets** up to 200 unattended objects in range, each of light Bulk or less

Duration up to 1 minute

You magically sort a group of objects into neat stacks or piles. You can sort the objects in two different ways. The first option is to separate them into different piles depending on an easily observed factor, such as color or shape. Alternatively, you can sort the objects into ordered stacks depending on a clearly indicated notation, such as a page number, title, or date. The objects sort themselves throughout the duration, though it takes less time per object to sort a smaller number of objects, down to a single round for 30 or fewer objects.

Heightened (3rd) The spell can sort up to 400 objects in a minute, or 60 objects in a round.

Heightened (5th) The spell can sort up to 800 objects in a minute, or 120 objects in a round.

RAPID ADAPTATION

SPELL 2

TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** your companion or eidolon

Duration 1 hour

You flood the target with energy from the terrain around it, compressing centuries of evolution into a single moment. The target gains one of the following natural adaptations based on the surrounding environment.

- **Aquatic** The target gains a swim Speed equal to its land Speed. If it already had a swim Speed, it gains a +10-foot status bonus to its swim Speed.
- **Arctic** The target isn't affected by severe or extreme cold, and when it rolls a success on an Acrobatics check to Balance on ice and snow, it gets a critical success instead.
- **Desert** The target isn't affected by severe or extreme heat, and when it rolls a success on an Acrobatics check to Balance on sand, it gets a critical success instead.
- **Forest** The target gains scent as an imprecise sense with a range of 30 feet.
- **Mountain** The target isn't flat-footed when Climbing, and when it rolls a success on an Acrobatics check to Balance on rubble, it gets a critical success instead.
- **Plains** The target gains a +10-foot status bonus to its land Speed.
- **Underground** The target gains darkvision.

RAVENOUS PORTAL

SPELL 4

ABJURATION

Traditions arcane, occult

Cast ♦♦♦ material, somatic, verbal

Range 30 feet; **Targets** 1 door no more than 10 feet tall and 5 feet wide

Duration 1 hour

You place a ward upon the door that triggers when a creature attempts to open, unlock, or destroy the door. When that happens, the door transforms into a mimic (*Bestiary* 236) that can't move and is hostile to all creatures. When Casting the Spell, you designate yourself and up to 10 other creatures of your choice; these creatures don't trigger the ward, and the mimic is helpful to them instead of hostile. No effect can move the mimic unless it's also capable of moving the entire door. Once the door transforms into a mimic, it attacks creatures in its reach for up to 1 minute, and then the spell ends. If the mimic is killed before that time, the spell ends and the door returns to its normal form.

While turned into a mimic, the door can't be opened, unlocked, or bypassed—not even by the designated creatures. It's a creature, not a door, during that time. When the spell ends, the door returns to the state it was in before the ward was triggered.

Reflection

Kuthona 20, 4704

Magic was such a mystery to me as a child on the coast and all these years and roads later, it still is in many ways, even as my power grows. Unlike others, I wasn't born with this ability, and I'm anxious not to waste the gift.

The emissary visited again, bestowing further knowledge (of a mischievous variety that Pepper appreciated), and I've formed theories over the seasons of travel and research. Though I've always worshipped Gozreh and wandered with the winds, I sense that my patron has encouraged this further, and looked with favor on any small efforts to help others follow their natures.

Whoever my patron is, I'm grateful for even this vague sense of purpose, for the satisfaction I get from concocting new potions, the witty companionship from this bird, the ability to protect those I care for. I'd be content if this was as far as I come, but I get the sense there's still more on the horizon.

In the meantime, Pepper and I have devised a new gesture to make our wards more efficient, so we're off to experiment with a willing test subject.

READ THE AIR

CANTRIP DIVINATION

Traditions divine, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

You take a deep breath as you survey a social situation, showing courtesy to all around you as your intuition swiftly picks up clues about social contexts and unspoken assumptions of behavior. Your body language subconsciously changes to take advantage of this information and use it in your own interactions with those creatures.

As part of Casting this Spell, you Recall Knowledge using Society to gain information about the immediate social situation. You also gain a +1 status bonus on your next Diplomacy check to Make an Impression on those creatures present when you cast this spell, as long as the check occurs during the duration of the spell. You can *read the air* only once in a given social situation; casting it again has no effect.

REPELLING PULSE

EVOCATION FORCE

Traditions divine, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Saving Throw Reflex

You unleash a powerful pulse of telekinetic power, and the pulse violently hurls creatures away from you. Each creature in the area takes 7d10 force damage depending on its Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

CANTRIP 1

Failure The creature takes full damage and is pushed 10 feet away from you.

Critical Failure The creature takes double damage. The creature is pushed 20 feet away from you and is then knocked prone.

Heightened (+2) The force damage increases by 2d10, and the distance the target is moved on a failure and critical failure increases by 5 feet.

REPLICATE

SPELL 4

ILLUSION SHADOW

Traditions arcane, occult

Cast ♦♦♦ material, somatic, verbal

Range 60 feet; **Targets** 1 willing or unconscious creature of 8th level or lower

Duration sustained

You create an illusory magical double that physically looks and behaves very similarly to the target. This double is limited to moving, interacting, speaking short sentences, and other similar basic tasks. It is unable to cast spells, attack, or use any complex skills.

The illusory duplicate is your minion. You can issue new commands to the double as part of Sustaining the Spell. You can command the duplicate telepathically as long as the spell lasts, provided it's within 1 mile of you. You can switch between using your own senses and the duplicate's senses with a single action, which has the concentrate trait. The illusory duplicate has the same statistics as the original creature, except it doesn't have any of the original's item bonuses, and it has one quarter of the original's Hit Points. If the double's Hit Points are reduced to 0, the spell ends.

Heightened (+1) The maximum level of the target increases by 2.

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TRANSMUTATION

Duration unlimited

TRANSMUTATION

Duration 10 minutes

Heightened (9th) You can return if you're within 1 mile of your anchor space.

DEATH NECROMANCY NEGATIVE

Saving Throw basic Fortitude

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SANGUINE MIST

SPELL 4

DEATH **NECROMANCY** **NEGATIVE**

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range 60 feet; **Area** 10-foot burst

Saving Throw basic Fortitude; **Duration** sustained up to 1 minute

You unleash a cloud of foul, blood-sucking fog that drains the vitality from the living to bolster your own. Each living creature in the area when you Cast the Spell, aside from you, takes 6d6 negative damage with a basic Fortitude save. Creatures in the area are concealed, and all creatures outside the cloud become concealed to creatures within it.

The first time each round you Sustain this Spell on subsequent turns, living creatures in the area take an additional 2d6 negative damage with another basic Fortitude save. You also gain temporary Hit Points equal to half the damage a single creature took when you Sustained the spell this turn; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The initial damage increases by 2d6 and the secondary damage increases by 1d6.

SCATTER SCREE

CANTRIP 1

CANTRIP **EARTH** **EVOCATION**

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Area** two contiguous 5-foot cubes

Saving Throw basic Reflex; **Duration** 1 minute

You evoke a jumble of rocks in the area. The scattering rocks deal bludgeoning damage equal to 1d4 plus your spellcasting ability modifier to creatures in the area, with a basic Reflex save. The ground in the area becomes difficult terrain for the duration. A creature can Interact to clear a square of this scree.

If you cast this spell again, any previous *scatter scree* you have cast ends.

Heightened (+1) The damage increases by 1d4.

SCHADENFREUDE

SPELL 1

EMOTION **ENCHANTMENT** **MENTAL**

Tradition arcane, divine, occult

Cast ↻ verbal; **Trigger** You critically fail a saving throw against a foe's effect.

Range 30 feet; **Targets** the triggering foe

Saving Throw Will

You distract your enemy with their feeling of smug pleasure when you fail catastrophically. They must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is distracted by its amusement and takes a -1 status penalty on Perception checks and Will saves for 1 round.

Failure The creature is overcome by its amusement and is stupefied 1 for 1 round.

Critical Failure The creature is lost in its amusement and is stupefied 2 for 1 round and stunned 1.

SCORCHING RAY

SPELL 2

ATTACK **EVOCATION** **FIRE**

Traditions arcane, primal

Cast ♦ to ♦♦♦ somatic, verbal

Range 60 feet; **Targets** 1 or more creatures

You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *scorching ray*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Heightened (+1) The damage to each target increases by 1d6 for the 1-action version, or by 2d6 for the 2-action and 3-action versions.

SEASHELL OF STOLEN SOUND

SPELL 1

DIVINATION **SONIC**

Traditions arcane, occult, primal

Cast ↻ focus, verbal; **Trigger** A creature within range begins to make a sound.

Range 30 feet

Duration until your next daily preparations

You store a sound in a seashell to use as you will: the last words of a loved one, a dragon's mighty roar, the compromising conversation between two powerful diplomats, or even more strange and secret. As part of Casting this Spell, you must present an unbroken seashell. When you Cast the Spell, magic swirls around the triggering creature, copying the sounds they make, as well as any background noise, for the next minute and storing them in the seashell.

You or another creature can then play the sound back from the seashell during the spell's duration by Interacting with the seashell, but once the sounds have been played back, the seashell shatters and the spell ends.

As normal for spells with a duration until your next daily preparations, you can choose to continue expending the spell slot to prolong the duration of an existing *seashell of stolen sound* for another day. While the spell faithfully copies the sounds around the target, it doesn't reproduce any special auditory or sonic effects of the sound.

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SHADOW ARMY

AUDITORY ILLUSION MENTAL SHADOW VISUAL

Traditions arcane, occult

Cast material, somatic, verbal

Range 500 feet; **Area** 50-foot burst

Saving Throw Will; **Duration** 1 minute

You create dozens of semi-real copies of yourself that swarm across the battlefield and fight your enemies. You are virtually indistinguishable from your clones, allowing you to Hide and Sneak among them. An enemy that's in the area when the spell is cast or that ends its turn in the area takes 3d10 mental damage and 3d10 bludgeoning damage, and is possibly inflicted with a condition, depending on the result of its Will save. When you Cast the Spell, you choose a condition your shadows impose on a failed save: clumsy 2, enfeebled 2, flat-footed, or slowed 1.

Critical Success The creature takes no damage. For the duration of the spell, the creature gets a result one step better than it rolled on further saves against the spell, and can distinguish you from your clones without difficulty.

Success The creature takes half damage.

Failure The creature takes full damage, and gains the chosen condition.

SPELL 10

Critical Failure The creature takes double damage, and gains the chosen condition.

SHADOW PROJECTILE

ILLUSION SHADOW VISUAL

Traditions arcane, occult

Cast somatic; **Trigger** An ally within 20 feet of you makes a ranged attack roll.

Saving Throw Will

You create an illusory duplicate of your ally's ranged attack to confuse your opponents. You launch an illusory double of your ally's projectile or spell at the same target, leaving the enemy unsure which attack to avoid. The target takes 3d8 mental damage, depending on its Will save. Regardless of the result of its save, it's temporarily immune to *shadow projectile* spells for 1 hour.

Critical Success The creature is unaffected.

Success The creature is flat-footed against the triggering attack.

Failure The creature is flat-footed against the triggering attack and takes full damage from your illusory projectile.

Critical Failure As failure, but double damage.

Heightened (+2) The damage increases by 1d8.

SPELL 3

SHADOW RAID

SPELL 7

ILLUSION **SHADOW**

Traditions arcane, occult

Cast ◆◆ material, somatic, verbal

Range 120 feet; **Area** 30-foot burst

Saving Throw basic Reflex or Will (target's choice);

Duration 1 minute

You spin illusions of flying shadows throughout the area. The shadows strike and cavort, harming your foes and blocking their vision with twisting shadow. Enemies in the area when you Cast the Spell take 6d8 bludgeoning, piercing, or slashing damage, with a basic Reflex or Will save, as shadows explode into being. You choose the damage type when you Cast the Spell, and each creature chooses the type of save it attempts before it rolls the save. The shadows then persist in the area for 1 minute, dealing 3d8 damage of the type you chose to any enemy that ends its turn in the area. All creatures are concealed to enemies in the area, as the illusory shadows swarm over them and block light.

A creature that spends an action to Seek or otherwise interact with the *shadow raid* can attempt a Perception check to disbelieve it. On a success, the creature halves the damage it takes from the shadows, and the shadows no longer impede its vision. These benefits last until the spell ends.

Heightened (9th) The initial damage increases by 2d8, and the damage to a creature that ends its turn in the area increases by 1d8.

SHIFT BLAME

SPELL 3

ENCHANTMENT **MENTAL**

Traditions arcane, occult

Cast ➤ verbal; **Trigger** You or another creature attacks a creature or fails at a Deception, Diplomacy, or Intimidation check.

Range 30 feet; **Targets** the target of the triggering attack or skill check

Saving Throw Will

You alter the target's memories of the triggering event as they form. You choose another creature (which can be you) with the capacity to make the triggering attack or skill check, and you alter the target's memories to recall the creature you chose as responsible for the triggering attack or skill check. The target must attempt a Will save and is then temporarily immune for 24 hours.

Critical Success The target knows you attempted to alter its memories.

Success The target doesn't realize you attempted to alter its memories, though it knows you cast a spell.

Failure You successfully alter the target's memory. It isn't forced to react to the new memories in a particular way, and it's likely to question them if they contradict other information it knows or are implausible for the situation.

SONATA SPAN

SPELL 2

AUDITORY **CONJURATION** **SONIC**

Traditions occult

Cast ◆◆ somatic, verbal

Area 30-foot line

Duration sustained

By playing a brief tune on an instrument or in song, you cause the notes of the melody to physically manifest into a shimmering, translucent path. This path doesn't need to be over solid ground and can tilt up or down diagonally up to 45 degrees, but it must be a straight, 5-foot-wide line. It can support as many creatures as can physically fit on the bridge.

SOOTHING BLOSSOMS

SPELL 3

CONJURATION **PLANT**

Traditions divine, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Area** 10-foot burst

Duration 10 minutes

Blossoms grow from the ground in a small area, soothing away afflictions and persistent pains and harm. When any creature in that area rolls a successful save against a poison or disease effect, it gets a critical success instead. The blossoms grant assisted recovery to everyone in the area to end their persistent damage, both when the spell is cast and at the start of each of your turns.

Once the duration ends, the flowers lose their magical effect, but a few of them might survive in the area as long as they can naturally. This spell doesn't give a benefit on a save against an affliction unless the stage lasts 10 minutes or less.

SOOTHING SPRING

SPELL 4

HEALING **NECROMANCY** **POSITIVE** **WATER**

Traditions divine, primal

Cast 1 minute (material, somatic, verbal)

Range 30 feet

Duration 1 hour

Steam wisps into the air as a stone-lined pool appears in the ground and fills with hot water that bubbles up from the earth. The water is comfortably hot and smells mildly sulfurous in a not-unpleasant way. You are able to draw out the full energizing potential of the mineral-rich water. Any creature that spends the full hour soaking in the hot spring or basking in the mud from the bottom of the pit regains 10d8 Hit Points and feels refreshed, losing the fatigued condition. As normal for effects that remove fatigue, this doesn't remove any underlying source of fatigue, such as lack of sleep, causing the condition to return if the underlying source isn't addressed.

The pool is 20 feet on each side, and it's 5 feet deep. It can contain 16 Medium or smaller creatures at a time. A Large creature counts as eight Medium creatures and a Huge creature fills the entire pool. This pool has the

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structure trait and the same restrictions as magic items that create structures.

Heightened (+1) The healing increases by 2d8.

SPIRITUAL ATTUNEMENT

SPELL 4

UNCOMMON **ABJURATION**

Traditions divine, occult

Cast ⬥⬥ material, somatic

Duration 1 minute

You attune yourself to a spiritual plane of the Outer Sphere (see sidebar on page 131), connecting your spirit without fully transporting to it. Your Strikes and spells gain the alignment traits of the plane you chose, which deals additional damage to creatures with a weakness to either of those alignment traits. Furthermore, the plane protects you from energy of the alignments that oppose the plane. You gain resistance 5 to damage of the alignments that oppose those of your chosen plane. For example, if you chose Heaven, your Strikes would gain the good and lawful traits, and you would gain resistance to chaotic and evil. If you choose the Boneyard, the resistance is to negative and positive damage instead.

Heightened (+2) The resistance increases by 5.

SPOUT

CANTRIP 1

CANTRIP **EVOCATION** **WATER**

Traditions arcane, primal

Cast ⬥⬥ somatic, verbal

Range 30 feet; **Area** a 5-foot cube

Saving Throw Reflex

Water blasts upward, coming out of the ground, rising from a pool, or even manifesting from thin air. Any creatures in the area take bludgeoning damage equal to 1d4 plus your spellcasting ability modifier, with a basic Reflex saving throw.

You can change this spell's area to a 5-foot burst, provided you center the burst in a body of water. This body of water can be as small as a pond or creek, but not as small as a puddle or bathtub.

Heightened (+1) The damage increases by 1d4.

SUDDEN RECOLLECTION

SPELL 3

UNCOMMON **ENCHANTMENT** **MENTAL**

Traditions occult

Cast ⬥⬥ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** unlimited

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You place a bit of knowledge deep in a creature's subconscious or make a willing creature forget some information until a specific trigger occurs. The target gets a Will saving throw to resist the effect. A willing creature can choose to fail its save.

Critical Success The target is unaffected and realizes you tried to alter its memory.

Success The target is unaffected but thinks your spell was something harmless instead of *sudden recollection*, unless it identifies the spell.

Failure You choose a piece of information the target didn't already know and create a trigger, such as seeing an object, hearing a key phrase, or witnessing an event. As soon as the target experiences the trigger, it receives the information and the spell ends. If the target was willing, you can instead choose a piece of information the target already knew and suppress its memory of that information until it experiences the trigger, after which it recovers the information and the spell ends.

SUMMON ANARCH

SPELL 5

CONJURATION

Traditions divine

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You conjure a chaotic celestial, monitor, or fiend to fight on your behalf. You summon a common chaotic creature that has the celestial, monitor, or fiend trait and whose level is 5 or lower. You can't summon a creature unless its alignment is one of your deity's preferred alignments (or, if you don't have a deity, is within one step of your alignment). At the GM's discretion, some deities might restrict specific types of creatures, even if their alignments match. Heightening the spell increases the maximum level of creature you can summon.

Heightened (6th) Level 7.

Heightened (7th) Level 9.

Heightened (8th) Level 11.

Heightened (9th) Level 13.

Heightened (10th) Level 15.

SUMMON ARCHMAGE

SPELL 8

CONJURATION INCARNATE

Traditions arcane

Cast ◆◆◆ material, somatic, verbal

Range 100 feet

Duration until the end of your next turn

You briefly call forth the spirit of a legendary wizard from ages long past, which manifests as an immense humanoid figure (typically an elf or a human). The archmage occupies the space of a Large creature and has a Speed of 60 feet.

Arrive (evocation, force) *Archmage's Amplification* The archmage arrives in a fierce burst of magical force,

THE OUTER SPHERE

The nine main planes of the Outer Sphere are the homes of many deities, celestials, monitors, and fiends. Their names, along with their alignments, are: Heaven (LG), Nirvana (NG), Elysium (CG), Axis (LN), the Boneyard (N), the Maelstrom (CN), Hell (LE), Abaddon (NE), and the Abyss (CE).

automatically dealing 3d4+3 force damage to up to 5 creatures it chooses within 100 feet of it. Like *magic missiles*, this can be blocked by the *shield* spell.

The archmage also feeds magical power into some spells. Beneficial spells last longer due to the archmage's influence. When the remaining duration of a beneficial spell affecting you or one of your allies would decrease (usually at the start of the caster's turn), it doesn't decrease if the subject of the spell is within 100 feet of the archmage. This applies only if the spell's maximum duration was 3 rounds or longer.

Depart (abjuration) *Archmage's Rebuke* The archmage drains the magic from your foes. Each of your enemies within 100 feet of the archmage must attempt a Will save. On a failure, the creature is stupefied 2 for 1 round, and if it's currently benefiting from any spells of a lower level than *summon archmage*, the archmage can choose any one of them and end the spell.

SUMMON AXIOM

SPELL 5

CONJURATION

Traditions divine

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You conjure a lawful celestial, monitor, or fiend to fight on your behalf. You summon a common lawful creature that has the celestial, monitor, or fiend trait and whose level is 5 or lower. You can't summon a creature unless its alignment is one of your deity's preferred alignments (or, if you don't have a deity, is within one step of your alignment). At the GM's discretion, some deities might restrict specific types of creatures, even if their alignments match. Heightening the spell increases the maximum level of creature you can summon.

Heightened As *summon anarch*.

SUMMON DEIFIC HERALD


SPELL 8

CONJURATION INCARNATE

Traditions divine

Cast ◆◆◆ material, somatic, verbal; **Requirements** You have a deity.

Range 100 feet



INCARNATE SPELLS

A spell with the incarnate trait is similar in theme to spells that summon creatures, but it doesn't conjure a minion with the summoned trait. Instead, when summoned, the incarnate creature takes its Arrive action when you finish Casting the Spell. At the end of your next turn, the incarnate creature can either Step, Stride, or take the action for another movement type it has (such as Climb or Burrow), and then takes its Depart action. The spell then ends. The names of specific Arrive and Depart actions are listed in italics after the word "Arrive" or "Depart" respectively, along with any traits.

A creature summoned by an incarnate spell acts in your interests, directs its effects away from you and your allies as much as possible, and might listen to your requests, but ultimately makes its own decisions. If the spell indicates that the incarnate makes a decision, the GM determines what the incarnate would do. It might even become more inclined to do precisely as you wish over multiple summonings.

The incarnate is not fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as *dispel magic*). It has a size for the purposes of determining its placement for effects, but it doesn't block movement. If applicable, its effects use your spell DCs and spell attack roll modifier.

Duration until the end of your next turn


Your faith is strong enough to briefly summon a direct representative of your deity, such as the deity's herald. The herald occupies the space of a Huge creature and has a Speed of 60 feet. The effects of this spell depend on your deity's alignment.

- **Lawful Good: Arrive** (enchantment, good, lawful) *Aura of Retribution* While within 100 feet of the herald, you and your allies gain the champion's Retributive Strike reaction (*Core Rulebook* 107); **Depart** *Holy Smite* The herald casts 5th-level *divine wrath* (choosing good) in a 100-foot emanation.
- **Neutral Good: Arrive** (enchantment, good) *Aura of Redemption* While within 100 feet of the herald, you and your allies gain the champion's Glimpse of Redemption reaction (*Core Rulebook* 107); **Depart** *Merciful Healing* The herald casts the 3-action version of 5th-level *heal* with a radius of 100 feet. This spell targets only you and your allies.

- **Chaotic Good: Arrive** (chaotic, enchantment, good) *Aura of Liberation* While within 100 feet of the herald, you and your allies gain the champion's Liberating Step reaction (*Core Rulebook* 107); **Depart** *Radiating Freedom* The herald affects you and all your allies within 100 feet with *freedom of movement*. The duration is reduced to 3 rounds.
- **Lawful Neutral: Arrive** (abjuration, lawful) *Defy Chaos* You and each ally within 100 feet of the herald gain resistance 20 against chaotic damage while the herald is present; **Depart** *Order's Wrath* The herald casts 5th-level *divine wrath* (choosing lawful) in a 100-foot emanation.
- **Neutral: Arrive** (transmutation) *Quickening Ripple* You and each ally within 100 feet of the herald are quickened while the herald is present, and can use the additional action to Step, Stride, or Strike; **Depart** *Sapping Beam* The herald casts 6th-level *enervation* (*Advanced Player's Guide* 218) in a 100-foot line.
- **Chaotic Neutral: Arrive** (abjuration, chaotic) *Defy Law* You and each ally within 100 feet of the herald gain resistance 20 against lawful damage while the herald is present; **Depart** *Chaos Hammer* The herald casts 5th-level *divine wrath* (choosing chaotic) in a 100-foot emanation.
- **Lawful Evil: Arrive** *Aura of Iron* While within 100 feet of the herald, you and your allies gain the champion's Iron Command reaction (*Advanced Player's Guide* 117); **Depart** *Unholy Blight* The herald casts 5th-level *divine wrath* (choosing evil) in a 100-foot emanation.
- **Neutral Evil: Arrive** *Aura of Selfishness* While within 100 feet of the herald, you and your allies gain the champion's Selfish Shield reaction (*Advanced Player's Guide* 117); **Depart** *Infinite Despair* The herald casts 5th-level *crushing despair* in a 100-foot cone.
- **Chaotic Evil: Arrive** *Aura of Vengeance* While within 100 feet of the herald, you and your allies gain the champion's Destructive Vengeance reaction (*Advanced Player's Guide* 117); **Depart** *Weapon Hurricane* The herald casts 5th-level *weapon storm* in a 100-foot cone, using d12 for the die size.

HERALD EXAMPLES

Each of the many deities of Golarion have their own herald; these are just a few of the most prominent.

- **Lawful Good:** The Grand Defender (Torag), the Grim White Stag (Erastil), Hand of the Inheritor (Iomedae)
 - **Neutral Good:** The Spirit of Adoration (Shelyn), Sunlord Thalachos (Sarenrae)
 - **Chaotic Good:** Night Monarch (Desna), Thais (Cayden Cailean)
 - **Lawful Neutral:** Lawgiver (Abadar), The Old Man (Irori)
- 

- **Neutral:** Arcanotheign (Nethys), Personification of Fury (Gozreh), Steward of the Skein (Pharasma)
- **Chaotic Neutral:** The First Blade (Gorum), the Menotherian (Calistria)
- **Lawful Evil:** Basileus (Asmodeus), the Prince in Chains (Zon-Kuthon)
- **Neutral Evil:** Mother's Maw (Urgathoa), the Stabbing Beast (Norgorber)
- **Chaotic Evil:** Tarrasque (Rovagug), Yethazmari (Lamashtu)

SUMMON DRACONIC LEGION

SPELL 9

CONJURATION INCARNATE

Traditions arcane

Cast ◆◆◆ material, somatic, verbal

Range 100 feet

Duration until the end of your next turn

You momentarily summon an army of powerful dragons that unleash annihilating blasts as they descend upon your location. These dragons act as one and collectively occupy the space of a Gargantuan creature. They have a fly Speed of 100 feet. When you Cast this Spell, choose whether it summons chromatic or metallic dragons.

Arrive (evocation) *Energy Annihilation* The draconic legion breathes out two blasts of energy: a 120-foot line and a 60-foot cone that can't overlap. Each creature in either of the areas takes 10d8 damage (basic Reflex save). The dragons choose the damage type of each breath weapon, depending on the category of dragons summoned. Chromatic dragons can choose cold, fire, or poison for the cone and acid or electricity for the line; metallic dragons can choose cold or fire for the cone and acid, electricity, or fire for the line.

Depart *Draconic Whirlwind* The draconic legion strikes with fury, dealing 9d8 slashing damage (basic Reflex save) to all enemy creatures in its location or within 20 feet.

SUMMON KAIJU

SPELL 10

RARE CONJURATION INCARNATE

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 500 feet

Duration until the end of your next turn

You briefly conjure a kaiju, a massive, rampaging monster with a unique name and legendary reputation. It rises from its secluded lair to annihilate your foes. The summoned kaiju occupies the space of a Gargantuan creature. When you Cast this Spell, choose one of the kaiju below to summon.

- **Agmazar the Star Titan** Speed 100 feet, climb 50 feet; **Arrive** (necromancy, negative) *Channel Void* Each foe in a 100-foot emanation takes 16d8 negative energy damage with a basic Fortitude save;

Depart (transmutation) *Gravitic Repulsion* Each foe in a 50-foot emanation is pushed 100 feet away unless it succeeds at a Fortitude save.

- **Agyra, the Forever Storm** Speed 80 feet, fly 200 feet; **Arrive** (electricity, evocation) *Breath of a Thousand Storms* Agyra shoots two 1,200-foot lines of electricity, one from each of her heads. The lines can't overlap. Each creature along one of the lines takes 6d12 electricity damage with a basic Reflex save. On a failure, the creature is also slowed 1 for 1 round (or for 1 minute on a critical failure); **Depart** (evocation, sonic) *Thunderous Blast* Each creature within a 100-foot emanation takes 6d10 sonic damage with a basic Reflex save, and is also knocked prone on a failed save.
- **Bezravnis, the Inferno Below** Speed 100 feet, burrow 100 feet; **Arrive** (earth, evocation) *Burrow from the Earth's Heart* Bezravnis explodes from the ground where it was summoned, causing all creatures in a 50-foot emanation to take 8d12 bludgeoning damage with a basic Reflex save. This potentially collapses structures with the collapse effect of the *earthquake* spell, except there is no chance of falling into a fissure; **Depart** *Web Hurricane* Bezravnis departs with a hurricane of webbing. All creatures within a 50-foot emanation must succeed at a Reflex save or take a -20-foot circumstance penalty to its Speeds until it Escapes (or is immobilized until it escapes on a critical failure). The Escape DC is your spell DC.
- **Mogaru, the Final King** Speed 100 feet, swim 100 feet; **Arrive** (auditory, enchantment, mental) *Trance of the King's Melody* Mogaru manifests with a burst of the song that summoned him, requiring all foes within 60 feet who can hear him to attempt a Will save, leaving them stunned 3 on a failure; **Depart** (evocation, fire) *Volcanic Breath* Mogaru unleashes his scorching breath in a 120-foot cone. Each creature in the area takes 10d6 fire damage with a basic Reflex save. On a failure, it also takes 4d6 persistent fire damage.
- **Vorgozen, the Shapeless Feeder** Speed 50 feet, climb 50 feet, swim 100 feet; **Arrive** (necromancy) *Pollute Magic* Vorgozen's foul presence pollutes magic around her. Each of your enemies within a 60-foot emanation that are under the effects of a spell must attempt a Fortitude save. On a failure, the creature is sickened 2. Any of your enemies that Casts a Spell within 60 feet of Vorgozen must attempt a Fortitude save with the same effects unless it's already sickened; **Depart** (acid, evocation) *Beam of Purest Vitriol* Each creature in a 1,200-foot line takes 10d6 acid damage and 10d6 bludgeoning damage with a basic Fortitude save.
- **Yarthoon, the Moon Grub** Speed 60 feet, burrow 100 feet, fly 100 feet, swim 100 feet; **Arrive** (cold,

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evocation) *Algid Beam Barrage* Yarphoon fires countless beams, targeting each of your enemies within 200 feet of it. The beams deal 10d6 cold damage with a basic Reflex save; **Depart** (cold, conjuration, water) *Frostbite Mist* Chilling mist surges out in a 100-foot burst centered on Yarphoon and remains for 1 minute. This mist has the effects of *obscuring mist*, plus any creature within the area at the end of its turn take 5d6 cold damage with a basic Fortitude save.

SUMMON LESSER SERVITOR

SPELL 1

CONJURATION

Traditions divine

Cast ◆◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

While deities jealously guard their most powerful servants from the summoning spells of those who aren't steeped in the faith, this spell allows you to conjure an inhabitant of the Outer Sphere with or without the deity's permission. You summon a celestial, monitor, or fiend whose level is -1 to fight on your behalf. Alternatively, you can choose

a magical animal from the Outer Sphere as your lesser servitor. This animal is your choice of an eagle, guard dog, or raven (*Bestiary* 2 221). It gains the alignment matching your deity (or you, if you don't have a deity) and has the following trait depending on the alignment it gained: celestial for lawful, monitor for neutral, or fiend for evil.

You can't summon a creature if it is opposed to your deity's alignment on either axis (or opposed to your alignment if you don't follow a deity). For example, if you deity is lawful good, you can't summon a chaotic or evil creature. The GM might determine that deities restrict specific types of creatures even if their alignments aren't diametrically opposed. For example, Pharamasma would restrict the summoning of sahkils.

Heightening the spell increases the maximum level of creature you can summon and might add additional animal servitors, which otherwise work like the eagle, guard dog, and raven.

Heightened (2nd) Level 1.

Heightened (3rd) Level 2. You can summon a black bear (*Bestiary* 2 36), giant bat, or leopard.

Heightened (4th) Level 3. You can summon a great white shark or tiger.

SUMMONER'S PRECAUTION

SPELL 2

CONTINGENCY NECROMANCY

Traditions arcane, divine, occult, primal

Cast 10 minutes (material, somatic, verbal); **Requirements** You have an eidolon.

Duration until your next daily preparations

You create a buffer in the link between yourself and your eidolon in order to prevent you from falling alongside your bonded ally. You gain the following reaction; after using it, the spell ends.

Sever Conduit (concentrate) **Trigger** Your eidolon takes damage that would bring you to 0 Hit Points and comes from an effect other than a death effect; **Effect** You quickly shut the buffer in your link with your eidolon, causing your bonded ally to wink out of existence before you can be laid low. Your eidolon unmanifests, and you can't Manifest your Eidolon for 1 minute. In exchange, you don't take the triggering damage, though your eidolon still suffers any other adverse effects that accompanied the damage.

SUMMONER'S VISAGE

SPELL 2

POLYMORPH TRANSMUTATION

Traditions arcane, divine, occult, primal

Cast somatic, verbal

Range touch; **Targets** your eidolon

Duration 10 minutes

You transform your eidolon into your identical twin. Assuming you are a humanoid, the eidolon gains the humanoid trait in addition to its other traits while it's in this form, as well as any other trait related to your form (such as elf or gnome). Your eidolon gains a +4 status bonus to Deception checks to Impersonate you and can add its level to such checks even if it's untrained.

Although your eidolon looks like you, it doesn't gain any new abilities, and its statistics don't change in any way—the transformation is purely cosmetic. If this transformation reduces your eidolon's size, the eidolon loses any other effects of its larger size, such as any increase to reach. Your eidolon can still use gear only if it has the eidolon trait, which allows eidolons to use it. Any such eidolon items the eidolon was wearing change size and shape, if necessary, and its effects remain active.

You can Dismiss the spell.

Heightened (4th) The duration increases to 1 hour.

SYNCHRONIZE

SPELL 1

DIVINATION

Traditions arcane, divine, occult, primal

Cast somatic, verbal

Range touch; **Targets** up to 5 willing creatures

Duration up to 24 hours

You harmlessly place your unique magic sigil, which is about 1 square inch in size, on your targets. When you

Cast the Spell, you set the duration by choosing a time at which point the sigil flashes dimly three times. After that point, the spell ends. Even though spell durations aren't normally exact, the effects of *synchronize* are precise to the second. The timer is based on the place where the spell was cast, so entering a plane or area where time flows differently changes how the time elapses.

Heightened (2nd) The spell can target up to 20 willing creatures.

TAME

CANTRIP 1

AUDITORY CANTRIP ENCHANTMENT MENTAL

Traditions occult, primal

Cast somatic, verbal

Range 10 feet; **Targets** 1 non-hostile domesticated animal

Saving Throw Will; **Duration** 1 minute

As you make comforting sounds and gestures, you approach the target in a friendly manner combining caution and confidence. You improve the target's attitude to you by one step (unfriendly to neutral, neutral to friendly, friendly to helpful) for the duration of the spell unless it succeeds at a Will save. Afterward, the target is temporarily immune for 1 day.

This spell works on only domesticated animals; for example, you could use it on guard dogs or stray dogs, but not feral dogs or wolves. If the socialization of the animal is in question, the decision is up to the GM.

Heightened (3rd) The duration becomes 10 minutes.

Heightened (6th) The duration becomes 1 hour.

TEMPEST OF SHADES

SPELL 7

INCARNATE NECROMANCY

Traditions arcane, divine, occult

Cast material, somatic, verbal

Range 100 feet

Duration until the end of your next turn

You channel the forces of undeath to briefly call forth an amalgam of the vengeful dead slain by your enemies and allies alike. This amalgam manifests as a large tornado of insubstantial, howling faces. It occupies the space of a Huge creature and has a Speed of 60 feet.

Arrive (negative) *Vortex of Death* Each enemy creature within a 60-foot emanation must attempt a Fortitude save with the following effects.

Critical Success The creature is unaffected

Success The creature is drained 1.

Failure The creature is drained 2.

Critical Failure The creature is drained 3.

Depart (emotion, fear, mental) *Howl of Eternity* The vengeful dead lets out an anguished scream. All your enemies within a 100-foot emanation must attempt Will saves with the following effects.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

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Journey Beyond

Pharast 20, 4715

Sunrise found Pepper and me communing in the dew-soaked garden, as we have every morning for years. As we sat in silent companionship, her iridescent feathers shining in the sun, we chiseled our spells and rechecked our components. For all that it's become routine, soon we'll be facing the unknown together.

Today begins what may be the final chapter in our adventure. We've rallied others to our cause, and they'll embark on the journey with us. The divine powers I access from my patron through Pepper have always been mysterious, but we've finally tracked down the necessary tuning fork to guide our travel. I've prepared the spell to shift us all to the Plane of Air, where I believe my dream-lessons have occurred, and where I hope to finally discover how to further my patron's purpose.

Though I remember my childhood fondly, I'd instruct today's youth differently. I'd tell them to go into that forest. Fearlessly seek the unknown. I'm so grateful for the path I've found. I only wish I'd started the journey sooner.

Failure The creature is frightened 3.

Critical Failure The creature is frightened 3. It's also fleeing for 1 round or until it's no longer frightened, whichever comes first.

TEMPORARY GLYPH

SPELL 5

ABJURATION

Traditions arcane, divine, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Area** a 5-foot square

Duration 1 minute

You temporarily bind a hostile spell into a symbol. While Casting this Spell, you also Cast a Spell of a lower spell level to store in the glyph. The stored spell must take 2 actions or fewer to Cast, have a hostile effect, and target one creature or have an area. Any creature that enters *temporary glyph's* area activates the glyph, releasing the harmful spell within. You can set a password for the glyph. Speaking it when entering the spell's area prevents the glyph from triggering. You can also set a more specific trigger to limit which types of creatures set off the glyph (*Core Rulebook* 305).

Once a spell is stored in the glyph, the glyph gains all the traits of that spell. If the stored spell can target one or more creatures, it targets the creature that set off the glyph. If it has an area, that area is centered on the creature that set off the glyph. *Temporary glyph's* duration ends when the glyph is triggered. The glyph is a magical

trap, using your spell DC for both the Perception check to notice it and the Thievery check to disable it; both checks require the creature attempting them to be trained in order to succeed.

You can Dismiss *temporary glyph*.

THICKET OF KNIVES

SPELL 1

ILLUSION **VISUAL**

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 1 minute

You create numerous phantom copies of your weapon arm, hiding your true movements and rendering your attacks unpredictable. You gain a +2 status bonus to Deception checks. If you're untrained in Deception, you can use the Feint action anyway, and add your level as your proficiency bonus despite being untrained.

THUNDERING DOMINANCE

SPELL 2

ENCHANTMENT **MENTAL**

Traditions occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** your companion or eidolon

Duration 1 minute

You shroud the target in a powerful predatory aura and amplify its vocalizations. It gains a +1 status bonus to Intimidation checks. Once during this spell's duration, it can take the Thundering Roar action.

Thundering Roar ◆ (auditory, concentrate, emotion, enchantment, fear, flourish, mental, sonic) The target unleashes a powerful vocalization. Each enemy in a 10-foot emanation takes 4d8 sonic damage with a basic Will save against your spell DC. A creature that fails its Will save is also frightened 1.

Heightened (+2) The status bonus to Intimidation checks increases by 1 (to a maximum of a +4 status bonus for an 8th-level spell), and the damage from the roar increases by 2d8.

TIME JUMP

SPELL 3

TRANSMUTATION

Traditions arcane, occult

Cast ◆ verbal

You leap forward a few seconds in time, appearing across the battlefield in the blink of an eye. You gain 2 actions, each of which must be used to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list.

While you take these actions, time pauses. All other creatures are completely unaware of your actions, can't speak, and can't use any actions that would be triggered by your movement. While you're taking these actions, you can't take any other actions, including any that would be triggered by the move actions. Once the actions are

complete, time starts again, and to onlookers, you seem to have suddenly teleported across the distance you traveled. Leaping forward through time is disorienting, so if you use *time jump* again within 1 minute of using the spell, you become stupefied 4 for 1 minute.

TIMELY TUTOR

SPELL 2

DIVINATION **MENTAL**

Traditions arcane, occult

Cast ◆ somatic

Range touch; **Targets** your eidolon or familiar

Duration sustained up to 1 minute

You serve as an astral connection between your eidolon or familiar and the Akashic Record—a demiplane consisting of a comprehensive psychic library—then turn to the creature for advice. If you cast this spell on your familiar, your familiar adds your spellcasting ability modifier on checks to Recall Knowledge with the Lore skill of your choice, much like it does for Acrobatics and Stealth. Your familiar must have the speech familiar ability in order to share any information it learns with you. If you cast this spell on your eidolon, it instead becomes trained in the Lore skill.

If you lose physical contact with the target, its connection to the Akashic Record is severed and *timely tutor* immediately ends.

TORTOISE AND THE HARE

SPELL 4

TRANSMUTATION

Traditions occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 foe, and either yourself or 1 ally

Saving Throw Fortitude

You prove that slow and steady doesn't always win the race by turning a foe into a proverbial tortoise and yourself or an ally into a hare, siphoning some of the foe's speed and granting it to the other target. The effects depend on the foe's Fortitude save.

Critical Success The targets are unaffected.

Success The foe is slowed 1 for 1 round, and the other target is unaffected.

Failure The foe is slowed 1 for 3 rounds and the other target is quickened for 1 round. It can use the extra action to Step, Stride, or Strike.

Critical Failure The foe is slowed 1 for 3 minutes and the other target is quickened for 1 minute. It can use the extra action to Step, Stride, or Strike.

UMBRAL EXTRACTION

SPELL 2

ILLUSION **MENTAL** **SHADOW**

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 3 rounds

You prepare to steal spells from your foes, ripping them from the foe's shadow to stow them in an ephemeral

pocket in the Shadow Plane. You gain a temporary spell slot, which you can fill only by stealing a spell from an enemy spellcaster. During *umbral extraction's* duration, you can use the Steal action to attempt to take one of the foe's prepared spells or unused spontaneous spell slots instead of an item. You can also make one attempt to Steal as part of Casting *umbral extraction*. If you succeed at your check to Steal a spell, you deal 1d4 mental damage to the target per level of the spell stolen due to the psychological toll of the spiritual emptiness created by wrenching the spell away, and you place the stolen spell in your temporary spell slot. It gains the shadow trait if cast from this temporary slot.

Determine the stolen spell at random from the target's spells that are 1 level lower than *umbral extraction*, or from spells of the same level if you got a critical success. If the target has no spell slots of that level, use the highest level below that in which the target does have a spell slot. (If the target has no eligible spells, you get nothing, but you can continue to attempt to Steal spells for the remaining duration.) If the target is a prepared caster, you randomly steal one of their prepared spells. If the target is a spontaneous caster, you instead steal an unexpended spell slot of the appropriate level and determine the spell at random from all the target's known spells at that level. You can't steal a target's innate spells, focus spells, or cantrips. You know what the spell is as soon as you steal it, and your temporary spell slot becomes a spell slot of the same level as the spell you stole.

As normal, you can Steal only from a target within your reach. Once you've placed a spell in your temporary spell slot, you can't attempt to Steal more spells. If you succeed at your Thievery check, you must take the spell you stole. Even if you're a spontaneous caster, you can use the temporary spell slot only to cast the stolen spell and you can cast only the stolen spell from your temporary spell slot. When *umbral extraction* ends, you lose the temporary spell slot and any spell still stored in it. When you cast *umbral extraction*, any previous casting of *umbral extraction* currently affecting you ends.

UMBRAL GRAFT

SPELL 4

ILLUSION **SHADOW**

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Duration 3 rounds

You reflect a spell into a shadowy version of itself, in the process depleting the power of the initial spell. During *umbral graft's* duration, you can use the Steal action to attempt to abscond with spells affecting a foe instead of stealing an item. You can also make one attempt to Steal as part of Casting *umbral graft*. If you succeed at your check to Steal a spell, randomly determine a spell affecting the foe that has a target entry. That spell ceases

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to affect the target, and you can either cause the spell to affect you or store it in your shadow. If your attempt to Steal was a critical success, you automatically steal the spell if its level is equal to or lower than *umbral graft*. If it was a success, you automatically steal it if its level is lower than *umbral graft*. If you succeeded, but the spell's level was too high to steal automatically, you must attempt a counteract check to see if you steal the spell. You know what the spell is as soon as you steal it. If you store it, you can transfer it to a willing creature as a single action that has the manipulate trait. The spell lasts for its remaining duration, to a maximum of 1 minute, and any time you keep it stored subtracts from its duration normally. The spell gains the shadow trait.

You can't steal constant innate spells that are always active on a creature, such as a choral angel's constant *tongues*, or innate spells that have special restrictions that remove their ability to target other creatures, such as an imp's *invisibility*. At the GM's discretion, you might not be able to steal innate spells with other unusual modifications to the base spell.

As normal, you can Steal only from a target within your reach. Once you've stolen a spell, you can't attempt to Steal more spells, nor can you choose not to take a spell if you succeed at your Thievery check. When you cast *umbral graft*, any spells you stole with a previous *umbral graft* end even if their duration hasn't elapsed. If you're affected by both *umbral graft* and *umbral extraction*, you make the choice whether to steal a spell slot, an active spell, or an item each time you Steal.

UNEXPECTED TRANSPOSITION

SPELL 6

CONJURATION TELEPORTATION

Traditions arcane, occult

Cast ⤵ verbal; **Trigger** You are targeted with an enemy's Strike. **Range** 30 feet; **Targets** 1 creature other than the triggering enemy

Saving Throw Will

When attacked, you attempt to quickly swap your own position with that of another creature. A creature that is unwilling to swap places with you must attempt a Will save. Willing creatures automatically fail. If you successfully switch places with the target, the triggering attack is resolved against that creature as if it had been the original target of the attack. After the swap, you and the target are both temporarily immune to *unexpected transposition* spells for 1 minute. You automatically switch places if the target is willing. If it's unwilling, it can attempt a Will save. Neither of you teleports if the target succeeds at its save.

UNSPEAKABLE SHADOW

SPELL 9

DEATH EMOTION FEAR ILLUSION MENTAL SHADOW VISUAL

Traditions arcane, occult

Cast ⤵ somatic, verbal

Range 120 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You alter a creature's shadow, transforming it into a terrifying monster out to devour the creature. The creature must attempt a Will save. A creature that has the frightened condition from *unspeakable shadow* must spend at least one of its actions each turn to either attack its shadow (making a Strike ineffectually) or flee from its shadow (using one action to move away as though it had the fleeing condition).

Critical Success The target is unaffected.

Success The target is frightened 2.

Failure The target is frightened 3. It can't reduce its frightened value below 1 for 1 minute.

Critical Failure The target is so afraid, it might instantly die. It must succeed at a Fortitude save or die; this saving throw has the incapacitation trait. If it succeeds at its save, the target is frightened 4 and can't reduce its frightened value below 1 for 1 minute.

VARIABLE GRAVITY

SPELL 4

TRANSMUTATION

Traditions arcane, occult

Cast ⤵ somatic, verbal

Duration 5 minutes

You can adjust how strongly gravity grips you, changing between low gravity, normal gravity, and high gravity with ease. Choose one type of gravity when you cast the spell. While the spell lasts, you can change the type of gravity with a single action, which has the concentrate trait. The spell doesn't alter your physical appearance, so it's impossible to what type of gravity you're subjected to by casual observation.

- **Low Gravity** You can jump double the normal distance when you Long Jump or Leap, though still to a maximum of your Speed. When you High Jump, you can use the calculation for a Long Jump but don't double the distance. Rather than the normal calculation for falling damage, when you fall, you take no damage for the first 10 feet and then take bludgeoning damage equal to a quarter of the remaining distance you fell. Abilities that adjust how much falling damage you take still apply.
- **High Gravity** You become encumbered. You gain a +2 status bonus to your saving throws and DCs to resist forced movement and attempts to knock you prone. You reduce the distance forced movement moves you by half or 10 feet, whichever is more. You can only jump half as high and far. Rather than the normal calculation for falling damage, you take bludgeoning damage equal to the distance you fall. Abilities that adjust how much falling damage you take still apply.

Heightened (6th) The duration increases to 1 hour.

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VORACIOUS GESTALT

SPELL 9

AURA **DEATH** **EVIL** **NECROMANCY**

Traditions divine, occult

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Saving Throw basic Fortitude; **Duration** sustained up to 1 minute

You create a powerful spirit entity that grows and builds strength by consuming the spirits of foes you both slay. When you Cast the Spell, the gestalt deals 14d6 negative damage to all living creatures of your choice in the area, with a basic Fortitude save. Creatures you choose that end their turns in the area take 6d6 damage, with a basic Fortitude save.

At the end of each of your turns, if you killed a living creature during that turn or if the gestalt's damage killed a creature since the end of your prior turn, you add the slain creature's soul to the gestalt. The emanation's radius increases by 20 feet and the damage dealt by the aura increases by 1d6. (Note that this increase only happens once, even if you killed multiple living creatures that turn.) As normal for determining threat level, the GM determines if a creature is of significant enough threat to empower

the gestalt; in general, a creature several levels below you rarely poses a significant threat.

Heightened (10th) The initial damage increases to 16d6 and the aura's damage starts at 7d6.

WALL OF WATER

SPELL 3

CONJURATION **WATER**

Traditions arcane, primal

Cast ♦♦♦ material, somatic, verbal

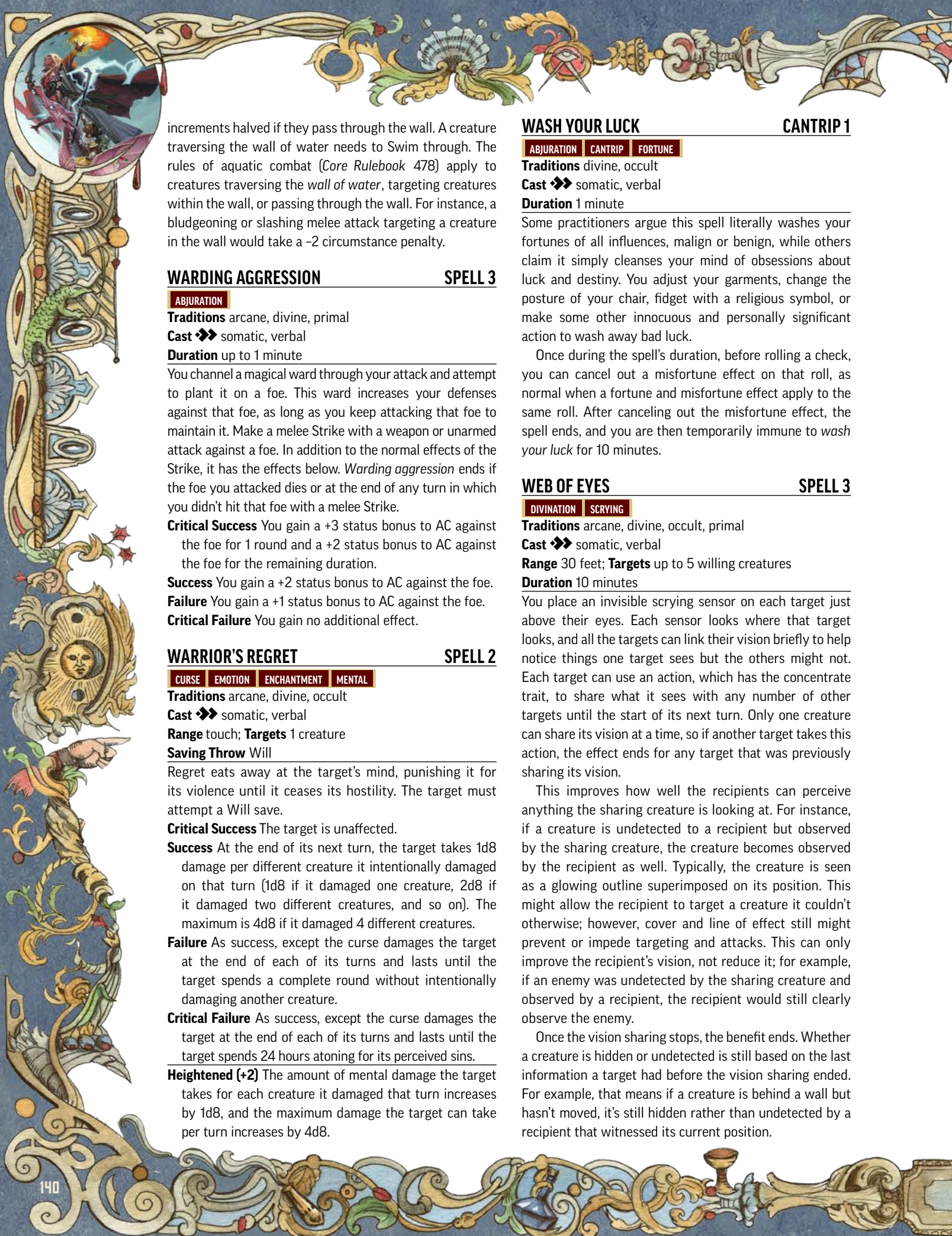
Range 120 feet

Duration 1 minute

Raising your hand in the air, you call a massive wave onto the battlefield. The wall stays upright in a straight line that is 60 feet long, 10 feet high, and 5 feet thick.

Any non-magical fires within the *wall of water's* area that are its size or smaller are put out instantly. It also attempts to counteract any magical fires in its area. Both of these effects happen when the spell is cast and whenever a fire enters the wall's area. If the wall fails to counteract a given fire, it can't counteract that fire for the duration of the spell.

Bludgeoning or slashing projectiles can't pass through the wall, and piercing projectiles have their range



increments halved if they pass through the wall. A creature traversing the wall of water needs to Swim through. The rules of aquatic combat (Core Rulebook 478) apply to creatures traversing the *wall of water*, targeting creatures within the wall, or passing through the wall. For instance, a bludgeoning or slashing melee attack targeting a creature in the wall would take a -2 circumstance penalty.

WARDING AGGRESSION

SPELL 3

ABJURATION

Traditions arcane, divine, primal

Cast ♦♦ somatic, verbal

Duration up to 1 minute

You channel a magical ward through your attack and attempt to plant it on a foe. This ward increases your defenses against that foe, as long as you keep attacking that foe to maintain it. Make a melee Strike with a weapon or unarmed attack against a foe. In addition to the normal effects of the Strike, it has the effects below. *Warding aggression* ends if the foe you attacked dies or at the end of any turn in which you didn't hit that foe with a melee Strike.

Critical Success You gain a +3 status bonus to AC against the foe for 1 round and a +2 status bonus to AC against the foe for the remaining duration.

Success You gain a +2 status bonus to AC against the foe.

Failure You gain a +1 status bonus to AC against the foe.

Critical Failure You gain no additional effect.

WARRIOR'S REGRET

SPELL 2

CURSE EMOTION ENCHANTMENT MENTAL

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Will

Regret eats away at the target's mind, punishing it for its violence until it ceases its hostility. The target must attempt a Will save.

Critical Success The target is unaffected.

Success At the end of its next turn, the target takes 1d8 damage per different creature it intentionally damaged on that turn (1d8 if it damaged one creature, 2d8 if it damaged two different creatures, and so on). The maximum is 4d8 if it damaged 4 different creatures.

Failure As success, except the curse damages the target at the end of each of its turns and lasts until the target spends a complete round without intentionally damaging another creature.

Critical Failure As success, except the curse damages the target at the end of each of its turns and lasts until the target spends 24 hours atoning for its perceived sins.

Heightened (+2) The amount of mental damage the target takes for each creature it damaged that turn increases by 1d8, and the maximum damage the target can take per turn increases by 4d8.

WASH YOUR LUCK

CANTRIP 1

ABJURATION CANTRIP FORTUNE

Traditions divine, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

Some practitioners argue this spell literally washes your fortunes of all influences, malign or benign, while others claim it simply cleanses your mind of obsessions about luck and destiny. You adjust your garments, change the posture of your chair, fidget with a religious symbol, or make some other innocuous and personally significant action to wash away bad luck.

Once during the spell's duration, before rolling a check, you can cancel out a misfortune effect on that roll, as normal when a fortune and misfortune effect apply to the same roll. After canceling out the misfortune effect, the spell ends, and you are then temporarily immune to *wash your luck* for 10 minutes.

WEB OF EYES

SPELL 3

DIVINATION SCRYING

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** up to 5 willing creatures

Duration 10 minutes

You place an invisible scrying sensor on each target just above their eyes. Each sensor looks where that target looks, and all the targets can link their vision briefly to help notice things one target sees but the others might not. Each target can use an action, which has the concentrate trait, to share what it sees with any number of other targets until the start of its next turn. Only one creature can share its vision at a time, so if another target takes this action, the effect ends for any target that was previously sharing its vision.

This improves how well the recipients can perceive anything the sharing creature is looking at. For instance, if a creature is undetected to a recipient but observed by the sharing creature, the creature becomes observed by the recipient as well. Typically, the creature is seen as a glowing outline superimposed on its position. This might allow the recipient to target a creature it couldn't otherwise; however, cover and line of effect still might prevent or impede targeting and attacks. This can only improve the recipient's vision, not reduce it; for example, if an enemy was undetected by the sharing creature and observed by a recipient, the recipient would still clearly observe the enemy.

Once the vision sharing stops, the benefit ends. Whether a creature is hidden or undetected is still based on the last information a target had before the vision sharing ended. For example, that means if a creature is behind a wall but hasn't moved, it's still hidden rather than undetected by a recipient that witnessed its current position.

WHIRLWIND

SPELL 8

AIR **EVOCATION**

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 500 feet; **Area** 15-foot radius, 80-foot tall cylinder

Saving Throw Reflex; **Duration** sustained up to 1 minute

Powerful winds coalesce into a devastating tornado. You can Cast this Spell only if you are outside or the ceiling is 80 feet or higher. All squares in the whirlwind are difficult terrain.

All creatures in the area take 5d10 bludgeoning damage as powerful winds and debris buffet them, with a Reflex save. Each time you Sustain the Spell, you can move the whirlwind up to 30 feet in a straight line. Each creature the whirlwind moves through takes the damage, also with a Reflex save. A creature can be affected by a *whirlwind* only once per round.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and rises 10 feet into the air. If it doesn't have a fly Speed, the creature gains one equal to its Speed until it either reaches the ground or ceases to be in the whirlwind's area, potentially falling when the spell ends or when it leaves the area.

Critical Failure As failure, except the creature takes double damage and rises 20 feet into the air.

Heightened (+1) Increase the bludgeoning damage by 1d10.

WINNING STREAK

SPELL 4

DIVINATION

Traditions arcane, occult

Cast ◆ verbal

Range 20 feet; **Targets** 1 creature

Duration 1 round (see text)

The target is energized by its good fortune as it spreads to others—as long as they keep winning. It gains the quickened condition for 1 round. If the target or one of their allies within 20 feet gets a critical success on an attack roll against a significant foe, whoever got the critical success becomes quickened if they weren't already, and the duration of the winning streak is extended by another round. Creatures quickened by the spell can use the extra action to Strike, Step, or Stride. If a full round passes without the target or one of their allies critically succeeding on an attack roll against a significant foe, the *winning streak* breaks and the spell ends.

ZERO GRAVITY

SPELL 6

UNCOMMON **EVOCATION**

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 120 feet; **Area** 20-foot radius, 40-foot-tall cylinder

Duration sustained up to 1 minute

You negate gravity's effects in the area. Creatures float in place unless they can Push Off a surface. Pushing Off is a single action which has the move trait, allowing the creature to move half its Speed in a straight line through the area. After Pushing Off a surface, the creature continues to move the same distance at the start of each of its turns until it leaves the area or Pushes Off against something else. A creature pushing against an untethered object of its size or smaller causes both the creature and the object to move at the same speed, but in opposite directions. Creatures who can levitate or fly can use those abilities to move around in the area without having to push off anything. Creatures who can't levitate or fly are usually on the ground, giving them a surface from which to push off.

You can Dismiss this spell. When *zero gravity* ends, all creatures and objects in the area fall back down.



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WUJARS

FOCUS SPELLS

Magi and summoners call upon powerful magic to assist themselves and their eidolons. A magus's conflux spells are specially created for combat, mixing martial and magical prowess and allowing them to regain use of their Spellstrike. Meanwhile, a summoner's link spells draw upon, or sometimes even transform, the bond between the summoner and eidolon.

MAGUS

CASCADE COUNTERMEASURE

FOCUS 3

UNCOMMON ABJURATION MAGUS

Cast ◆ somatic; **Requirements** You're benefiting from Arcane Cascade.

Duration until the Arcane Cascade stance ends

You quickly adjust your Arcane Cascade to offer magical protection. You gain resistance 5 against damage from spells. As normal, using Arcane Cascade again means you've ended the stance, and the spell ends.

Heightened (+3) The resistance increases by 5.

DIMENSIONAL ASSAULT

FOCUS 1

UNCOMMON CONJURATION MAGUS TELEPORTATION

Cast ◆ verbal

Range half your Speed

You tumble through space, making a short dimensional hop to better position yourself for an attack. Teleport to any square in range that's within reach of a creature, and then make a melee Strike against one creature within your reach.

FORCE FANG

FOCUS 1

UNCOMMON EVOCATION FORCE MAGUS

Cast ◆ somatic

Range varies; **Targets** 1 creature

You briefly turn your attack into pure force to bypass your opponent's defenses. Choose a target within your reach, or within the reach of a melee weapon you're wielding. If you can use Spellstrike with a ranged weapon (with the starlit span hybrid study, for example), you can target a creature in the first range increment of your ranged weapon. For an instant, you transform your weapon or unarmed attack into a spike of pure force, replacing all its normal statistics and abilities. The *force fang* automatically deals 1d4+1 force damage to the target.

Heightened (+2) The damage increases by 1d4+1.

HASTED ASSAULT

FOCUS 7

UNCOMMON MAGUS TRANSMUTATION

Cast ◆ somatic

Duration 1 minute

You call upon your magic to speed up your attacks. You

gain the quickened condition and can use the extra action each round for only Strike actions.

RUNIC IMPRESSION

FOCUS 4

UNCOMMON EVOCATION MAGUS

Cast ◆ somatic

Range touch; **Targets** you or one weapon you're wielding

Duration 1 minute

Your unarmed attacks or weapon gain the benefits of a weapon rune you choose when you cast this spell: *corrosive*, *flaming*, *frost*, *ghost touch*, *returning*, *shock*, or *thundering*. If you cast *runic impression* on a weapon, this spell ends if you cease holding the weapon.

If this spell would give a weapon more property runes than its normal maximum, one of the existing property runes (you choose) is suppressed until the spell ends. For unarmed attacks, if this spell would give you more property runes than you could have from *handwraps of mighty blows*, one of the existing property runes is similarly suppressed.

Heightened (8th) Add *keen* to the list of runes you can choose as well as the greater types of *corrosive*, *flaming*, *frost*, *shock*, and *thundering*.

SHIELDING STRIKE

FOCUS 1

UNCOMMON ABJURATION MAGUS

Cast ◆ verbal

As you attack a foe, warding magic transforms your momentum into action and lifts your shield. Make a melee Strike. You can then either Raise your Shield if you're wielding one or cast *shield* if you have the spell.

SHOOTING STAR

FOCUS 1

UNCOMMON DIVINATION MAGUS

Cast ◆ verbal; **Requirements** You're wielding a ranged weapon or a thrown weapon.

You let loose a projectile that flies true and leaves the blazing trail of a meteor behind it. Make a ranged Strike, ignoring the target's concealment and reducing the target's cover by one degree for this Strike only (greater to standard, standard to lesser, and lesser to none). If the Strike hits, the meteor trail hangs in the air. This gives the benefits of concealment negation and cover reduction to any attacks made against the creature (by anyone) until the start of your next turn.

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MAGUS REGIMENS

The regimens magi use to recover their focus are highly personal but, with some difficulty, I managed to discover a few:

One inexorable iron magus bench-presses heavy weights attached to a page turner that carefully turns the pages of their spellbook as they lift.

Another, a sparkling targe magus, juggles shield, sword, spellbook, and more, somehow managing to read the book throughout.

A certain laughing shadow half-elf magus likes to practice by eluding an aggrieved ally chasing him as he reads his book.

Meanwhile, a particular starlit span magus sets her spellbook just above her target as she practices archery and distance reading at the same time, while avoiding hitting the book.

There's also a spinning staff magus who walks tightropes or narrow paths with their staff in hand, balancing their spellbook in the middle.

EIDOLON BONDING

A summoner recovers their focus by spending time with their eidolon, but that can take various forms. I've collected a list of suggestions from summoners of each tradition.

Arcane summoners suggested reading a book together, engaging in riddle or trivia contests, solving blacksmith's puzzles, or counting treasure.

Divine summoners recommended practicing the edicts of a shared deity, studying scripture together, embracing and sharing faith in each other, or praying.

Occult summoners proposed sharing stories of your lives, embracing a strong shared emotion, or therapeutically working out your issues together.

Primal summoners encouraged petting the eidolon, brushing or arranging each other's hair, exercising together, or sharing a fine meal.

SPINNING STAFF

FOCUS 1

UNCOMMON EVOCATION MAGUS

Cast ◆ verbal; **Requirements** You're wielding a staff.

You spin your staff with a twirling flourish, attacking two foes and transforming the momentum into magical energy to charge for your next Spellstrike. Make a melee Strike with your staff against one foe and then a second melee Strike with your staff against a different foe. Your multiple attack penalty applies to both of these attacks as normal.

THUNDEROUS STRIKE

FOCUS 1

UNCOMMON EVOCATION MAGUS SONIC

Cast ◆ verbal; **Requirements** You're wielding a melee weapon in two hands.

You swing your massive weapon, creating a wave of sonic vibrations that topples creatures. Make a melee Strike with your two-handed weapon. Each creature in a 15-foot cone from you must attempt a basic Fortitude save against your spell DC or take 2 sonic damage. On a critical failure, the creature is knocked prone. The target of your Strike must be within the cone or the effect fails.

Heightened (+1) The damage increases by 1.

SUMMONER

Summoners can gain the following link spells. *Boost eidolon* and *reinforce eidolon* are link cantrips and don't cost a Focus Point to cast.

BOOST EIDOLON

CANTRIP 1

UNCOMMON CANTRIP EVOCATION SUMMONER

Cast ◆ verbal

Range 100 feet; **Targets** your eidolon

Duration 1 round

You focus deeply on the link between you and your eidolon and boost the power of your eidolon's attacks. Your eidolon gains a +2 status bonus to damage rolls with its unarmed attacks. If your eidolon's Strikes deal more than one weapon damage die, the status bonus increases to 2 per weapon damage die, to a maximum of +8 with four weapon damage dice.

EIDOLON'S WRATH

FOCUS 3

UNCOMMON EIDOLON EVOCATION SUMMONER

Cast ◆◆ somatic, verbal

Area 20-foot radius emanation around your eidolon

Saving Throw basic Reflex

Your eidolon releases a powerful energy attack that deals 5d6 damage of the type you chose when you took the Eidolon's Wrath feat, with a basic Reflex save.

Heightened (+1) The damage increases by 2d6.

EVOLUTION SURGE

FOCUS 1

UNCOMMON MORPH SUMMONER TRANSMUTATION

Cast ◆◆ somatic, verbal

Range 100 feet; **Targets** your eidolon

Duration 1 minute

You flood your eidolon with power, creating a temporary evolution in your eidolon's capabilities. Choose one of the following effects:

- Your eidolon gains low-light vision and darkvision.
- Your eidolon gains scent as an imprecise sense up to 30 feet.
- Your eidolon can breathe underwater and gains a swim Speed equal to its land Speed or 30 feet,

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whichever is less. Alternatively, if your eidolon is normally aquatic, it can breathe air and gains a land Speed equal to its swim Speed or 30 feet, whichever is less. Either way, it gains the amphibious trait.

- Your eidolon gains a +20-foot status bonus to its Speed.

Heightened (3rd) Add the following options to the list of effects you can choose:

- Your eidolon becomes Large, instead of its previous size. This increases your eidolon's reach to 10 feet but doesn't change any other statistics for your eidolon. Because of the special link you share, you can ride your eidolon without getting in each other's way. If another creature tries to ride your eidolon, both you and the riding creature each regain only 2 actions at the start of your turns each round, as normal.
- Your eidolon gains a climb Speed equal to its land Speed.

Heightened (5th) Add the options from the 3rd-level version and the following options to the list of effects you can choose:

- Your eidolon becomes Huge, instead of its previous size. This has the same effects as the 3rd-level option to become Large, except your eidolon's reach increases to 15 feet.
- Your eidolon gains a fly Speed equal to its Speed.

EXTEND BOOST

FOCUS 1

UNCOMMON DIVINATION METAMAGIC SUMMONER

Cast ◆ verbal

You focus on the intricacies of the magic binding you to your eidolon to extend the duration of your *boost eidolon* or *reinforce eidolon* spell. If your next action is to cast *boost eidolon* or *reinforce eidolon*, attempt a skill check with the skill associated with the tradition of magic you gain from your eidolon (such as Nature for a primal eidolon). The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success The spell lasts 4 rounds.

Success The spell lasts 3 rounds.

Failure The spell lasts 1 round, but you don't spend the Focus Point for casting this spell.

LIFELINK SURGE

FOCUS 2

UNCOMMON HEALING NECROMANCY POSITIVE SUMMONER

Cast ◆ somatic

Duration 4 rounds

You make a quick gesture, tracing the link between yourself and your eidolon and drawing on your connection to slowly strengthen your shared life force. Your eidolon gains fast healing 4 for 4 rounds.

Heightened (+1) The fast healing increases by 2.

DESCRIBING LINK SPELLS

The way it feels to cast a link spell depends deeply on the unique connection between a summoner and their eidolon, but some similarities carry across various eidolon types.

Arcane eidolons and their summoners tend to experience a moment where their minds and thoughts align, a flash of a momentary hive mind like when two people overlap each other's sentences or say the same thing simultaneously. The community of arcane summoner scholars sometimes refer to this minor instantaneous hive mind moment as "bee brain."

Divine eidolons and their summoners, in many cases, share an instant and intense faith in one another, a shared unspoken understanding that they'll always be there for each other.

Occult eidolons likely feel grounded and tethered by the summoner, while the summoner is buoyed by the occult eidolon's intrinsic emotion reverberating through their spirit.

Primal eidolons and their summoners often feel a raw instinctual connection coursing through their veins, which can cause them to adopt a few of the other's unconscious mannerisms or instincts for a brief period.

REINFORCE EIDOLON

CANTRIP 1

UNCOMMON ABJURATION CANTRIP SUMMONER

Cast ◆ verbal

Range 100 feet; **Targets** your eidolon

Duration 1 round

You focus deeply on the link between you and your eidolon and reinforce your eidolon's defenses. Your eidolon gains a +1 status bonus to AC and saving throws, plus resistance to all damage equal to half the spell's level. Your eidolon can benefit from either *boost eidolon* or *reinforce eidolon*, but not both; if you cast one of these spells during the other's duration, the newer spell replaces the older one.

UNFETTER EIDOLON

FOCUS 1

UNCOMMON ABJURATION SUMMONER

Cast ◆ somatic, verbal

Range 100 feet; **Targets** your eidolon

Duration 1 minute

You loosen the link between yourself and your eidolon, allowing it to travel farther from you for a short period of time. While the spell is active, your eidolon can travel an unlimited distance away from you. When the spell ends, if your eidolon is more than 100 feet away from you, it unmanifests.



RITUALS

Rituals are spells that anyone, not just spellcasters, can perform at the cost of the process being more expensive and time-consuming. The rules for casting rituals appear on page 408 of the Core Rulebook.

TABLE 3-1: RITUALS BY LEVEL

Ritual	Level	Page
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ASMODEAN WAGER

RITUAL 6

RARE DIVINATION LINGUISTIC

Cast 1 hour; **Cost** parchment, ink, and an item of value from each bettor worth at least 50 gp; **Secondary Casters** 1 to 9
Primary Check Occultism (expert); **Secondary Checks** Society
Duration Until the wager's completion

You facilitate a magically binding agreement between yourself and one or more additional secondary casters, wherein each participant (hereafter referred to as the bettors) stakes something of value on the outcome of an event that has yet to be determined. The nature of the event is up to the bettors: a test of skill, a game of chance, or even something occurring in the distant future. While named for Asmodeus and invented by those with a diabolical bent, the ritual has no particular connection to Hell and instead relies on the occult connections between the bettors. The stakes can be either of the following:

- A promise or possession. The losers of the bet are placed under the effects of a 9th-level *geas* ritual to uphold the promise or turn over a single item they own, as stated at the time of the spell's casting. Once ownership has been transferred or the promise fulfilled, nothing prevents the bettors from trying to reclaim a former possession.
- The bettors' life. As soon as the outcome has been decided, the losers die instantly with no saving throw; this is a death effect. The next time the winner would die, they instead remain alive and unconscious at 0 Hit Points with a dying condition 1 lower than would

kill them. Until this protection has been exhausted, the loser of the bet can't be returned to life through any means, even powerful magic such as *wish*. A creature already in possession of an additional life as a result of winning an *Asmodean wager* can't enter into a new wager with a life as collateral.

If any participant knowingly and willingly makes any attempt to cheat at or avoid fulfilling the terms of the wager, the spell automatically determines them the loser and resolves accordingly. The spell doesn't function if any participant is acting against their will or being mentally controlled or coerced by any means, or if any participant is immune to or otherwise unaffected by their wager (such as if a construct, undead, or other creature immune to death effects tried to bet its life). At the GM's discretion, if it ever becomes permanently impossible for the bet's outcome to be determined, the spell ends without any further result.

Success The ritual is successful.

Failure The ritual has no effect.

Critical Failure The wording of the ritual is imperfect and subverts the bet, causing all bettors to be considered losers regardless of the actual result of the wager.

AWAKEN OBJECT

RITUAL 6

UNCOMMON DIVINATION MENTAL

Cast 1 day; **Cost** crushed gems and spices worth 250 gp;
Secondary Casters 2

Primary Check Arcana (expert) or Occultism (expert);
Secondary Checks Crafting, Arcana or Occultism (whichever isn't used for the primary check)

Target 1 non-magical inanimate object

Duration unlimited

You imbue a single Small or smaller object with rudimentary awareness and consciousness, and it gains mental ability modifiers depending on the results of the ritual. It gains the ability to see and hear, and the ability to understand (but not speak) a single language that you know. It's indifferent to you and all living creatures. In all other respects, it's an ordinary object of its type. An awakened object that gains the broken condition is rendered insensate until Repaired above its Broken Threshold.

Magical objects and constructs can't be awakened, nor can most spell or magic item abilities be added to an awakened object later (the process to do so is much more complicated than a ritual and essentially creates an intelligent magic

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SYMPATHETIC MAGIC

Some rituals work by exploiting magical bonds created between two creatures or a creature and an object tied to them with some kind of personal connection, such as a possession or lock of hair, in a style of spellcasting known as sympathetic magic. Sympathetic magic can be a tool for great good, binding the souls of a guardian and his ward together until a noble quest is completed, or for great evil, hiding assassins from the sight of an otherwise competent watcher.

item). However, an object that has already been awakened can have the *animate object* ritual (Core Rulebook 409) cast on it by doubling the cost of *animate object*.

Critical Success The target's Intelligence, Wisdom, and Charisma modifiers each increase to +2 if they were lower, and it becomes friendly to you for awakening it.

Success The target's Intelligence, Wisdom, and Charisma modifiers increase to +0.

Failure The target is unaffected and the ritual fails.

Critical Failure The target is unaffected, and the primary caster's intellect is trapped in the object for 24 hours. During this time, their original body is unconscious and inert and can't be awakened by any means.

BATHE IN BLOOD

RITUAL 8

RARE NECROMANCY

Cast 1 day; **Cost** alchemical herbs and components worth a total of 1,000 gp × the target's level; **Secondary Casters** 2

Primary Check Occultism (expert); **Secondary Checks** Religion, Society

Range 20 feet; **Target** 1 living creature of a level no greater than double the *bathe in blood* ritual's level

This is an old ritual, illegal in nearly every corner of Golarion, but never quite exterminated. You bathe in the freshly spilled blood of your people, whose lives and years you steal in the process.

This ritual requires that you submerge yourself in a bath of alchemically treated blood, attended by silent servants. The blood must come from the same ancestry as your own, and must have been spilled within the last 6 hours; a spell such as *gentle repose* can extend this time, but using such preserved blood applies a -4 circumstance penalty to the primary and secondary checks. If you're Medium, you require 30 gallons of blood to immerse yourself, and a typical Medium creature holds about 1-1/2 gallons of blood in its body. This ritual doesn't strictly require that the blood donors be killed and drained dry, but the logistical challenges of gathering enough blood without murder are beyond all but the most well-resourced casters.

Each time you enact this ritual, regardless of its success or failure, you take a penalty to the primary check for all subsequent castings. This penalty starts at -1 and increases by -1 during each casting (so if you were casting this ritual on yourself for the fifth time, you would take a -4 penalty on your Occultism check).

Critical Success You emerge rejuvenated and revived. You become up to 40 years younger, returning to the prime of youth and life. If you're already at your desired age, your aging instead stops for the next 40 years. While remaining recognizably yourself, you also become preternaturally attractive, gaining a +1 circumstance bonus to Make an Impression.

Success You become 20 years younger or pause your aging for 20 years.

Failure The ritual has no effect.

Critical Failure You die. Casters killed this way frequently return as undead, often as ghosts or vampires.

CONCEALMENT'S CURTAIN

RITUAL 4

UNCOMMON CURSE DIVINATION MENTAL

Cast 6 days; **Cost** an ornate mirror worth at least 100 gp, naturally occurring round fruit the size and number of the target's eyes, and the same amount of flawless silver needles worth at least 1 gp each; **Secondary Casters** 3

Primary Check Occultism; **Secondary Checks** Arcana, Deception, Stealth

Range planetary; **Target** 1 living creature

Duration 1 week

At twilight for 5 days, you line the fruit in front of the mirror, chanting the name of the target, and envisioning its eyes in your mind. At exactly midnight on the last day, you drive the pins through the fruits, miming the action of methodically blinding the target to you and your companions. The target is immediately affected and can't visually detect any of the casters involved in the ritual—provided that the ritual was successful, the target is unaware of the effects. Since the ritual affects the target's ability to see the casters, rather than make the casters invisible, effects like *true seeing* are ineffective against *concealment's curtain*; instead, the target would need to remove the curse with effects like *remove curse*. To perform this ritual, you must have been within 5 feet of the target at least once, close enough to get a good look at its eyes. The target is temporarily immune to further castings of *concealment's curtain* for 1 year.

Critical Success The target is unable to visually detect the casters for the duration, and the target's detection spells don't detect the targets.

Success The target is unable to visually detect the casters for the duration, but its detection spells function normally.

Failure The ritual has no effect.

Critical Failure The ritual backfires and all casters participating in it are blinded for the next 24 hours.

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Heightened (8th) You aren't satisfied with simply concealing yourself from the target. The cost of the ritual mirror increases to 1,000 gp, and a personal effect of the target is required. After completing the ritual, the target takes 6d6 mental damage and is blinded for 1 week, requiring both a *remove curse* and a *restore senses* to end the effect early. The target is aware that the ritual was cast on them; however, it doesn't have any additional information.

DREAD AMBIENCE

RITUAL 5

UNCOMMON CONSECRATION EMOTION ENCHANTMENT FEAR MENTAL

Cast 2 days; **Cost** candles, specialty salts, and rare herbs worth 80 gp total; **Secondary Casters** 1

Primary Check Arcana or Occultism (expert); **Secondary Check** Deception

Area 1 square mile

Duration 1 year

In some places, it always feels like something is observing you, as if the very land doesn't want you there. Hostile creatures skitter about in the underbrush. Tendrils of mist try to lead you stray. Even the scent of the place

is unwelcoming. Sometimes, this eerie atmosphere is a natural occurrence. Other times, it's the result of the *dread ambience* ritual.

To create this unwelcoming, intimidating aura, you must prepare the area with salts and herbs, traveling the entire edge of the area throughout the casting.

After you complete your ritual, anyone who enters the area receives a status penalty to saving throws against fear effects within the *dread ambience*.

Critical Success The sense of dread is particularly powerful. Every creature in an area takes a -2 status penalty to saving throws against fear effects.

Success The *dread ambience* succeeds. Every creature in the area takes a -1 status penalty to saving throws against fear effects.

Failure The *dread ambience* fails.

Critical Failure The *dread ambience* fails, and the casters take a -1 status penalty to all Will saves for the next week.

Heightened (7th) The *dread ambience* costs 750 gp and remains in place for 10 years.

Heightened (9th) The *dread ambience* costs 5,000 gp and remains in place for an unlimited duration.

EMPATHY, SYMPATHY, AND HATE

Sympathetic magic draws much of its power from emotional and spiritual forces, which is one of the reasons it's more likely to be harnessed in occult rituals than any other magical tradition. Strong emotions directed towards the target of the ritual, such as love or empathy for a beloved ally or hatred for an unrelenting enemy, are often key to determining the ritual's success and effectiveness.

Powerful emotions from enough people can even give rise to such effects without a formalized ritual. In the orcish hold of Belkzen, Ardash the White-Hair rules the orcs with an iron fist and defies powerful runelords and magical tyrants with impunity. Some scholars posit that the collective emotions of the Belkzen orcs united under Ardash might have formed a pseudo sympathetic ritual with enough power to deflect the hateful spells of the wizards who would rather see Ardash removed from his position of leadership.

ELEMENTAL SENTINEL

RITUAL 1

UNCOMMON CONJURATION

Cast 1 day; **Cost** precious metals, rare incense, and herbs worth a total value of 15 gp per spell level

Primary Check Arcana (expert) or Occultism (expert)

Target 1 object

Duration unlimited

You place a tiny elemental wisp within a single object, usually a mirror, statue, or other mundane-looking item, to serve as an alarm. Shattering or otherwise destroying the object frees the wisp and ends the ritual's effect even if the object is magically restored.

Critical Success The elemental wisps inhabits the object and willingly serves you to the best of its ability. The wisp becomes aware of the target object's surroundings and can telepathically contact you with a range of 500 feet. It reports to you about intruders or other changes to the room in which it's located. You must tell the wisp what the criteria for the reports will be—for instance, when anyone not openly wearing a certain symbol enters the room or when an item is removed. The wisp has a +5 Perception modifier and observes the room using normal vision, normal hearing, and touch.

Success As critical success, but the range of the telepathy is 100 feet and the wisp's Perception modifier is +3.

Failure You're unable to harness the spirit. The ritual fails.

Critical Failure The elemental wisp is trapped in the object as with a success, but it refuses or is somehow unable to help you. The elemental might have extremely low Intelligence or simply be spiteful. Regardless, the

object's reports are always misleading.

Heightened (4th) The range of the telepathic link increases, allowing the wisp to contact you anywhere on the same planet. Its Perception modifier increases to +10, or +12 on a critical success.

Heightened (6th) As 4th level, except the wisp can see *invisibility*, and its Perception modifier increases to +15, or +17 on a critical success.

GARDEN OF DEATH

RITUAL 4

UNCOMMON CONSECRATION NECROMANCY PLANT POISON

Cast 1 day; **Cost** water infused with a dozen deadly toxins worth a total of 50 gp **Secondary Casters** 2

Primary Check Nature (expert); **Secondary Checks** Crafting, Medicine

Area 40-foot-radius burst

Duration 1 year

Typically associated with the less friendly fey or druids, this ritual calls all the poisonous, toxic, and venomous plants and animals of an area to congregate in a certain place, creating a beautiful but extravagantly deadly garden.

You and the secondary casters sprinkle the ground of the garden with water infused with various poisons and a few drops of your blood. Within the bounds of the ritual, the ecosystem attracts every possible poisonous plant or animal native to the environment, with nonpoisonous plants or animals growing only if there's no toxic counterpart. This deadly ecosystem flourishes, if at all possible (plants still need light and water, for instance), for a year and gradually disperses after this period. If this ritual is successfully cast on the grounds of an existing *garden of death*, it resets the duration and expands the garden's radius by 20 feet instead.

The maximum level of plants or animals called by the ritual is equal to its spell level, and the called plants and animals can use the ritual's spell DC instead of their own poison DC, whichever is higher. The garden's residents don't willingly use their poison on you or the secondary casters, but you don't otherwise control or command them.

Critical Success A poisonous garden forms, and you and the secondary casters gain a +2 circumstance bonus to Nature or Crafting checks to deal with the plants or animals, such as feeding them or harvesting poison from them.

Success As critical success, but without the circumstance bonus when interacting with the garden.

Failure The ritual has no effect.

Critical Failure You and the secondary casters are each bitten by the most poisonous creature found naturally in the environment.

GUARDIAN'S AEGIS

RITUAL 3

UNCOMMON ABJURATION DIVINATION

Cast 1 day; **Cost** rare oils worth 10 gp × the primary caster's level; **Secondary Casters** 1

Primary Check Occultism or Religion; **Secondary Checks** Athletics, Diplomacy, or Society

Duration 1 week

The *guardian's aegis* is a ritual used across numerous cultures to bind a chosen guardian and ward together so that they can complete a quest of great import. When the ritual is completed, designate one of the casters as the guardian, while the other is the ward. As long as you're on the same plane of existence, both of you are always aware of each other's relative directions and state of being, including any conditions the other is affected by. As long as you're within 30 feet of each other, whenever the ward takes damage, the damage is reduced by the amount equal to half the guardian's level, and the guardian loses an equal number of Hit Points; the target still takes additional effects like poison even if *guardian's aegis* reduces the damage to 0.

Critical Success The ritual is successful, and the duration is 1 month.

Success The ritual is successful.

Failure The ritual has no effect.

Critical Failure The ritual backfires. You and the secondary caster become magically isolated from each other for 1 week, unable to provide each other any beneficial effect.

IDEAL MIMICRY

RITUAL 6

UNCOMMON ENCHANTMENT MENTAL

Cast 6 days; **Cost** crafting materials worth at least 50 gp × the target's level; a lock of hair from the target, nail clippings from the target, or a vial of blood from the target; **Secondary Casters** 1

Primary Check Occultism (expert); **Secondary Checks** Crafting

Range see text; **Target** 1 sentient living creature

Duration until used 10 times or until the target's body parts are removed from the doll

You craft a doll with care and quiet meditation on the target, inserting the fingernails into the body, tying the lock of hair around the neck of the doll, or emptying the vial of blood into the stuffing and allowing it to be absorbed. You then stuff the doll and form it to mimic the shape of the target, creating clothing and accessories for the doll that are similar to commonly worn items. You must have been within 5 feet of the target at least once and gotten a good look at them to perform this ritual. You can cast the ritual and create the doll at any range from the target.

Once the doll is complete, you can Interact with the doll violently once per round to cause pain to the target as long as they're within 200 feet. This pain manifests as mental damage inflicted on the target, and it depends on how many of the three body part components (hair, nails, or blood) you included in the creation of the doll. After the first time you manipulate the doll, you can continue

to do so until either the target moves beyond 200 feet or until you Interact with the doll to cause pain 10 times, whichever comes first. After either of those conditions is met, the doll falls apart into stuffing and dust.

Critical Success The doll becomes connected to the target.

Each Interact action causes 3d6 mental damage to the target for each of the three body part components (maximum 9d6 for all three components). The connection is more powerful than normal, increasing the number of times you can Interact to cause pain from 10 to 20.

Success As critical success, except you can only Interact the normal 10 times.

Failure The doll is just an ordinary doll.

Critical Failure Any Interact actions you take to cause pain to target instead cause 9d6 damage to the casters. The target is alerted to the attempt nonetheless, through a feeling of the connection being subverted.

Heightened (+2) Increase the damage to the target by 1d6 per body part component, and the damage to the casters on a critical failure by 3d6.

MIND SWAP

RITUAL 5

RARE MENTAL NECROMANCY POSSESSION

Cast 1 day; **Cost** a pair of jeweled mirrors worth a total value of 50 gp × the level of the highest-level target;

Secondary Casters 1

Primary Check Occultism (expert); **Secondary Checks** Medicine or Occultism

Range 10 feet; **Targets** 2 creatures of the same ancestry, of up to twice the level of *mind swap*

Duration 1 week

This ritual allows two subjects to exchange minds, fully inhabiting one another's bodies. The two targets can be chosen from you, the secondary caster, or unrelated third parties present throughout the ritual. Normally, both targets must be of the same ancestry for the minds to be fully compatible, but at the GM's discretion, for a much higher cost, the targets can be from different ancestries; this requires much more adjudication of ancestry feats and abilities. When both targets are of the same ancestry, muscle memory and the influence of their soul allow them to carry over all their mechanical abilities into each new body, except they use the other body's heritage (and lineage, if any). The GM might rule that similar physiological changes can't be overridden with a *mind swap*.

If a body dies, the mind and spirit controlling it dies instantly. When the spell ends, the minds and souls snap back to their original bodies. At this time, if the original body is dead, the mind and soul attempting to return to that body die as well.

Critical Success Each target's mind and spirit possess the other's body and can control it normally. The mind swap is unusually smooth, and the targets gain a +4 circumstance bonus to Deception checks to Impersonate each other.

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Success Each target's mind and spirit possess the other's body and can control it normally.

Failure The ritual has no effect.

Critical Failure The ritual is scrambled, sending a welter of confused memories into the target's minds. You and the secondary casters are stupefied 2 for the next week.

Heightened (9th) You can cast the ritual without a duration, leaving no magic to counteract. The effects are reversible only by another *mind swap* ritual or powerful magic like *wish*. This increases the cost of the ritual to 10,000 gp and is an evil act unless both targets are willing.

MYSTIC CARRIAGE

RITUAL 3

UNCOMMON CONJURATION

Cast 1 hour; **Cost** toy carriage, horse statues, rare incense, and feathers worth 50 gp; **Secondary Casters** 1

Primary Check Arcana (Expert) or Occultism (Expert);

Secondary Checks Crafting or Driving Lore

Duration 1 week or until the named destination is reached, whichever comes first

This ritual allows you and the other casters to conjure a magical carriage that transports you to a destination of

your choice. To summon the *mystic carriage*, you must be within 250 miles of your destination and spend 1 hour burning incense and feathers while chanting the name of the location you wish the carriage to take you to. When it arrives, the carriage is a Large vehicle that can fit 4 Medium or smaller passengers, as well as 100 Bulk. It has a Speed of 60 feet, AC of 14, Fortitude saving throw modifier of +8, Hardness 5, 100 Hit Points (BT 50), object immunities, and immunities to critical hits and precision damage.

Once loaded and boarded, the *mystic carriage* sets out at a Speed of 60 feet, heading unerringly towards its destination using whatever roads and trails are available. If it's attacked, it continues going as long as nothing blocks its passage. If something blocks its way, living or otherwise, it will stop until the way is cleared, waiting to continue until all of its passengers are aboard once more.

Critical Success You create a *mystic carriage* that lasts for 2 weeks, instead of 1 week. It can take you to up to two destinations, the first of which must be within 250 miles and the second of which must be within 250 miles of the first destination.

Success You create a *mystic carriage* as described above.

Failure You don't create a *mystic carriage*.

Critical Failure You don't create a *mystic carriage*, and you're attacked by a herd of four riding horses (*Bestiary* 209).

Heightened (+1) The carriage's AC, Fortitude save, and Hardness increase by 2, its Hit Points increase by 20, and its Broken Threshold increases by 10.

PORTRAIT OF SPITE

RITUAL 5

UNCOMMON CURSE NECROMANCY

Cast 7 days; **Cost** splendid art supplies worth at least 100 gp × the target's level, at least one pint of blood from the target; **Secondary Casters** 3

Primary Check Occultism or Religion (master); **Secondary Checks** Crafting, Occultism or Religion (whichever isn't used for the primary check)

Target 1 living creature

Duration 1 year

Using the blood, you compose a portrait of the target in perfect health. Once the portrait is complete, you recite your grievances against the target and enact on the portrait the punishments you wish to see them face, choosing from the clumsy, enfeebled, drained, or stupefied condition. The target must attempt a Will saving throw. You're only able to perform this ritual if you know the target's name and are able to see their face clearly in your mind's eye, and the secondary caster who performs the Crafting check must be able to paint or draw the target from memory.

The target suffers the effects over the course of 1d6 hours, during which time the portrait transforms to reveal a caricature of the punishment you chose—muscles atrophied into nothing for enfeebled, pallid and sickly for drained, and so on. The target is immediately aware that they're under the effects of a magical ailment. If the duration expires or the target removes the curse with a *remove curse* or similar effect, their portrait slowly returns back to its original form. Destroying the portrait also ends the effect immediately.

Critical Success The target is either clumsy 4, drained 4, enfeebled 4, or stupefied 4, depending on the punishment you chose. On a successful Will save, the condition value is 2, and the target is unaffected on a critical success.

Success The target is either clumsy 2, drained 2, enfeebled 2, or stupefied 2, depending on the punishment you chose. On a successful Will save, the condition value is 1, and the target is unaffected on a critical success.

Failure The portrait doesn't change, and the ritual has no effect on the target.

Critical Failure The portrait turns into a sickening mimicry of your form and the forms of the secondary casters, and the blood of your target extracts itself from the canvas, dripping down and drying immediately to prevent you from reattempting the ritual. Over the course of the next 1d6 hours, you and the secondary casters experience

the curse you had intended to place upon the target with the effects of a critical success.

THE WORLD'S A STAGE

RITUAL 5

UNCOMMON DIVINATION FORTUNE

Cast 1 day; **Cost** costumes and a stage large enough to fit all casters; **Secondary Casters** 2 to 12

Primary Check Occultism (expert); **Secondary Checks** Crafting, Performance

Duration 1 month

This famous ritual is a sophisticated example of symbolic magic, binding fate and fortune to follow a prepared script. To conduct the ritual, you and the secondary casters must put on a long-form, multi-person, plot-based performance that's usually a play or opera, though more unusual performances have been known. You take the role of the director, while the secondary casters are either actors (Performance) or significant backstage figures, such as set or costume designers (Crafting). The casting time of the ritual includes both preparations and rehearsals of various sorts and the actual performance, which must be at least an hour long.

The performance presents current events and offers a particular vision on how they resolve, often in metaphorical or allegorical format (proposing the overthrow of a tyrant by referring to a different, legendary tyrant who was overthrown, or suggesting that a murderous secret might be uncovered by presenting an allegory of truth defeating murder). This performance must be presented to an audience of at least a hundred people, a majority of whom must both be connected, at least peripherally, to the events in question (the people of the tyrant's city, or the residents of the village where the murder occurred) and who must understand what the metaphor or allegory actually refers to. For the magic to spark, the performance must declare its purpose loudly and clearly to the parties most concerned. If a major antagonist featured in the performance is in the audience and the ritual is a success, you get a critical success instead.

Critical Success Something sublime sparks between performance and audience, and destiny conspires to push events in the right direction. You and each secondary caster can reroll up to three skill checks at any point during the duration of the ritual after determining the results, as long as the skill check is connected to ensuring the topic of the performance comes true (to sneak past the tyrant's guards or find the murder weapon, for instance).

Success As critical success except the sparks of destiny are weaker, so each caster can reroll only a single skill check.

Failure The ritual has no effect.

Critical Failure The performance is a dramatic and horrendous botch, and fate strikes out at the casters. You and each secondary caster are doomed 1 for the next month, and this condition can't be removed by anything less than a wish or similarly powerful magic.

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CHAPTER 4: MAGIC ITEMS

Magic items come in many shapes and sizes, but that doesn't mean they're interchangeable! Each magic item is as different as the crafter who created it, and the experience of using them can be as rote and detached or as rich and detailed as you can imagine.

CREATING A MAGIC ITEM

As a crafter, creating a magic item is one of the most intensely personal projects you can undertake. While every *serpentine wondrous figurine* might more or less resemble a knotted snake carved out of jade, what type of snake is it? And what type of jade? Ten different figurines from ten different crafters could each show a distinct artistic mark, and experts can identify the handiwork of noteworthy crafters on sight. Similarly, items activated with commands typically each have unique utterances determined by the crafter. Before setting out to create a magic item, contemplate how your personality might inhabit and shape the item created.

INVESTING A MAGIC ITEM

The word “preparation” means different things to different wearers of invested magic items. To some, investing a *diadem of intellect* may involve sitting silently with it at the beginning of the day and feeling the magical energy course through it and themselves, but others may simply pull the headband out of their rucksack, wipe it off, and give it a glance to make sure the gems aren't cracked. Still others might refuse to ever take the headband off in the first place, even while washing up or sleeping. Any of these could work! The difference between these habits isn't a matter of respect or proper vs. improper technique, it simply reflects what investiture means to the person using the item.

ACTIVATING A MAGIC ITEM

You might activate a magic item flamboyantly, pragmatically, intensely, or off-handedly, but those choices are only external manifestations of how you activate the item. A deeper question is what the act of using a magic item feels like. Does the world seem to emit a deep thrum for an instant as a *third eye* gemstone sinks into your brow and manifests as a tattoo? Do you experience a counter-intuitive icy coolness when a blast from a *potion of dragon's breath* explodes from your mouth? A wizard might have a step-by-step instruction list that they mentally follow when they use a *staff of power*—potentially out of habit or concerns for safety. Imagining how you interact with magic items, some of which possess world-altering power, can be a revealing window into how you view your place in the cosmos.

COLLECTED NOTES

In his 72 years as an amateur historian, Lambus of Magnimar amassed a collection of thousands of accounts of people's everyday encounters and experimentations with magic items from across Golarion. Excerpts from his impressive collection can be found throughout the Consumables and Permanent Items sections later in the chapter.

CHAPTER MAP

The chapter divides magic items into eight distinct sections, plus a treasure table. Six of these sections describe new categories of items.

- **Treasure by Level** (page 156)
The table lists the items and runes appearing in this chapter, organized by item level then category and name. Each level has a section for consumables, followed by a section for permanent items. A superscript “U” indicates the item is uncommon.
- **Fulus** (page 158) are special consumables; some function like talismans, while others can be affixed to a wider variety of objects and creatures.
- **Grimoires** (page 162) are magic spellbooks with special activations when you cast the spells contained within.
- **Magical Tattoos** (page 164) are magic items that you etch onto yourself, rather than wear.
- **Personal Staves** (page 166) are staves you build and customize yourself.
- **Spell Catalysts** (page 168) are superpowered material components that offer additional effects to their spell.
- **Spellhearts** (page 170) are akin to permanent talismans.
- **Consumables** (page 172) contains other types of consumables, such as potions and talismans.
- **Permanent Items** (page 178) contains more permanent items and runes.

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TABLE 4-1: TREASURE BY LEVEL

1st-Level Consumables	Category	Price	Page
Thunderbird tuft, lesser	Catalyst	3 gp	169
1st-Level Permanent Items	Category	Price	Page
Cantrip deck (5-pack)	Held	5 gp	181
Cantrip deck (full pack)	Held	20 gp	181
Cloak of feline rest	Worn	20 gp	182
2nd-Level Permanent Items	Category	Price	Page
Flask of fellowship	Held	25 gp	184
3rd-Level Consumables	Category	Price	Page
Soothing scents	Catalyst	10 gp	169
Waterproofing wax	Catalyst	10 gp	169
Fulu of fire suppression	Fulu	10 gp	159
Fulu of flood suppression	Fulu	10 gp	159
Matchmaker fulu	Fulu	10 gp	160
Spirit-sealing fulu	Fulu	10 gp	160
Venomous cure fulu	Fulu	10 gp	161
Retrieval prism	Talisman	12 gp	176
3rd-Level Permanent Items	Category	Price	Page
Codebreaker's parchment	Held	45 gp	182
Keymaking tools	Held	55 gp	186
Flaming star	Spellheart	55 gp	170
Grim sandglass	Spellheart	55 gp	171
Perfect droplet	Spellheart	55 gp	171
Trinity geode	Spellheart	60 gp	171
Familiar tattoo	Tattoo	60 gp	164
Backfire mantle	Worn	45 gp	179
Glasses of sociability	Worn	60 gp	185
4th-Level Consumables	Category	Price	Page
Dazzling rosary	Catalyst	15 gp	168
Magical lock fulu	Fulu	15 gp	160
Dragonbone arrowhead	Talisman	20 gp	173
4th-Level Permanent Items	Category	Price	Page
Deck of mischief ^U	Held	75 gp	183
Bane ^U	Rune	100 gp	180
Five-feather wreath	Spellheart	90 gp	170
5th-Level Consumables	Category	Price	Page
Golden chrysalis	Ammunition	27 gp	174
Firestarter pellets	Catalyst	25 gp	168
Healer's gel, lesser	Catalyst	25 gp	168
Shimmering dust	Catalyst	25 gp	169
Thunderbird tuft, moderate	Catalyst	25 gp	169
Apotropaic fulu	Fulu	25 gp	159
Fulu of the drunken monkey	Fulu	25 gp	159
Fulu of the stoic ox	Fulu	25 gp	159
Tracking fulu	Fulu	25 gp	161
Fu water	Potion	21 gp	161
Eye of enlightenment	Talisman	25 gp	173
5th-Level Permanent Items	Category	Price	Page
Instructions for Lasting Agony	Grimoire	200 gp	163
Burr shield	Shield	160 gp	181
Warding tattoo	Tattoo	140 gp	165

Auspicious scepter	Weapon	150 gp	179
6th-Level Consumables	Category	Price	Page
Dispersing bullet	Ammunition	50 gp	173
Shortbread spy ^U	Consumable	40 gp	176
Fulus of concealment	Fulu	40 gp	159
Ghostbane fulu	Fulu	40 gp	160
Restful sleep fulu	Fulu	32 gp	160
Binding coil	Talisman	50 gp	173
6th-Level Permanent Items	Category	Price	Page
Bestiary of Metamorphosis	Grimoire	210 gp	162
Codex of Unimpeded Sight	Grimoire	215 gp	162
Endless Grimoire	Grimoire	230 gp	162
Storyteller's Opus	Grimoire	230 gp	163
Deck of illusions ^U	Held	200 gp	182
Staff of the desert winds	Staff	230 gp	190
Warding tattoo, trail	Tattoo	250 gp	165
Warding tattoo, wave	Tattoo	220 gp	165
Chatterer of follies ^U	Weapon	200 gp	181
Conflagration club	Weapon	250 gp	182
7th-Level Consumables	Category	Price	Page
Dimensional knot	Catalyst	60 gp	168
Topology protoplasm	Oil	70 gp	176
7th-Level Permanent Items	Category	Price	Page
Collar of the eternal bond	Eidolon	330 gp	182
Jar of shifting sands	Held	320 gp	186
Restful tent	Other	320 gp	188
Staff-storing shield	Shield	350 gp	190
Staff of nature's cunning	Staff	250 gp	167
Warding tattoo, fiend ^U	Tattoo	300 gp	165
Guiding star	Weapon	325 gp	185
8th-Level Consumables	Category	Price	Page
Detect anathema fulu ^U	Fulu	100 gp	159
Potion of shared life	Potion	95 gp	175
Orchestral brooch	Talisman	100 gp	174
Stormfeather	Talisman	100 gp	176
8th-Level Permanent Items	Category	Price	Page
Spellbook of	Grimoire	420 gp	163
Redundant Enchantment			
Summoning handscroll	Grimoire	480 gp	163
Warding tablets	Grimoire	450 gp	163
Five-feather wreath, greater	Spellheart	425 gp	170
Flaming star, greater	Spellheart	425 gp	170
Grim sandglass, greater	Spellheart	450 gp	171
Perfect droplet, greater	Spellheart	450 gp	171
Trinity geode, greater	Spellheart	460 gp	171
Hundred-moth caress	Weapon	475 gp	185
Backfire mantle, greater	Worn	430 gp	179
9th-Level Consumables	Category	Price	Page
Healer's gel, moderate	Catalyst	125 gp	168
Noxious incense	Catalyst	125 gp	169
Thunderbird tuft, greater	Catalyst	125 gp	169

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Rebound fulu	Fulu	125 gp	160
Ghostly portal paint ^U	Oil	120 gp	173
Potion of minute echoes	Potion	125 gp	175
9th-Level Permanent Items	Category	Price	Page
Anointed waterskin	Held	600 gp	179
Fulu compendium ^U	Held	550 gp	161
Thousand-blade thesis ^U	Held	600 gp	191
Extending	Rune	700 gp	184
Sonic tuning mace	Weapon	700 gp	189
10th-Level Consumables	Category	Price	Page
Firestarter pellets, greater	Catalyst	175 gp	168
Spirit-sealing fulu, greater	Fulu	155 gp	160
Potion of grounding	Potion	185 gp	174
Potion of stable form	Potion	180 gp	175
Retrieval prism, greater	Talisman	200 gp	176
10th-Level Permanent Items	Category	Price	Page
Book of Lingering Blaze	Grimoire	900 gp	162
Endless Grimoire, greater	Grimoire	900 gp	162
Codebreaker's parchment	Held	950 gp	182
Impactful	Rune	1,000 gp	185
North wind's night verse ^U	Weapon	900 gp	187
South wind's scorch song ^U	Weapon	900 gp	190
Shadow signet	Worn	1,000 gp	189
Specialist's ring	Worn	1,000 gp	190
11th-Level Consumables	Category	Price	Page
Resonating ammunition	Ammunition	1,200 gp	175
Lion claw	Talisman	300 gp	174
11th-Level Permanent Items	Category	Price	Page
Staff-storing shield, greater	Shield	1,300 gp	190
Staff of nature's cunning, greater	Staff	1,400 gp	167
Buzzsaw axe	Weapon	1,400 gp	181
Gloaming shard	Weapon	1,400 gp	185
12th-Level Consumables	Category	Price	Page
Phoenix flask	Potion	350 gp	174
12th-Level Permanent Items	Category	Price	Page
Stampede medallion	Eidolon	1,800 gp	190
Codex of Unimpeded Sight, greater	Grimoire	1,800 gp	162
Brilliant	Rune	2,000 gp	180
Five-feather wreath, major	Spellheart	1,750 gp	170
Flaming star, major	Spellheart	1,750 gp	170
Grim sandglass, major	Spellheart	2,000 gp	171
Perfect droplet, major	Spellheart	1,800 gp	171
Trinity geode, major	Spellheart	1,900 gp	171
Staff of the desert winds, greater	Staff	1,750 gp	190
Rune of sin ^U	Tattoo	1,700 gp	165
Hat of many minds	Worn	1,800 gp	185
13th-Level Consumables	Category	Price	Page
Force tiles	Catalyst	525 gp	168
Healer's gel, greater	Catalyst	500 gp	168

Thunderbird tuft, major	Catalyst	500 gp	169
Binding coil, greater	Talisman	450 gp	173
13th-Level Permanent Items	Category	Price	Page
Invisible chain shirt	Armor	2,750 gp	186
Extending, greater	Rune	3,000 gp	184
Blade of four energies	Weapon	3,000 gp	180
Sonic tuning mace, greater	Weapon	3,000 gp	189
14th-Level Consumables	Category	Price	Page
Noxious incense, greater	Catalyst	750 gp	169
Vapor sphere	Talisman	900 gp	176
14th-Level Permanent Items	Category	Price	Page
Endless Grimoire, major	Grimoire	4,000 gp	162
Ouroboros flail	Weapon	4,400 gp	187
Singing shortbow	Weapon	4,500 gp	189
15th-Level Consumables	Category	Price	Page
Firestarter pellets, major	Catalyst	1,200 gp	168
15th-Level Permanent Items	Category	Price	Page
Stampede medallion, greater	Eidolon	6,200 gp	190
Staff-storing shield, major	Shield	5,500 gp	190
Staff of nature's cunning, major	Staff	6,500 gp	167
Buzzsaw axe, greater	Weapon	6,250 gp	181
16th-Level Consumables	Category	Price	Page
Stormbreaker fulu ^U	Fulu	1,900 gp	161
Potion of stable form, greater	Potion	1,800 gp	175
16th-Level Permanent Items	Category	Price	Page
Staff of the desert winds, major	Staff	10,000 gp	190
17th-Level Permanent Items	Category	Price	Page
Codebreaker's parchment, major	Held	14,500 gp	182
Impactful, greater	Rune	15,000 gp	185
Ouroboros flail, greater	Weapon	15,000 gp	187
18th-Level Permanent Items	Category	Price	Page
Archivist's gaze	Apex	24,000 gp	179
Emberheart	Apex	24,000 gp	184
Mask of allure	Apex	24,000 gp	186
Mercurial mantle	Apex	24,000 gp	187
Sage's lash	Apex	24,000 gp	189
Titan's grasp	Apex	24,000 gp	191
Stampede medallion, major	Eidolon	21,000 gp	190
Endless Grimoire, true	Grimoire	23,000 gp	162
Brilliant, greater	Rune	24,000 gp	180
Blade of four energies, greater	Weapon	20,000 gp	180
Singing shortbow, greater	Weapon	22,500 gp	189
20th-Level Permanent Items	Category	Price	Page
Rebounding breastplate	Armor	70,000 gp	188
Staff-storing shield, true	Shield	55,000 gp	190
Staff of the desert winds, true	Staff	70,000 gp	190
Buzzsaw axe, major	Weapon	65,000 gp	181
Ouroboros flail, major	Weapon	65,000 gp	187



FULUS

These rectangular paper charms originate from the temples of Tian Xia, where priests provide them to ward a homestead or protect travelers on the road. Others use fulus in rituals, summoning spirits to aid them in cleansing evil.



Many regional variants of fulus, each of which carries a different name, exist throughout Tian Xia. The workings behind the writings remained a secret until scholars correctly deduced that the charms were, in fact, edicts that commanded magic to act in the fashion prescribed by the talisman. Deciphering these writings allowed for the creation of fulus that draw power from sources as diverse as a witch's patron, an arcane legacy, or the changing of the seasons. For the creative adventurer, this lightweight paper makes a versatile tool with many potential applications.

FULU RULES

Fulu: Fulus are small paper charms that can be affixed to a suit of armor, a shield, a weapon, a creature, or even a structure. Some fulus are composed of multiple such charms, taking effect only once all have been affixed. Normal fulus have effects immediately once affixed, while fulu talismans have an effect only once activated. Once a fulu has been activated, it lasts for the given duration and then burns out. Unless otherwise noted, fulus expire one year after being created, reverting to mundane paper.

All fulus have the fulu and consumable traits. Fulus also have a tradition trait—either arcane, divine, occult or primal—determined by the magical tradition of its creator. For example, a fulu created by a priest would have the divine trait, whereas a witch who dabbles in fate might create a fulu with the occult trait. Some fulus also have the talisman trait, if they work similarly to talismans (such as being affixed to a suit of armor, a shield, or a weapon).

Each fulu's stat block indicates the type of item or creature it can be affixed to. Affixing or removing a fulu requires using the Affix a Fulu activity, or the Affix a Talisman action instead if the fulu is also a talisman.

USING FULUS

Beyond fulu talismans, non-talisman fulus can be affixed or removed easily, though removing a fulu causes it to immediately burn out. The paper is fragile, easily destroyed by hazards such as water, fire, or an observant enemy when either unattended

or affixed to the ground or a structure. Fulus that are also talismans use the normal rules for Affixing and removing talismans instead of the action presented here.

AFFIX A FULU ◆

MANIPULATE

You affix a fulu to an armor, weapon, shield, creature, or structure that's beside or in the same square as you. A creature can remove a fulu from itself or an unattended object in its reach with a single action.

CRAFTING A FULU

Fulu can be created using the Crafting skill like any other magic item, and they have a batch size of four, meaning you can Craft four copies of the same fulu at a time. A fulu's script consists of symbols citing the person or place from which the fulu draws power, a symbol of command, details of the desired effect, and other formulaic elements to complete the charm. Each part is written as the crafter recites a spell mantra, with the crafter's powers and magic essences weaving into the ink and paper. As creating a fulu requires knowledge of these mantras, a fulu can't be disassembled to learn its formula like many other items—the formula for a fulu can be learned only firsthand.

Unlike most items, the ritualistic aspect of fulus' creation allows the creator to expedite the process, though doing so decreases the fulus' stability. A character with the formula for a fulu can Craft up to four fulus for their full price in a single day of downtime, rather than taking four days as normal for the Craft downtime activity. However, if they do so, the fulus only last for a month, rather than a year. This is perfect for fulus you expect to use soon after Crafting them, as in that case, there isn't much difference between a month and a year.

FULUS

The following are some of the fulus most frequently seen in temples and on armors and weapons. While divine fulus are most common on Golarion, fulus of all traditions are generally available, so the fulus in this section list the magical trait as a placeholder.

APOTROPAIC FULU

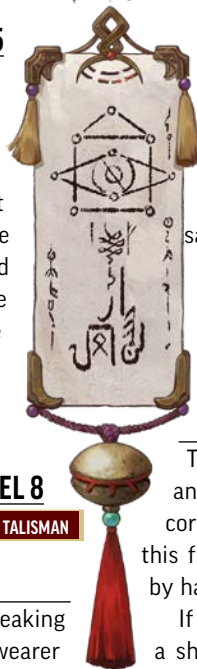
LEVEL 5

ABJURATION CONSUMABLE FULU MAGICAL

Price 25 gp

Usage affixed over an entrance; **Bulk** –

This unassuming yellow paper, affixed above a door or gate, flickers in the light. Pick an alignment trait: chaotic, good, lawful, or evil. When a creature with the opposing alignment trait of the fulu (good for an evil fulu, and so on) passes through the entrance, it must succeed at a DC 17 Fortitude save or become sickened 2; regardless of whether they succeed, the creature becomes temporarily immune for 1 day.



DETECT ANATHEMA FULU

LEVEL 8

UNCOMMON ABJURATION CONSUMABLE FULU MAGICAL TALISMAN

Price 100 gp

Usage affixed to armor; **Bulk** –

Given to undisciplined acolytes at risk of breaking their vows, this fulu activates on its own if its wearer begins to perform an act anathema to a specific deity or cause, decided at the time of crafting. The fulu heats up when activated, giving you enough warning to correct your actions; if you proceed, the fulu immolates in a burst of flame. This deals 4d6 fire damage and brands your skin until you receive an appropriate *atone* ritual. Either way, activating the fulu consumes it.

FULUS OF CONCEALMENT

LEVEL 6

CONSUMABLE FULU ILLUSION MAGICAL

Price 40 gp

Usage affixed to the ground in four spaces along a 10-foot radius circle; **Bulk** –

Duration 1 hour

This fulu comes in four pieces, one placed in each cardinal direction. Choose one of the following traits when Activating the fulus: animal, beast, celestial, fey, fiend, humanoid, monitor, plant, or undead. Those within the fulus' circle upon activation (including the fulus themselves) gain the effect of *invisibility sphere*, but only against creatures with the chosen trait. If any of the fulus are moved or destroyed after activation, the effect ends.



FULU OF THE DRUNKEN MONKEY

LEVEL 5

ABJURATION CONSUMABLE FULU MAGICAL TALISMAN

Price 25 gp

Usage affixed to armor; **Bulk** –

Activate ♦ envision; **Trigger** You attempt a Fortitude save against an ingested poison.

The monkey on this fulu sits on the point of the armor just over the bearer's stomach, happily drinking any intoxicants that come flowing down. When you activate

the fulu, you gain a +2 status bonus on the triggering Fortitude save and on Fortitude saves against the same poison for the next minute.

If the triggering poison was normal alcohol, you instead automatically succeed at the triggering save and gain a +4 status bonus on saves against alcohol for 1 minute.

FULU OF FIRE SUPPRESSION

LEVEL 3

ABJURATION CONSUMABLE FULU MAGICAL

Price 10 gp

Usage affixed to a wall; **Bulk** –

Duration 1 week

The silver ink on this black paper charm ebbs in and out of sight, especially when caught out of the corner of your eye. Usually placed in the kitchen, this fulu slows the spread of fire in a 30-foot radius by half.

If the fulu itself catches fire, as it burns, it releases a shower of water in a 30-foot cone, automatically putting out non-magical fires in this area and attempting to counteract any magical fire effects with a +7 counteract modifier and a counteract level of 2; when this happens, the fulu's duration ends early.

FULU OF FLOOD SUPPRESSION

LEVEL 3

ABJURATION CONSUMABLE FULU MAGICAL

Price 10 gp

Usage affixed to a wall; **Bulk** –

Duration 1 week

This blue fulu bears dark ink that slowly swirls and twists about itself, expanding and contracting on the paper over the course of the day in time with the tides. This fulu is most effective in the lowest area of a building, or near the most valuable or least-waterproof items. They're often seen as the rainy season approaches, with demand spiking just before a particularly large storm hits.

The fulu slows the spread of flooding water in a 30-foot radius by half, repelling the remaining water away. If the fulu becomes submersed, as the ink dissolves in the water, it releases a rush of heat in a 10-foot emanation, harmlessly vaporizing non-magical water in this area into steam and attempting to counteract any magical water effects with a +7 counteract modifier and a counteract level of 2; when this happens, the fulu's duration ends early.

FULU OF THE STOIC OX

LEVEL 5

ABJURATION CONSUMABLE FULU MAGICAL TALISMAN

Price 25 gp

Usage affixed to armor; **Bulk** –

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REAL-LIFE USAGE

In the real world, "fulu" refers to two divine instruments found in Daoist traditions. "Fu" refers to warding talismans, and "lu" are writs for summoning divine soldiers or spirits; both can still be found in use by Daoist temples and folk religions. Unlike in Golarion, fulus that draw power from unrecognized divine figures or use ahistorical symbols are considered frauds. Some temples have attempted to reduce predatory appropriation by recording their talismans' meanings (though not how to create them) in informative manuals.

Activate ◇ **envision**; **Trigger** You attempt a Fortitude save against a disease.

The ox on this fulu rests vigilantly on the point of the armor right over the bearer's heart, protecting the bearer against diseases and safeguarding their health. When you activate the fulu, you gain a +2 status bonus on the triggering Fortitude save and on all Fortitude saves against the same disease for the next minute.

GHOSTBANE FULU

LEVEL 6

CONSUMABLE FULU MAGICAL NECROMANCY TALISMAN TRANSMUTATION

Price 40 gp

Usage affixed to a weapon; **Bulk** –

Activate ◇ **envision**; **Trigger** You successfully Strike an incorporeal creature with the weapon to which the fulu is affixed, but you haven't rolled damage.

This white paper fulu bears red ink and attunes a weapon to the spiritual essence of an incorporeal creature. Upon activation, the weapon gains the benefit of the *ghost touch* property rune against the triggering incorporeal creature for 1 minute.

MAGICAL LOCK FULU

LEVEL 4

CONSUMABLE FULU MAGICAL TRANSMUTATION

Price 15 gp

Usage affixed to a door, window, or container; **Bulk** –

Duration 1 hour

The symbols on this fulu depict a lock and winding chains. Affixing this fulu over the seam or frame of the target locks it, even if it has no latch or existing lock.

As many as nine fulus can be applied to the same target. One fulu equates a poor lock (DC 15), three a simple lock (DC 20), and nine an average lock (DC 25).

MATCHMAKER FULU

LEVEL 3

CONSUMABLE ENCHANTMENT FORTUNE FULU MAGICAL TALISMAN

Price 10 gp

Usage affixed to armor; **Bulk** –

Activate ◇ **envision**; **Trigger** You attempt a Diplomacy check to Make an Impression.

This red fulu contains blessings for one's relationship from Shelyn, goddess of beauty and love. You get a +2 status bonus to the Diplomacy check, and if you roll a critical failure on the check, you get a failure instead.

REBOUND FULU

LEVEL 9

ABJURATION CONSUMABLE FULU MAGICAL TALISMAN

Price 125 gp

Usage affixed to a shield; **Bulk** –

Activate ◇ **envision**; **Trigger** You use the Shield Block reaction with the shield to which this fulu is affixed.

The bronze-colored ink on this pale, silvery talisman sharply reflects light, enough that it seems to glow. When you activate the fulu, it reflects your foe's violence back against them. The foe that triggered the Shield Block reaction takes damage equal to your shield's Hardness or the damage they would have dealt before the Shield Block reaction, whichever is less.

RESTFUL SLEEP FULU

LEVEL 6

CONSUMABLE ENCHANTMENT FULU MAGICAL NECROMANCY

Price 32 gp

Usage affixed to a creature; **Bulk** –

Activate ◇ **envision**

Duration 1 hour

This fulu depicts the five-spoke wheel of Qi Zhong, god of magic and medicine, and burns away slowly, like incense. If you fall asleep within the fulu's duration, you regain double the amount of Hit Points you usually gain from resting. You also gain a +2 status bonus to saves against mental effects that occur in your dreams, such as the *nightmare* spell.

SPIRIT-SEALING FULU

LEVEL 3+

CONSUMABLE FULU INCAPACITATION MAGICAL NECROMANCY

Usage affixed to one undead creature; **Bulk** –

Duration 1 round (or 4 rounds)

This classic fulu seals the negative energy within an undead, freezing it in its tracks. Upon affixing, the target undead must attempt a Will save or be paralyzed for 1 round.

Type *spirit-sealing fulu*; **Level** 3; **Price** 10 gp

The DC is 17.

Type *greater spirit-sealing fulu*; **Level** 10; **Price** 155 gp
The DC is 27. On a critical failure, the undead is paralyzed

for 4 rounds. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

STORMBREAKER FULU

ITEM 16

UNCOMMON ABJURATION CONSUMABLE FULU MAGICAL TALISMAN

Price 1,900 gp

Usage affixed to armor; Bulk –

Activate ♦ command; **Trigger** You would be forced to move, you would be teleported, or you would take cold, electricity, or sonic damage.

This unassuming paper tag is inscribed with magical symbols. When you activate the fulu, it vanishes in a wisp of cloud, and you gain resistance 15 to cold, electricity, and sonic damage until the end of your next turn. For that duration, you ignore difficult terrain from wind and weather, and you can't be forcibly moved or teleported unless the effect counteracts the fulu (DC 40). These protections apply against the triggering effect.

TRACKING FULU

LEVEL 5

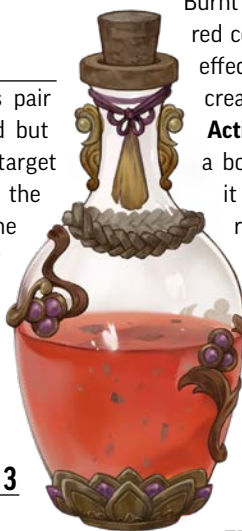
ABJURATION CONSUMABLE FULU MAGICAL

Price 25 gp

Usage affixed to creature or object; Bulk –

Activate ♦ envision

Used covertly by assassins and spies, this pair of fulus stick to one another when created but can be easily separated. Affix one fulu to a target before activating its pair. When activated, the unaffixed fulu flutters toward the affixed one at a speed of 30 feet per round, traveling for up to 1 hour and fluttering more rapidly the closer it comes to its pair. The unaffixed fulu always moves in a straight line towards the affixed fulu; it can't solve mazes or find its way through winding paths.



VENOMOUS CURE FULU

LEVEL 3

CONSUMABLE FULU MAGICAL NECROMANCY TALISMAN

Price 10 gp

Usage affixed to armor; Bulk –

Activate ♦ envision; **Trigger** You attempt a saving throw against an injected poison.

This green fulu depicts venomous creatures and vermin. When activated, the venom from the fulu fights against the venom in your system, granting you a +2 status bonus to the triggering saving throw.

FULU ITEMS

The following items are associated with fulus.

FU WATER

LEVEL 5

CONSUMABLE DIVINE GOOD NECROMANCY POTION SPLASH

Price 21 gp

CREATING YOUR OWN FULU

Many fulus replicate spell effects, functioning much like scrolls affixed onto the targets. As the GM, if you want to create a new fulu using this concept, in general, the number of fulus needed to replicate a spell is the same as the number of actions required to Cast the Spell. You can draw that full set of fulus into one hand with the same Interact action. While this means affixing time is equal to casting time, the fulus don't need to be affixed on the same turn, so take that into account when deciding whether or how to build a particular fulu. If a spell has more than three targets, such as a heightened *remove fear*, you might allow for the creation of a fulu that's affixed to the ground and that affects targets within a certain distance once a character places the last one.

Usage held in 1 hand; Bulk –

Burnt fulu ashes float in this liquid, lending a distinctive red color and imparting it with a variety of purifying effects. Unlike many fulu items, *fu water* must be created using divine magic.

Activate ♦ Interact; **Effect** This potion functions as a bottle of *holy water*. Like *holy water*, you throw it as a Strike. It's a simple thrown weapon with a range increment of 20 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it.

Activate ♦ Interact; **Effect** You drink the *fu water* to counteract ailments within yourself. Attempt a counteract check with a +9 counteract modifier and a counteract level of 3 against one effect that imposes the confused, fascinated, frightened, or stupefied condition. You are then sickened 1.

FULU COMPENDIUM

LEVEL 9

UNCOMMON MAGICAL NECROMANCY

Price 550 gp

This pamphlet-sized book records the various symbols seen on fulu and also contains some ready-made magic on a special page that restores itself every day at sunrise. Using the compendium as a reference grants a +2 item bonus to any skill checks to determine a fulu's function or authenticity.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** You rip a page from the fulu compendium and cast it in a wide arc; as it flies in that arc, it multiplies into a storm of fulus. All undead creatures in a 30-foot emanation are affected by a *spirit-sealing fulu* with a save DC of 25.

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GRIMOIRES

Spellbooks are useful tools for any magic user to write down incantations and runes of power, but where most spellbooks are nothing more than ink on parchment, grimoires have absorbed the magic of the spells within—magic that knowledgeable spellcasters can use to augment their spells.

Most grimoires can hold up to 100 spells, like any spellbook, but allow spellcasters to erase spells written by a book's previous owner in favor of spells that employ their own magical formulas. If a spellcaster wants to transfer their spells from one of their spellbooks to a grimoire, they can conduct a simple, 1-minute ritual with the two books to cause the spells to vanish from their spellbook and appear in the grimoire.

If you prepare spells (whether from your class features, like a cleric or wizard, or from a special feat or ability, like the Esoteric Polymath bard feat), you can study a grimoire during your daily preparations to enhance one or more of the spells within. Until your next daily preparations, you gain the ability to Activate the grimoire. As you've already absorbed the power from the grimoire during your daily preparations, you can Activate it even if you later lose possession of the book itself. Grimoires' benefits apply only to spells cast via spell slots—not cantrips, focus spells, or innate spells. No one can use more than one grimoire per day, nor can a grimoire be used by more than one person per day.

GRIMOIRES

A few of the grimoires known to exist are listed here.

BESTIARY OF METAMORPHOSIS

ITEM 6

GRIMOIRE MAGICAL TRANSMUTATION

Price 210 gp

Bulk L

This grimoire fancifully illustrates the spells you inscribe within it with illuminated drawings of creatures that have never existed, the pictures changing to depict new ones from time to time.

Activate ◆ envision (polymorph, transmutation); **Frequency** once per day; **Requirements** You're under the effect of a polymorph spell you prepared from this grimoire that offers a choice of multiple forms; **Effect** You transform into a different form allowed by the polymorph by bending

and molding the spell's energy. This reduces the spell's remaining duration by half.

BOOK OF LINGERING BLAZE

ITEM 10

EVOCATION GRIMOIRE MAGICAL

Price 900 gp

Bulk L

The common saying, "Where there is progress in the field of magic, there is always someone who uses it to set things on fire," is engraved in gold on the cover of this red spellbook.

Activate ◆ envision (metamagic); **Frequency** once per day;

Effect If your next action is to cast an evocation spell dealing fire damage that you prepared from this grimoire, you superheat the flames, allowing the spell to ignore up to 10 resistance to fire of creatures affected by the spell.

CODEX OF UNIMPEDED SIGHT

DIVINATION GRIMOIRE MAGICAL

Bulk L

A female figure peers through her blindfold from the cover of this stately tome.

Activate ◆ envision; **Frequency** once per day; **Requirements** Your last action was to cast a divination spell prepared from this grimoire; **Effect** The grimoire offers you a glimpse into the truth of things. Seek or Recall Knowledge.

Type Codex of Unimpeded Sight; **Level** 6;

Price 215 gp

Type greater Codex of Unimpeded Sight; **Level** 12; **Price** 1,800 gp

The frequency of the activation is once per hour instead of once per day. When you use it, you gain a +1 item bonus on your Perception check to Seek or skill check to Recall Knowledge.

ENDLESS GRIMOIRE

ITEM 6+

DIVINATION GRIMOIRE MAGICAL

Bulk L

When opened, this grimoire has unlimited pages that, oddly, seem almost eager to transcribe spells. Unlike most grimoires, it has no limits to its number of spells. The grimoire's eagerness to contain your spells grants you a



+1 item bonus to checks to Learn a Spell if you do so by transcribing the spell into the grimoire. If you use the grimoire during your daily preparations and are capable of preparing spells of the appropriate level, the grimoire's nature leaks into your mind, allowing you to prepare an additional 1st-level spell.

Type *Endless Grimoire*; **Level** 6; **Price** 230 gp

Type *greater Endless Grimoire*; **Level** 10; **Price** 900 gp

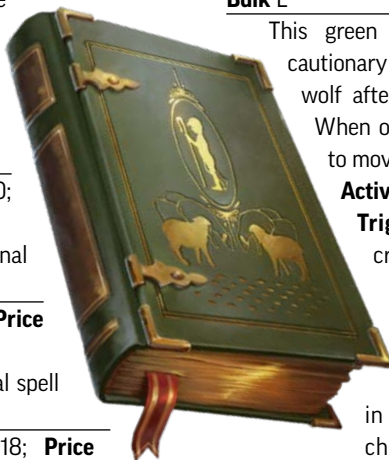
The item bonus is +2, and the additional spell is 3rd level.

Type *major Endless Grimoire*; **Level** 14; **Price** 4,000 gp

The item bonus is +2, and the additional spell is 5th level.

Type *true Endless Grimoire*; **Level** 18; **Price** 23,000 gp

The item bonus is +3, and the additional spell is 7th level.



STORYTELLER'S OPUS

ITEM 6

GRIMOIRE **ILLUSION** **MAGICAL**

Price 230 gp

Bulk L

This green spellbook with gold trim contains a cautionary story about a boy who was eaten by a wolf after he previously lied about wolf attacks. When opened, the engravings on the front seem to move in a loop, enacting this story.

Activate envision; **Frequency** once per day;

Trigger A creature succeeds, but doesn't critically succeed, at a Perception check to disbelieve an illusion spell you prepared from this grimoire;

Effect You quickly tell a fib to try to smooth over the inconsistencies in your illusion. Attempt a Deception check against the triggering creature's

Perception DC. If you succeed, the creature doesn't disbelieve the illusion.

INSTRUCTIONS FOR LASTING AGONY

ITEM 5

GRIMOIRE **MAGICAL** **NECROMANCY**

Price 200 gp

Bulk L

This worn and stained manual emits a chill when opened.

Activate envision (metamagic);

Frequency once per day; **Effect** If your next action is to cast a harmful necromancy spell that you prepared from this grimoire and that allows a saving throw, you warp and twist negative energy into the spell to cause intense pain. If the target fails its saving throw against the spell, it becomes sickened 1 by the pain.



SUMMONING HANDSCROLL

ITEM 8

CONJURATION **GRIMOIRE** **MAGICAL**

Price 480 gp

Bulk L

Classic summoning circles are engraved into the batons of this massive papyrus scroll.

Activate envision (metamagic); **Frequency** once per day; **Effect** If your next action is to cast a conjuration spell prepared from this spellbook that summons one or more creatures, you infuse one of the summoned creatures with the spell's energies, causing it to arrive with 10 temporary Hit Points that last for up to 1 minute.

SPELLBOOK OF REDUNDANT ENCHANTMENT

ITEM 8

ENCHANTMENT **GRIMOIRE** **MAGICAL**

Price 420 gp

Bulk L

When opening the book, whispers can be heard on the wind, or laughter rings in the distance.

Activate envision; **Frequency** once per day;

Trigger You cast an enchantment spell prepared from this grimoire that has no effect because all targets critically succeeded on their saving throws; **Effect** You quickly divert the failed enchantment energy into yourself to retain your favored spell in place of another. You lose another spell you prepared of an equal or higher level to the triggering enchantment spell but retain the ability to cast the enchantment spell again.

WARDING TABLETS

ITEM 8

ABJURATION **GRIMOIRE** **MAGICAL**

Price 450 gp

Bulk L

This grimoire takes the form of a series of baked clay tablets. Any text inked upon it turns swiftly into carved depressions.

Activate envision (metamagic); **Frequency** once per day; **Effect** If your next action is to cast a beneficial abjuration spell on yourself or a single ally, you use the tablets' power to infuse the warding with additional abjurations and attempt to remove a harmful effect. Your spell attempts to counteract a harmful spell effect of your choice on the target. This isn't without risks, however. If your attempt fails to remove the harmful effect, the warding energy is consumed by the unyielding malediction, and you lose the abjuration spell's normal effects.

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MAGICAL TATTOOS

Tattoos carry great significance for many who practice the art. Tattooing can be an intimate process loaded with meaning and emotion—an honored practice of a culture, a ceremony of supernatural importance, a permanent commitment to a cause—signifying a bit of personal decoration or self-expression, or both. Some tattoos can even instill magic into your very skin. Even more so than others, these tattoos aren't given lightly, nor should they be accepted lightly.

Tattooing is a precise art, and making magical tattoos requires developing a special rapport between the artist and their living canvas. For this reason, it can be difficult to find someone to ink a magical tattoo on your body. (Consequently, most magical tattoos other than the ones appearing here are uncommon.) Securing such services might require a person to achieve notable deeds, become a member of a community, or prove their character and commitment to the artist.

Most magical tattooing requires the same tools as traditional methods, just using magical inks and, sometimes, magical implements, such as needles, bone tattooing rakes, or the like. Some processes, including certain traditional Varisian methods, etch the magic directly into the skin without puncturing it. The pain remains the same.

TATTOOING RULES

To craft a magical tattoo, you must be able to craft magic items and have a specialty in tattooing. You can attain these requirements by taking the Tattoo Artist skill feat below, or you can take both the Magical Crafting and Specialty Crafting skill feats, choosing artistry as your specialty.

TATTOO ARTIST

GENERAL SKILL

Prerequisites trained in Crafting

You can craft tattoos, including magical tattoos. When you select this feat, you gain the formulas for four common magical tattoos of 2nd level or lower. You gain a +1 circumstance bonus to Crafting checks to Craft tattoos. If you're a master in Crafting, this bonus increases to +2.

CRAFTING A TATTOO

Inking a magical tattoo onto a creature is much like etching a rune onto an item. The tattooist uses the Craft activity, and the subject must be present throughout the process. The tattooist must meet any special Craft

requirements, and they can ink only one tattoo at a time. Not only does a magical tattoo not have any effect until the Craft activity is complete, but it also requires a healing period. Though this time frame can last up to a month, applying magical or alchemical healing can shorten it to as little as a day.

THE TATTOO TRAIT

A magical tattoo has the tattoo trait. It's permanently a part of the subject's body, and reduces the number of items that creature can invest per day by 1. Each tattoo has the invested trait to indicate this limitation—a magical tattoo is like an invested item that the tattooed creature has no choice but to invest. If the tattoo loses its magic or is destroyed, it no longer reduces your investiture.

Just like a physical magic item, a magical tattoo can be counteracted by spells like *dispel magic* or *disjunction*. If destroyed, the tattoo fades from the skin.

If a creature gets a new magical tattoo when their limit on invested items has already been reduced to zero, the new tattoo's magic fails to take hold, and it becomes a non-magical tattoo instead. However, a tattooist can alter an existing tattoo when they Craft a tattoo, modifying the old one into a different magical tattoo and removing the old effect. Magical tattoos can usually be upgraded into their greater versions (*Core Rulebook* 535) by having a tattooist add to or modify the existing tattoo.

TATTOOS

FAMILIAR TATTOO

ITEM 3

INVESTED MAGICAL TATTOO TRANSMUTATION

Price 60 gp

Usage tattooed on the body; **Bulk** –

This tattoo typically consists of an image of a small animal or of a familiar's name written in runes. Your familiar can

meld into your *familiar tattoo* to be carried in your skin. The familiar must spend a single action, which has the magical, move, and transmutation traits, to meld into or exit your tattoo. It must be adjacent to you to meld into your tattoo, and it exits your tattoo in an open space adjacent to you. Any of the familiar's companion items remain on it, but it can't carry any other items with it. This tattoo is non-magical if you don't have a familiar or if your familiar doesn't remain present for the entire tattooing process. If your familiar dies, this tattoo loses its magic and becomes a mundane tattoo.

RUNE OF SIN

ITEM 12

UNCOMMON ARCANE INVESTED TATTOO

Price 1,700 gp

Usage tattooed on the body; **Bulk** –

This jagged glyph, one of the Thassilonian runes of sin (page 238), reacts to magic of a particular school (there's no rune for divination, as it was considered lesser within sin magic). When you Cast a Spell of the school matching the sin, you gain resistance 5 to damage from spells until the start of your next turn. This resistance is increased to 7 against spells of the matching school. This tattoo has the school trait matching the rune: abjuration for envy, necromancy for gluttony, transmutation for greed, enchantment for lust, illusion for pride, conjuration for sloth, and evocation for wrath.

WARDING TATTOO

ITEM 5+

ABJURATION INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Many cultures of Golarion have a tattoo to turn away harm; as such, warding tattoos often resemble whichever dangers are most common to the culture, such as a wild beast or a whirlpool in the high seas of the Shackles.

Activate ☞ **envision**; **Frequency** once per day; **Trigger** An enemy, hazard, or the environment makes an attack against your AC, requires you to attempt a saving throw, or causes you to take damage automatically; **Effect** Until the end of the current turn, against the triggering effect, you gain a +1 status bonus to AC and saving throws and gain resistance 2 to damage.

Type warding tattoo; **Level** 5; **Price** 140 gp

Type trail warding tattoo; **Level** 6; **Price** 250 gp

You gain resistance 2 to damage from hazardous terrain and environmental hazards at all times, which increases to 5 when the tattoo is activated.

Type wave warding tattoo; **Level** 6; **Price** 220 gp

In addition to the normal triggers, you can activate the tattoo when you enter an environment where you can't breathe. When you activate the tattoo, it casts *air bubble* on you, in addition to the other effects.

Type fiend warding tattoo (uncommon); **Level** 7; **Price** 300 gp

You gain resistance 2 to spells cast by fiends and magical attacks by fiends, which increases to 5 when the tattoo is activated.

CULTURAL TATTOOS

Tattoos are commonplace in many societies on Golarion but hold greater meanings in certain cultures. Notable tattooing traditions of the Inner Sea include the following.

Shoanti mark their coming of age with a tattoo at the same time that they get their full name. Shoanti magical tattoos emphasize practicality, typically featuring spells to enhance survival, help in the hunt, or grant divinatory guidance. The specific patterns vary depending on the quah, such as symbols of night for the Lyrune-Quah or bones and skulls for the Skoan-Quah.

Varisians frequently get tattoos, with individuals choosing images that fit their tastes or tell their story. However, a few symbols are common: seven-pointed stars, butterflies and other creatures associated with freedom, and objects associated with the arts. Seven special symbols represent the schools of magic: *avaria* (transmutation), *avidais* (abjuration), *carnasia* (enchantment), *idolis* (conjuration), *ragario* (evocation), *vangloris* (illusion), and *voratalo* (necromancy).

Thassilonians acquire runic tattoos, typically of the seven schools of rune magic (page 238). Though these magical tattoos were originally considered a path to power rather than an aesthetic, spiritual, or cultural marker, in New Thassilon, they've taken on new meaning. Many New Thassilonians, displaced through time as they are, imitate these tattoos as a way to reconnect with their culture—even if the tattoos don't contain any magic.

Varki women of northern Avistan practice tattooing traditions to mark milestones and accomplishments in their lives. The geometric markings on their faces, hands, and wrists remain visible even in the cold-weather clothing they wear most of the time.

Seafarers, including Bonuwat traders, Taotake navigators, and the pirates of the Shackles, get tattoos to commemorate voyages or to map journeys. These tattoos can be highly varied, and artists collect them from a variety of cultures with a plentitude of tattooing techniques.

Orcs endure painful tattooing processes to show their endurance, bravery, and coming of age. They mostly avoid representational tattoos, preferring striking patterns and designs, especially those that accentuate the shapes of their scars. Orcs in the Mwangi expanse rely on magical tattoos to ward them against the magic of the demons prevalent in their lands. The blessed tattoo on page 92 of *Lost Omens World Guide* is similar to the magical tattoos presented here and protects against demons.

Human Tattoo Feats

Many Varisian and New Thassilonian tattooing traditions are represented by feats in *Lost Omens Character Guide* that create arcane tattoos: Arcane Tattoos (page 11), Ornate Tattoo (page 13), and Virtue-Forged Tattoos (page 14).

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PERSONAL STAVES

When the local shops' offerings don't quite match up with the needs of an adventuring spellcaster, they might want to make their own staff to reflect their personal brand of magic. Doing so isn't easy, and only a chosen few know the techniques to create a brand new staff.

A custom staff is always unique, and you need your GM's permission to create one and introduce it to your game.

CREATING A PERSONAL STAFF

Establishing magical pathways to turn a simple piece of wood or metal into a staff is no simple matter. Without some structure to bind multiple disparate spells to a single staff, the magic would surely fail. Thus, a custom staff must always be created around a single trait. For example, an elemental trait (air, earth, fire, or water), energy trait (acid, cold, electricity, fire, sonic, positive, negative, or force), alignment trait, the detection trait, the light trait, and so on. The staff and its spells must have the trait. A few traits are too broad to use, including incapacitation and the traits for spell schools and traditions. The GM might add others to this list.

DETERMINING LEVEL AND PRICE

Your level sets a personal staff's maximum item level, which determines the Price and the number and level of spells the staff can have, as shown on the table below.

PICKING YOUR SPELLS

Once you've decided the trait, choose the spells to inscribe. They must share the trait you chose for the staff. For instance, your undead sorcerer might create a *deep sea staff* themed around the water trait, inscribing it with spells such as *create water* and *hydraulic push*.

You can inscribe a number of common spells on the staff depending on its level, as shown on the table below. You can place the same spell into the staff at multiple levels to provide heightened versions, though doing so

uses up one of your picks for that spell level. You can add a spell you can't cast to a staff by supplying a casting of it via another caster or by using Trick Magic Item; however, since you can cast a spell from a staff only if it's on your spell list, this option isn't useful for most characters.

EXAMPLE

Lini, a 15th-level druid, wants to create a staff to interact with the plants she encounters. She chooses the plant trait to represent that theme. Next, she selects some common spells for the staff, starting with one cantrip and adding one or two spells at each level, up to the staff's maximum spell level. To build a 15th-level staff with 6th-level spells, she selects the following combination of spells:

Cantrip: *tanglefoot*

1st: *protector tree*, *shillelagh*

2nd: *entangle*, *shape wood*

3rd: *tree shape*, *wall of thorns*

4th: *barkskin*, *speak with plants*

5th: *plant form*, *wall of thorns*

6th: *nature's reprisal*, *plant form*

Note that some of these spells are duplicates of lower-level spells, which can be a great way to fill in levels if new spells don't appeal to you. It's usually best to choose a spell for one of these slots that has an extra benefit when heightened (such as *plant form* giving you better statistics), but even if you don't find a spell with such a benefit, it's worth filling every open slot.

CRAFTING THE STAFF

Once you've themed and designed your staff, you can craft it with the following the guidelines, along with previously established rules for crafting magical items.

TABLE 4-2: PERSONAL STAVES

Staff Level	Maximum Spells Price	Cantrip	1st	2nd	3rd	4th	5th	6th	7th	8th
5	160 gp	1	2	—	—	—	—	—	—	—
7	250 gp	1	2	2	—	—	—	—	—	—
9	700 gp	1	2	2	2	—	—	—	—	—
11	1,400 gp	1	2	2	2	2	—	—	—	—
13	3,000 gp	1	2	2	2	2	2	—	—	—
15	6,500 gp	1	2	2	2	2	2	2	—	—
17	15,000 gp	1	2	2	2	2	2	2	2	—
19	40,000 gp	1	2	2	2	2	2	2	2	2

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As with normal staves, one casting of all listed levels of all spells in the staff must be provided during Crafting.

Choose a magical school for your staff from among the schools the spells on it have. Pick the one that best reflects the spells, usually the one most shared among them. You can optionally give your staff a trait for one magic tradition, instead of the magical trait, if the staff is fully steeped in that tradition and contains spells only from that tradition's spell list.

You still need to Craft the staff. If you're not good at Crafting, you can have somebody use the Craft activity for you, but you must be present the whole time. Since the creation of a custom staff is rare, you and the GM might decide to have a special quest for esoteric ingredients and methods as part of the story.

EXAMPLE

Lini selected mostly transmutation spells for her staff, so she chooses the transmutation trait. She could give it the primal trait, but chooses to keep it open with the magical trait, much like the *verdant staff* in the *Core Rulebook*.

To Craft the staff, Lini follows the normal rules. She provides 3,250 gp in raw materials, spends 4 days at work, and attempts a Crafting check. Each day she works on it, she prepares the spells she needs to put into the staff given its Craft Requirements.

NAMING THE STAFF

When your staff is complete, give it a name—though skeptics might sneer, spellcasters believe that naming a staff upon creation will help it attune to its new master.

EXAMPLE

Lini christens her new creation *Lini's Leafstick*!

LINI'S LEAFSTICK

ITEM 15

UNIQUE MAGICAL PLANT STAFF TRANSMUTATION

Price 6,500 gp

Usage held in 1 hand; Bulk 1

Moss and winding vines give this gnarled staff of wild wood a vibrant green tinge. You created this staff to aid you in speaking to the plants you met on your adventure and beseeching them to come to your aid.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

- **Cantrip** *tanglefoot*
- **1st** *protector tree* (page 123), *shillelagh*
- **2nd** *entangle*, *shape wood*
- **3rd** *tree shape*, *wall of thorns*
- **4th** *barkskin*, *speak with plants*
- **5th** *plant form*, *wall of thorns*
- **6th** *nature's reprisal* (page 117), *plant form*

Craft Requirements Supply one casting of all listed levels of all listed spells.

STAFF OF NATURE'S CUNNING

You might want to take a version of the *Lini's Leafstick* for your own character or to give out as treasure in a campaign. To make that easier, here's a non-unique version with multiple types for different levels.

STAFF OF NATURE'S CUNNING ITEM 7+

MAGICAL PLANT STAFF TRANSMUTATION

Usage held in 1 hand; Bulk 1

Moss and winding vines give this gnarled staff of wild wood a vibrant green tinge. You created this staff to aid you in speaking to the plants you met on your adventure and beseeching them to come to your aid.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of nature's cunning*; **Level** 7; **Price** 250 gp

- **Cantrip** *tanglefoot*
- **1st** *protector tree* (page 123), *shillelagh*
- **2nd** *entangle*, *shape wood*

Type *greater staff of nature's cunning*; **Level** 11;

Price 1,400 gp

- **3rd** *tree shape*, *wall of thorns*
- **4th** *barkskin*, *speak with plants*

Type *major staff of nature's cunning*; **Level** 15;

Price 6,500 gp

- **5th** *plant form*, *wall of thorns*
- **6th** *nature's reprisal* (page 117), *plant form*

Craft Requirements Supply one casting of all listed levels of all listed spells.

REVISING THE STAFF

As you level up, your staff will get less useful unless you upgrade it. You might also want to make revisions as you play if you come to dislike the spells you chose.

To change spells already in the staff, use the Craft activity with a Price equal to 1/10th the staff's Price. You can swap out any of the spells in the staff when you finish. The new spells have to have the staff's chosen trait and be an appropriate level, just as though you were choosing them when initially making the staff, and you must provide castings of them.

Upgrading the staff is similar to upgrading an item to a higher-level version (*Core Rulebook* 535). Decide the staff's new level. Pay the difference in Price, pick the new spells, and use Craft for the upgrade. You must supply castings of the new spells. Upgrading doesn't let you switch any of the spells you'd previously chosen.

SPELL CATALYSTS

The divergent magical practices of Golarion mean there's no one way to cast a spell. Whether out of competitiveness or a desire to personalize their spellwork, many magic users have added or substituted material components beyond the conventional.

Items with the catalyst trait are consumable material spell components that alter or magnify specific spells. Activating a catalyst is part of Casting the Spell. The catalyst might increase the number of actions required to Cast the Spell, as indicated in the catalyst's Activate entry. Additionally, the spell gains material components if it didn't have them already or adds the catalyst to its existing components. Because the catalyst becomes part of the material components, you can draw the catalyst as part of Casting the Spell.

DAZZLING ROSARY ITEM 4+

CATALYST CONSUMABLE MAGICAL

Price 15 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

When energy courses through these lustrous beads, they glow brightly in the sacred colors of the spellcaster's faith. A *spiritual weapon* empowered with this catalyst flashes with bright light when it critically Strikes a target, causing the target to be dazzled until the beginning of your next turn. The type of rosary determines the maximum spell level of *spiritual weapon* that can use the rosary as a catalyst.

Type dazzling rosary; **Level** 4; **Price** 15 gp

The rosary can be used with a *spiritual weapon* of 4th level or below.

Type greater dazzling rosary; **Level** 12;

Price 350 gp

The rosary can be used with a *spiritual weapon* of any spell level.

DIMENSIONAL KNOT ITEM 7

CATALYST CONSUMABLE MAGICAL

Price 60 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

Shelynites originally crafted this complex knot of vibrant string for bracelets meant to tie the destinies of two people together. Now, however, spellcasters of all religions use them to enhance their capacity with teleportation magic. Adding this catalyst to a 4th-level *dimension door* spell allows you to bring

a single willing adjacent creature along with you; however, the teleportation is somewhat disorienting for them, causing them to become stunned 1.

FIRESTARTER PELLETS

ITEM 5+

CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

These compacted pellets of bat guano, sulfur, and magical accelerants have long been a staple for spellcasters on the battlefield. Adding a *firestarter pellet* to a *fireball* spell produces clinging flames that deal persistent fire damage to all who fail the saving throw against the effect (doubling on a critical failure).

Type firestarter pellets; **Level** 5; **Price** 25 gp

The persistent damage is 1d6.

Type greater firestarter pellets; **Level** 10; **Price** 175 gp

The persistent damage is 2d6.

Type major firestarter pellets; **Level** 15; **Price** 1,200 gp

The persistent damage is 3d6.

FORCE TILES

ITEM 13

CATALYST CONSUMABLE MAGICAL

Price 525 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

Light refracts in strange ways through these precisely ground glass tiles, lengthening the refracted force and causing it to push back. Adding this catalyst to a *wall of force* spell increases the wall's maximum length to 80 feet and maximum height to 40 feet and causes creatures that try to move into the wall's space (or are Shoved into the wall) to take 2d6 force damage.

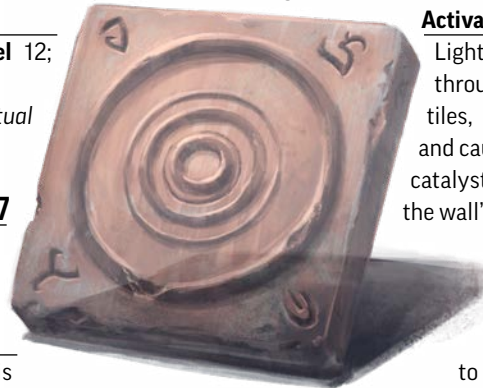
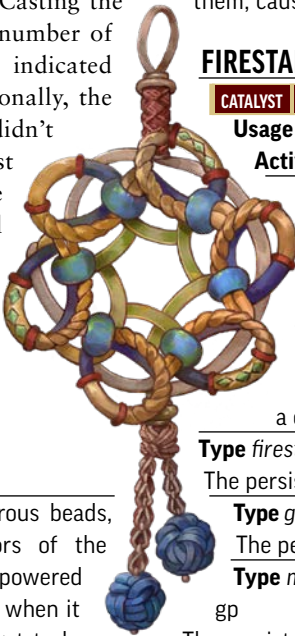
HEALER'S GEL

ITEM 5+

CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell



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An astringent aroma from rare succulent plants wafts off these soothing cloth patches. Adding this material component to a *heal* spell bestows additional temporary Hit Points to one target healed by the spell. These temporary Hit Points last for 1 minute.

Type lesser; **Level** 5; **Price** 25 gp

The spell grants 5 temporary Hit Points.

Type moderate; **Level** 9; **Price** 125 gp

The spell grants 10 temporary Hit Points.

Type greater; **Level** 13; **Price** 500 gp

The spell grants 15 temporary Hit Points.

NOXIOUS INCENSE

ITEM 9+

CATALYST **CONSUMABLE** **MAGICAL**

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

Sold only in single sticks, this foul incense comes coated with a bevy of alchemical smoke that activates in the presence of intense heat, releasing its namesake pungent odor. Adding this catalyst to a *wall of fire* spell fills all squares adjacent to the wall with thick, foul smoke. Creatures in this area are concealed, and other creatures are concealed to creatures in the area. The smoke lasts for the duration of the spell.

Type *noxious incense*; **Level** 9; **Price** 125 gp

The incense can be used with a *wall of fire* of 6th level or below.

Type *greater noxious incense*; **Level** 14; **Price** 750 gp

The incense can be used with a *wall of fire* of any spell level.



SHIMMERING DUST

ITEM 5

CATALYST **CONSUMABLE** **MAGICAL**

Price 25 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

This luminous mica dust fluoresces for a short time after being exposed to significant amounts of magical energy. When a creature fails its save against a cloud of *glitterdust* created using this catalyst, glowing grains stick to them, causing them to shed dim light in a 20-foot radius for as long as their invisibility is negated by the spell as well as causing them to take a -2 circumstance penalty to Stealth for that duration.



SOOTHING SCENTS

ITEM 3

CATALYST **CONSUMABLE** **MAGICAL**

Price 10 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

Performers popularized these bundles of aromatic herbs to calm the mind and ward off misfortune before a big show, though soldier bards have found them especially useful for clearing fear during particularly tumultuous battles. Adding this catalyst to a *soothe* spell also causes the spell to reduce the target's frightened condition value by 1.

THUNDERBIRD TUFT ITEM 1+

CATALYST **CONSUMABLE** **MAGICAL**

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

This carved chunk of amber contains a single tuft of gray feathers, which spark with electricity to create an odd jittery sensation in anyone holding the amber for long. When used as part of a *shocking grasp* spell, *thunderbird tuft* funnels electricity back into the spellcaster in a defensive nimbus. For 1 minute, any creature that touches you or that hits you with a melee

unarmed attack or non-reach melee weapon attack takes the listed electricity damage.

Type lesser; **Level** 1; **Price** 3 gp

The nimbus deals 1d4 electricity damage, or 1d6 electricity damage if the creature is using a metal weapon, but the nimbus only lasts 1 round, rather than the full minute.

Type moderate; **Level** 5; **Price** 25 gp

The nimbus deals 1d4 electricity damage, or 1d6 electricity damage if the creature is using a metal weapon.

Type greater; **Level** 9; **Price** 125 gp

The nimbus deals 2d4 electricity damage, or 2d6 electricity damage if the creature is using a metal weapon.

Type major; **Level** 13; **Price** 500 gp

The nimbus deals 3d4 electricity damage, or 3d6 electricity damage if the creature is using a metal weapon.

WATERPROOFING WAX ITEM 3

CATALYST **CONSUMABLE** **MAGICAL**

Price 10 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell

Many books and spellbooks are treated in this wax formula to protect them from the elements, but *waterproofing wax*'s liquid-repellent properties can be further applied to split up a *grease* spell into useful smaller sections. When the spell is cast in an area while using this catalyst, the conjured grease fills three 5-foot squares within 30 feet instead of its normal area; these squares don't need to be contiguous.

SPELLHEARTS

Spellhearts are made from the same basic materials as talismans, though their complex construction—magically iterated around the concept of a single kind of spell—gives them a variety of additional powers and means they persist rather than burning out when used.

Unlike talismans, a spellheart can be used repeatedly, and doesn't burn out after use. Each spellheart can be attached to different items, giving a benefit depending on your choice, which means you can plan ahead in facing expected dangers. They have the spellheart trait.

Spellheart: Spellhearts are permanent items that work similarly to talismans. You affix a spellheart using the Affix a Spellheart activity, which is otherwise identical to Affix a Talisman. The limit of one talisman per item remains—an item can have one spellheart or one talisman, not both. The rules related to talismans and affixing them are on page 565 of the *Core Rulebook*. When casting a cantrip from a spellheart, you can use your own spell attack roll or spell DC if it's higher. Crafting a spellheart requires the spells the spellheart can cast. For example, a *major five-feather wreath* requires *air walk*, *gale blast*, and *wall of wind*.

FIVE-FEATHER WREATH

ITEM 4+

AIR **MAGICAL** **SPELLHEART** **TRANSMUTATION**

Usage affixed to armor or a weapon; **Bulk** —

Identical feathers radiate from the center of this spellheart, held in place by woven straw. The spell attack roll of any spell cast by Activating this item is +8, and the spell DC is 18.

- **Armor** You gain a +1 item bonus to Acrobatics checks and resistance 2 to falling damage.
- **Weapon** After you cast an air spell by Activating the *wreath*, you can Fly 5 feet as a single action, or you can Fly 10 feet as a free action if the spell you cast wasn't a cantrip. This must be your next action, and if you don't have a fly Speed, you must end the flight on solid ground or fall.

Activate Cast a Spell; **Effect** You cast *gale blast* (page 108).

Type *five-feather wreath*; **Level** 4; **Price** 90 gp;

Type *greater five-feather wreath*; **Level** 8; **Price** 425 gp
Resistance when affixed to armor is 5, fly distance affixed

to a weapon casting a non-cantrip spell is 25 feet, the spell attack roll is +14, and spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *wall of wind*.

Type *major five-feather wreath*; **Level** 12; **Price** 1,750 gp

Bonus affixed to armor is +2, resistance when affixed to armor is 10, fly distance affixed to a weapon casting a non-cantrip spell is 40 feet, spell attack roll is +19, and spell DC is 29.

Activate Cast a Spell; **Frequency** once per day;

Effect You cast 4th-level *wall of wind*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *air walk*.

FLAMING STAR

ITEM 3+

EVOCATION **FIRE** **MAGICAL** **SPELLHEART**

Usage affixed to armor or a weapon; **Bulk** —

A sheen of red crosses the surface of this star-shaped goldstone medallion when the light hits it. The affixed armor or weapon is warm to the touch. The spell attack roll of any spell cast by Activating this item is +7, and the spell DC is 17.

- **Armor** You gain resistance 2 to fire.
- **Weapon** After you cast a fire spell by Activating the *star*, your Strikes with the weapon deal an additional 1d4 fire damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *produce flame*.

Type *flaming star*; **Level** 3; **Price** 55 gp

Type *greater flaming star*; **Level** 8; **Price** 425 gp

Resistance when affixed to armor is 5, extra damage when affixed to a weapon is 1d6, the spell attack roll is +14, and the spell DC is 24.

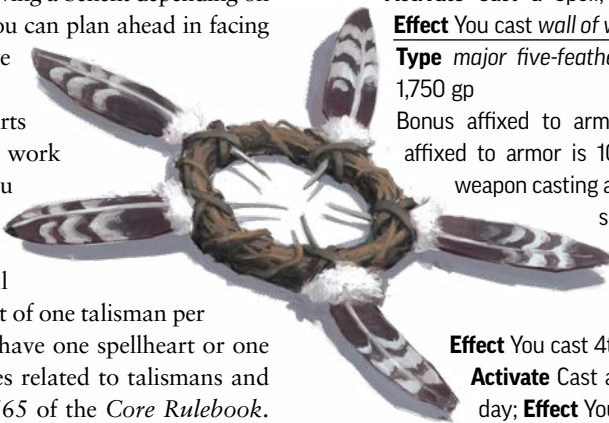
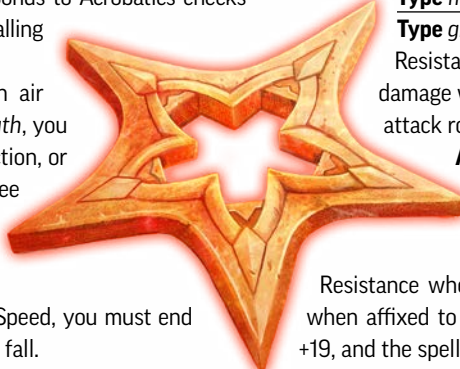
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *fireball*.

Type *major flaming star*; **Level** 12; **Price** 1,750 gp

Resistance when affixed to armor is 10, extra damage when affixed to a weapon is 1d8, the spell attack roll is +19, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-level *fireball*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *wall of fire*.



GRIM SANDGLASS

ITEM 3+

MAGICAL NECROMANCY SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

One bulb of this tiny hourglass contains black sand, the other white. After even a few grains pass from one side to the other, it reverses its flow to keep the two sides in equilibrium. The spell DC of any spell cast by Activating this item is 17.

- **Armor** You gain resistance 2 to negative.
- **Weapon** After you cast a necromancy spell by Activating the *sandglass*, your Strikes with the weapon deal an additional 1d4 negative damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *chill touch*.

Type *grim sandglass*; **Level** 3; **Price** 55 gp

Type *greater grim sandglass*; **Level** 8; **Price** 450 gp;

Resistance when affixed to armor is 5, extra damage when affixed to a weapon is 1d6, and the spell DC is 24.

Activate Cast a Spell; **Frequency** once per day;

Effect You cast 2nd-level *harm* or *heal*.

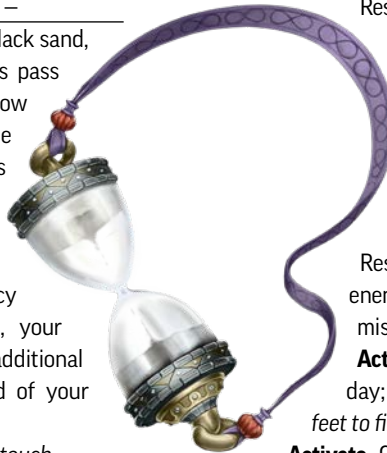
Type *major grim sandglass*; **Level** 12; **Price** 2,000 gp

Resistance when affixed to armor is 10, extra damage when affixed to a weapon is 1d8, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-level *harm* or *heal*.

Activate Cast a Spell; **Frequency** once per day;

Effect You cast *enervation* or 4th-level *restoration*.



Type *perfect droplet*; **Level** 3; **Price** 55 gp

Type *greater perfect droplet*; **Level** 8; **Price** 450 gp

Resistance when affixed to armor is 5, enemies' spaces aren't difficult terrain when mistlike, and spell DC is 24.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *aqueous orb*^{APG} or *feet to fins*.

Type *major perfect droplet*; **Level** 12; **Price** 1,800 gp

Resistance when affixed to armor is 10, enemies' spaces aren't difficult terrain when mistlike, and the spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-level *aqueous orb* or *feet to fins*.

Activate Cast a Spell; **Frequency** once per day;

Effect You cast *hydraulic torrent*.

TRINITY GEODE

ITEM 3+

EARTH EVOCATION MAGICAL SPELLHEART

Usage affixed to armor or a weapon; **Bulk** –

The crystal chamber within this split geode is divided into three lobes of equal size. The spell DC of any spell cast by Activating this item is 17.

- **Armor** After you cast an earth spell by Activating the *geode*, you gain resistance 1 to physical damage (except adamantite) until the end of your next turn, or double the resistance for a non-cantrip spell.

• **Weapon** After you cast an earth spell by Activating the *geode*, your Strikes with the weapon deal an additional 1d4 bludgeoning damage until the end of your next turn.

Activate Cast a Spell; **Effect** You cast *scatter scree* (page 127).

Type *trinity geode*; **Level** 3; **Price** 60 gp

Type *greater trinity geode*; **Level** 8; **Price** 460 gp

Resistance when affixed to armor is 3, extra damage affixed to a weapon is 1d6, and spell DC is 24.

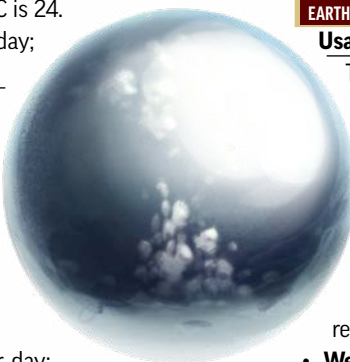
Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *meld into stone*.

Type *major trinity geode*; **Level** 12; **Price** 1,900 gp

Resistance when affixed to armor is 5, extra damage when affixed to a weapon is 1d8, and spell DC is 29.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast 4th-level *meld into stone*.

Activate Cast a Spell; **Frequency** once per day; **Effect** You cast *spike stones*^{APG}.



PERFECT DROPLET

ITEM 3+

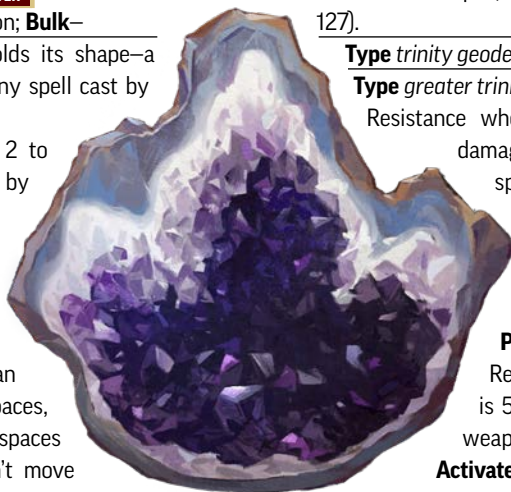
EVOCATION MAGICAL SPELLHEART WATER

Usage affixed to armor or a weapon; **Bulk** –

Intense blue water magically holds its shape—a perfect sphere. The spell DC of any spell cast by Activating this item is 17.

- **Armor** You gain resistance 2 to water effects and attacks by water creatures.
- **Weapon** After you cast a water spell by Activating the *droplet*, your body becomes mistlike. Until the end of the turn, you can move through enemies' spaces, treating each square in their spaces as difficult terrain. You can't move through creatures that have the water trait in this way.

Activate Cast a Spell; **Effect** You cast *spout* (page 130).



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CONSUMABLES

BINDING COIL

ITEM 6+

CONSUMABLE MAGICAL TALISMAN TRANSMUTATION

Usage affixed to a weapon; **Bulk** –

Activate ♦ envision; **Trigger** Your Strike with the affixed weapon damages a creature; **Requirements** You're an expert in Athletics.

This talisman, a bright red coil that's warm to the touch and faintly resembles a serpent, wraps entirely around your weapon. When you activate this talisman's effect, attempt to Grapple the creature you hit. On a success, rather than the normal Grapple effects, the coil instead wraps itself around the target with one end remaining attached to your weapon.

Your opponent must succeed at a DC 20 Escape check to break free. The coil breaks if you move any further away from the bound opponent, but not if you move any closer.

Type binding coil; **Level** 6; **Price** 50 gp

Type greater binding coil; **Level** 13; **Price** 450 gp

The escape DC is 30.



DISPERSING BULLET

ITEM 6

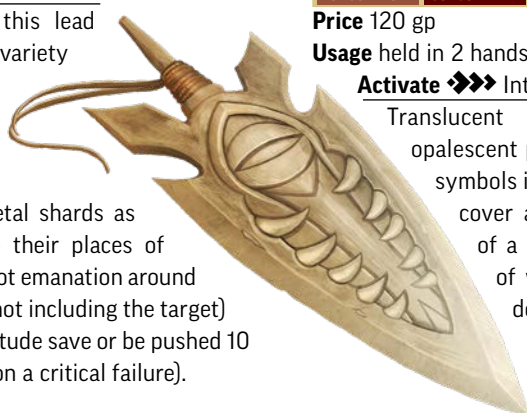
AMMUNITION CONSUMABLE EVOCATION MAGICAL

Price 50 gp

Ammunition sling bullet

Activate ♦ Interact

The metals used to forge this lead shot were taken from a variety of continents and barely stay together. When an activated *dispersing bullet* hits a target, the bullet scatters into a sphere of metal shards as the metals try to return to their places of origin. All creatures in a 10-foot emanation around the target of the attack (and not including the target) must succeed at a DC 21 Fortitude save or be pushed 10 feet from the target (15 feet on a critical failure).



DRAGONBONE ARROWHEAD

ITEM 4

CONSUMABLE EVOCATION MAGICAL TALISMAN

Price 20 gp

Usage affixed to a melee weapon or a ranged weapon with the thrown trait; **Bulk** –

Activate ♦ Interact; **Requirements** You're an expert with the affixed weapon.

This arrowhead, carved from dragon bone, hangs off the shaft of your weapon. When you activate this talisman, until the end of the current turn, the affixed weapon gains the thrown 20 feet weapon trait, and when you make a thrown Strike with it, it flies back to your hand after the Strike completes. If your hands are full when the weapon returns, it falls to the ground in your space.

EYE OF ENLIGHTENMENT

ITEM 5

CONSUMABLE DIVINATION MAGICAL TALISMAN

Price 25 gp

Usage affixed to a weapon; **Bulk** –

Activate ♦ envision; **Trigger** You succeed at a Strike with the affixed weapon; **Requirements** You're an expert in Arcana, Occult, Nature, Religion, Society, or a Lore skill.

This dried eye was plucked from a magical creature. You combine your observation about your enemy's reaction to your Strike with the stores of magical wisdom within the talisman to try to glean more information about the foe's true nature. When you activate this talisman, you attempt to Recall Knowledge about the creature you hit. If you roll a critical failure, you get a failure instead.

GHOSTLY PORTAL PAINT

ITEM 9

UNCOMMON CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 120 gp

Usage held in 2 hands; **Bulk** L

Activate ♦♦♦ Interact

Translucent and nearly weightless, this opalescent paint seems to resolve into occult symbols if stared at too long. When used to cover a 5-foot-wide, 10-foot-tall section of a wall, the paint turns that section of wall ghostly and incorporeal to a depth of 10 feet, allowing corporeal creatures and objects to pass through it. The portal persists for 10 minutes. When this effect wears off, anything remaining within the portal is shunted to the nearest exit.

Force effects, other incorporeal objects and creatures, and *ghost touch* weapons can't cross through the wall, as is normal for incorporeality. An incorporeal creature that's inside the wall when the paint is used is shunted to the nearest exit.

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GOLDEN CHRYSALIS

AMMUNITION CONSUMABLE EVOCATION MAGICAL

Price 27 gp

Ammunition sling bullet

Activate ♦ Interact

Threads of iridescent golden silk wrap around the core of this magical sling stone. When you activate and shoot a *golden chrysalis*, rather than making an attack roll for your Strike, you cause the chrysalis to unwind in midair to reveal a magical butterfly that flies in a 30-foot line, scattering golden scale dust that hangs in the air for 1 minute.

A creature that enters or begins its turn in the dust must attempt a DC 19 Reflex save or have its invisibility negated, becoming concealed instead of invisible. This effect applies both if the creature was already invisible and if it benefits from any new invisibility effects before the end of the invisibility negation effect from the *golden chrysalis*.

Critical Success The target is unaffected.

Success The target's invisibility is negated for 2 rounds.

Failure The target is dazzled for 1 minute and its invisibility is negated for 1 minute.

ITEM 5



PHOENIX FLASK

ITEM 12

CONSUMABLE EVOCATION FIRE MAGICAL POTION

Price 350 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Once you ingest this strongly spiced, glowing red potion, blazing wings of a phoenix sprout from your back and carry you through the air. For 1 minute, you gain a Fly speed of 40 feet. The first time each round that you Fly (including to hover in place), you shed burning feathers that deal 3d4 fire damage to all creatures in a 10-foot emanation at the end of your movement (DC 29 basic Reflex save).

LION CLAW

CONSUMABLE MAGICAL TALISMAN TRANSMUTATION

Price 300 gp

Usage affixed to a weapon; **Bulk** –

Activate ♦ Interact; **Requirements** You're undetected by a creature and are a master in Stealth.

This dried claw from a mighty beast bestows upon you the ability of a predator. When you activate the claw, you learn to pounce on your prey in one fluid motion. You Stride and then Strike with the affixed weapon against one creature you were undetected by. You remain undetected by the creature until after you Strike.

ITEM 11



ORCHESTRAL BROOCH

AUDITORY CONSUMABLE EVOCATION MAGICAL TALISMAN

Price 100 gp

Usage affixed to armor; **Bulk** –

Activate ♦ envision; **Trigger** You attempt a Performance check, but you haven't rolled yet; **Requirements** You're a master in Performance.

This silver brooch reverberates lightly with the sound of music every time anyone touches it. You can transform it

ITEM 8

POTION OF GROUNDING

ITEM 10

ABJURATION CONSUMABLE ELECTRICITY MAGICAL POTION

Price 185 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Sparks flash within this amber syrup. Drinking this potion turns you into a living lightning rod for 1 minute, drawing nearby electricity to strike you instead of allies. You gain the following reaction while the effect lasts.

Divert Lightning ⚡ (electricity)

Requirements You aren't immune to electricity; **Trigger** A creature within 30 feet of you is targeted by an electricity effect or is in the area of an electricity effect. **Effect** You draw the electricity to yourself like a lightning rod

in order to shield the target. If the triggering effect was targeted, it targets you instead of the triggering creature. If it was an area effect, it leaps from the triggering creature's space to fill your space instead. This doesn't divert lightning from any other creatures targeted by or in the area of the lightning. You're automatically hit by or automatically fail your save against the effect. You then can't Divert Lightning for 1d4 rounds.

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Note Tied to a Bundle of Arrows Found in Diobel

While trying to ascertain the properties of this bundle of arrows, which I purchased off a tengu (who, I might add, was in a hurry to sell), I accidentally shot myself in the leg. While the hole it left in me was not insignificant, it was the least of my concerns. What felt like the next six hours (but was, in fact, less than a minute according to a nearby clock) was spent in a stupor with me revisiting the most embarrassing and traumatic moments of my life, culminating in a vision of my future self fatally succumbing to a blood fever after being bitten by a wild hare. A most ignominious end, to be sure, if it proves to be true. Following my waking from this nightmare, I applied a tourniquet to the wound and wrapped the arrows up again. They will definitely come in handy if any future enemies need humbling.

POTION OF MINUTE ECHOES

ITEM 9

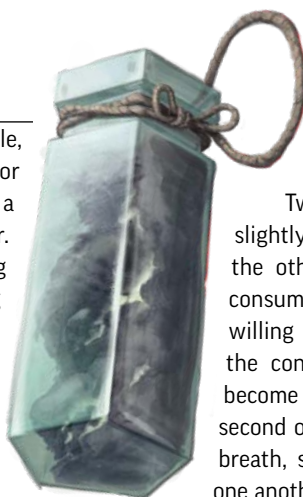
CONSUMABLE DIVINATION MAGICAL POTION

Price 125 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

No matter how carefully you open this bottle, it always lets out an audible, echoing pop. For 1 minute after drinking this potion, you gain a +2 status bonus to Perception checks to hear. In addition, each time you Seek, your hearing becomes a precise sense until the beginning of your next turn, allowing you to pinpoint creatures' locations and otherwise perceive the world in detail by listening to the sound of echoes.



POTION OF SHARED LIFE ITEM 8

CONSUMABLE NECROMANCY MAGICAL POTION

Price 95 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

Two swirling liquids fill this flask, each slightly distinct in color and brightness from the other. When you drink this potion, you consume only half of the contents. If another willing creature consumes the remainder of the contents within 1 minute, your vitalities become linked for 1 minute from the moment the second one of you drinks. The two of you share breath, so as long as you're within 60 feet of one another, neither of you can begin suffocating unless you're both suffocating. You both gain the following reaction.

Share Life ↻ **Trigger** Your linked ally takes damage and is within 60 feet; **Effect** The ally takes half damage from the triggering effect (rounded down), and you lose a number of Hit Points equal to the remainder of the damage. You can't trigger this reaction to share damage caused by your ally using this reaction.

POTION OF STABLE FORM

ITEM 10+

ABJURATION CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

This aromatic potion is brewed from the white flowers and black roots of the magical herb moly. When you drink this potion, it immediately attempts to counteract all hostile transmutation effects affecting you. For the next hour, you gain an item bonus against transmutation effects, which is greater against polymorph effects. If you roll a success against a polymorph effect during that time, you get a critical success instead.

Type *potion of stable form*; **Level** 10; **Price** 180 gp

The counteract level is 5, and the counteract check modifier is +17. The item bonus is +2, or +3 vs. polymorph.

Type *greater potion of stable form*; **Level** 16; **Price** 1,800 gp

The counteract level is 8, and the counteract check modifier is +25. The item bonus is +3, or +4 vs. polymorph.



RESONATING AMMUNITION

ITEM 11

CONSUMABLE EVOCATION MAGICAL SONIC

Price 1,200 gp

Ammunition arrow, bolt

Activate ♦ Interact

The end of this ammunition is a metallic tuning fork with magical etchings. When an activated *resonating arrow* hits its target, the tuning fork resonates with residual energy from the shot, transforming it into dangerous sound waves. This deals 5d10 sonic damage to the target and each creature within 10 feet of it with a basic DC 28 Fortitude save.

RETRIEVAL PRISM

ITEM 3+

CONJURATION CONSUMABLE MAGICAL TALISMAN TELEPORTATION

Usage affixed to armor; **Bulk** –

Activate ♦ command; **Requirements** You have a free hand.

This triangular prism showing swirling black patterns inside constantly moves around on your armor, no matter where you affix it. As part of the process of Affixing this Talisman, you attune it to a single item of 1 Bulk or less. When you activate this talisman, the attuned item immediately teleports into your hand.

The retrieval prism can't retrieve an item that's not on your plane, including one that's in an extradimensional space like a *bag of holding*. If you haven't expended the talisman, you can attune it to a different item by Affixing the Talisman again.

Type retrieval prism; **Level** 3; **Price** 12 gp

Type greater retrieval prism; **Level** 10; **Price** 200 gp

You don't need to attune the prism. It can retrieve any item in your possession of 1 Bulk or less, chosen when you activate the prism.



SHORTBREAD SPY

ITEM 6

UNCOMMON CONSUMABLE DIVINATION MAGICAL SCRYING

Price 40 gp

Usage held in 2 hands; **Bulk** –

Activate 1 minute (Interact)

Though this item looks like a simple cookie in the shape of a humanoid, it springs to life once decorated with icing or other edible substances. The cookie then scrambles away at a Speed of 15 feet, returning to the same spot about 1 hour later, which gives it enough time to travel roughly a half-mile away and then return along the same path. The cookie spy is oblivious to your instructions and can't be given directions, instead following a path of its own choosing. Upon its return, it falls to the ground, never to move again.

As long as you decorated the *shortbread spy* with eyes, it gains normal vision, which it uses to see and magically record the sights along its path. Any creature that eats the cookie once it returns can then see what the spy saw. The images are relatively clear, but the passage of time is a bit muddled, so it might be difficult to tell when the cookie witnessed a given sight.



STORMFEATHER

ITEM 8

CONSUMABLE MAGICAL TALISMAN TRANSMUTATION

Price 100 gp

Usage affixed to armor; **Bulk** –

Activate ♦ Interact; **Requirements** You're an expert in Acrobatics.

Even while affixed, this electric blue feather sways lightly in the air, as if always accompanied by a breeze. When activated, the talisman casts *fly* on you, though the duration is 1 minute. You can Dismiss this activation. If you do, you're affected by *feather fall*.

TOPOLOGY PROTOPLASM

ITEM 7

CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 70 gp

Usage held in 1 hand; **Bulk** L

Activate ♦ Interact

This slimy gel wriggles to the touch, as if covered by a multitude of imperceptible cilia. If applied to a creature or object no larger than 7 feet in any dimension, the protoplasm shifts it into an ooze-like state for 1 minute, allowing the subject to squash and stretch harmlessly. In this state, a creature that attempts a check to Squeeze uses the outcome one degree of success better than it rolls and can move its full Speed while Squeezing, and an object can fit through a space 2 feet across. One vial can cover a creature or object of up to Large size, but as each vial is made from a specific ooze, multiple vials can't be combined together to cover a larger object, as the two gels simply negate each other.

VAPOR SPHERE

ITEM 14

CONSUMABLE MAGICAL TALISMAN TRANSMUTATION

Price 900 gp

Usage affixed to armor; **Bulk** –

Activate ↻ envision; **Trigger** You trigger a trap's reaction or an enemy that was undetected by you makes an attack against you; **Requirements** You're an expert in the affixed armor and an expert in Reflex saves.

Within this strange glass sphere swirls a cloud of smoke that occasionally appears as if it's trying to escape. You react to a surprise encounter with haste, activating this talisman and causing your body to momentarily become like vapor. Against the trap's reaction or the attack, you gain resistance 25 to physical damage and are immune to precision damage. This effect also prevents the reaction or attack from physically moving you (such as falling down a pit or being knocked prone), and after the reaction or attack, you can Fly 5 feet. When you end this flight, you leave your vaporous state and are exposed to any danger still at your location.

MATERIALITY AND MAGIC

Golarion is home to a dizzying array of peoples, ecologies and climates; the inhabitants of different lands develop distinct tools and techniques to work with various raw materials. The ways people across Golarion use magic also change, reflecting these contexts of materiality. While adventurers might be familiar with enchanted staves carved from oak and ash or ensorcelled blades of steel, these applications only begin to scratch the surface of magic items! Let's broaden our horizons and explore how magic takes shape with different materials in some of Golarion's sands and seas.

Osirion—Elemental Lacquers and Solar Gold Elemental advisors to the Garundi dynasts impart arcane rituals of extracting magic from their captured rivals. This process leaves a fine sediment that can be treated into a lacquer to empower their mortal champions' arms or armor, allowing these champions to strike at their rivals directly. These lacquers grant the benefits of property runes associated with their element, such as *flaming* for fire elementals, though they're harder to replace with a new property rune than usual.

The most powerful elemental viziers, however, reserve their greatest secrets for those bearing the marks of fate—those destined to become the God-Kings. They take the extracted magical essence of their elemental captives, and their infusions into alloys of gold and copper facilitate the absorption of the sun's celestial power. The resulting ore—named solar gold and revered by Garundi craftspeople—ignores the ravages of the ages as well as the finest orichalcum, making it ideal for crafting regalia and heirlooms for the grandest God-Kings.

The Minata Archipelago—Bamboo and Rattan Along the inlets and mangroves of the Wandering Isles, there are rare stands of verdant bamboo and earth-red rattan. These plants can thrive in saltwater environments as well as freshwater, and their growth strengthens nearby shores while reducing the salinity of neighboring waters. Minatan sea folk value these materials for their boats and houses, using them to lay the foundations for nomadic floating villages out at sea, as they're particularly suitable for holding beneficial primal magic. When harvested and dried, the wood from these plants is incredibly resilient, as much as the darkwood used elsewhere on Golarion; even a single shoot or strand can be cultivated into entire groves.

Successor States of Tian Xia In the successor nations to the Dragon Empire of Lung Wa, specialized rituals can imbue peach wood with the strength and light weight of darkwood. Doing so is particularly important because it strengthens the peach wood enough to make for an effective weapon in defeating jiang-shi, a notorious threat in those nations.

PLEASANTLY CONSUMABLE

Considerations of Flavor and Nutrition

Potions are the tried-and-true benchmarks of consumable magic items, yet their flavor profile and nutritional value are often lacking. The ickiness of traditional potions—eye of newt! toe of frog!—are fun to describe once or twice, but why not treat your heroes, exhausted from delving into one ruin after another, to more tasty and textured treats?

Magical Fruit Who says potions must be liquid? Many a druid or wortwitch has combined potioncraft with a green thumb, producing vitality-restoring peaches or persimmons warding against the cold of winter. The convenience of a compact magical apple over a clinking assortment of fragile glass bottles can't be overstated, especially for adventurers who find themselves taking a tumble. These fruits can be preserved just as easily, yielding small smoked plums or lemon chunks dried in rock sugar. Perfect for the long road!

Salted Fish and Meat Fishers and hunters tend to use every single bit of their catch; out on the waves and wilds, you never know when you'll find food again. Drying, smoking, and salting fish and meat allows one to store food that's not immediately eaten for later and also allows one to transform fish and meat that's too small, stringy, or tough into more edible and nutritious dishes. For adventurers, salted fish and meat provide easy access to protein sources even when they're on the road, and enchanted versions of these foodstuffs are great for transmutation spells that provide a boost of energy or a positive transformation of some sort. While a smaller fish might be cooked whole and enchanted with a potion's magic, another option is a skewer with various chunks of meat. Using meat from rare and magical monsters with abilities similar to the potion's effects can sometimes even help defray the cost of the potion.

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PERMANENT ITEMS

ANointed WATERSKIN

ITEM 9

DIVINE **EVOCATION** **GOOD** **WATER**

Price 600 gp

Usage held in 1 hand; **Bulk** L

This waterskin coruscates with holy energy, causing it to slowly fill itself with special blessed water unique to the item. After using any of the activations, the waterskin is empty, but slowly refills itself. It becomes full enough to use again at the next dawn.

Activate ♦♦ command, Interact; **Requirements**

The *anointed waterskin* is full; **Effect** You throw the *anointed waterskin* up to 60 feet. The water explodes out of it, with the effects of *holy cascade*.

Activate ♦ Interact; **Requirements** The *anointed waterskin* is full; **Effect** You drink the water within the waterskin, granting you the effects of *bless*. As normal with the spell, you can increase the radius with a single action with the concentrate trait.

Activate 1 minute (command, Interact);

Requirements The *anointed waterskin* is full;

Effect You decant the water, creating up to 10 vials of *holy water*. You must provide the vials.



ARCHIVIST'S GAZE

ITEM 18

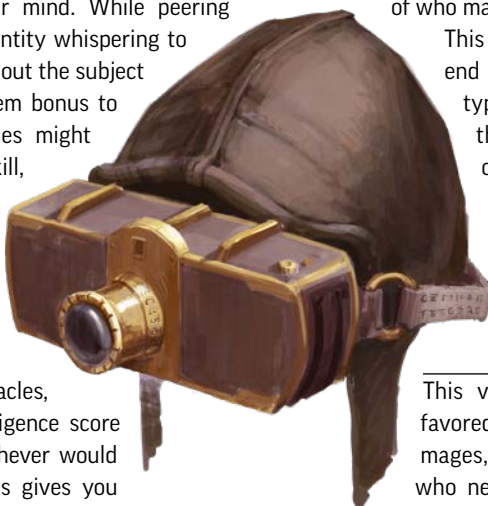
APEX **DIVINATION** **INVESTED** **MAGICAL**

Price 24,000 gp

Usage worn eyepiece; **Bulk** –

This strange contraption slides over your eyes, supernaturally sharpening your mind. While peering through it, you can feel some entity whispering to you, telling all sorts of things about the subject of your gaze. You gain a +3 item bonus to Occultism (though some entities might grant a bonus to a different skill, as determined by your GM). In addition, when you employ an exploration tactic other than Investigating, you also gain the benefits of Investigating unless you choose not to.

When you invest the spectacles, you either increase your Intelligence score by 2 or increase it to 18, whichever would give you the higher score. This gives you additional trained skills and languages, as normal for increasing your Intelligence score. You must select skills and languages the first time you invest the item, and



whenever you invest the same *archivist's gaze*, you get the same skills and languages you chose the first time.

Activate ♦♦ command, Interact; **Frequency** once per hour;

Effect Pushing the glasses up your nose and asking the entity for help, you cause the spectacles to cast either *true seeing* or a 3rd-level *comprehend language* on you. Because the entity tied to the spectacles chooses which one, the GM picks whichever spell is most immediately useful in your current situation (and chooses the most useful language each time the item casts *comprehend language*). The spell lasts for 1 minute.

AUSPICIOUS SCEPTER

ITEM 5

DIVINATION **MAGICAL**

Price 150 gp

Usage held in 1 hand; **Bulk** 1

This imperious +1 *striking mace* has a glowing orb in the shape of an eye set in its flanged head. When you succeed at a check to Recall Knowledge about a creature after you've dealt it damage with the *auspicious scepter*, you learn one of its resistances in addition to any other information.

Activate ♦ command (divination, magical); **Frequency** once every 10 minutes; **Trigger** You Cast a divination Spell; **Effect** The next attack by a creature who was targeted by the triggering divination spell bypasses an amount of resistance equal to the spell's level. If the triggering spell targeted an enemy, this benefit instead applies to the next attack against that enemy, regardless of who makes it.

This benefit is lost if it isn't used by the end of your next turn. If more than one type of resistance would apply against the attack, the attack bypasses only one—whichever would result in the highest amount of damage getting through, as determined by the GM.

BACKFIRE MANTLE

ITEM 3+

ABJURATION **INVESTED** **MAGICAL**

Usage worn cloak; **Bulk** 1

This vivid red cloak of sturdy fabric is favored by aggressive battle alchemists and mages, as well as those cautious warriors who need to advance into the fray ahead of the blast-happy back line. The mantle interposes to protect you from your own and allies' magic, granting you a circumstance bonus to Reflex saves

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The Experiments of Hexen, #912

The sack's interior seems to hold items of a size and mass that belie its exterior. To study its limits, I enlisted the help of Oleg the baker, hoping to test multiple objects of the same approximate size. Oleg was wary, but after I gave him one (and then another) silver piece, his disposition improved. He spent the hour before his bakery opened feeding loaves of bread into the bag, eventually stopping at loaf number 124—not the limit of the bag, but of his stock. Irritated that his shelves were bare when he needed to open, he had me empty the bag by turning it inside out instead of removing the loaves one by one. I complied and as I left I gave him another silver, which I'm not sure was adequate compensation for him having to pick up his day's wares off the floor, but I was out of coin.

against your own spells, as well as those of your allies. You also gain resistance to splash damage from your own alchemical items and those of your allies.

Type backfire mantle; **Level** 3; **Price** 45 gp

The mantle grants a +1 circumstance bonus and resistance 3.

Type greater backfire mantle; **Level** 8; **Price** 430 gp

The mantle grants a +2 circumstance bonus and resistance 10.

BANE

RUNE 4

UNCOMMON DIVINATION MAGICAL

Price 100 gp

Usage etched onto a weapon

A bane rune causes a weapon to grant you improved understanding of creatures of a particular type, allowing you to deal more damage to those creatures. The crafter chooses aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monitor, ooze, or both fungus and plant. The weapon deals 1d6 additional damage of the weapon's damage type to creatures with the chosen trait or traits. The benefit doesn't apply against creatures of the chosen type disguised as other creatures. It's up to GM discretion

whether the bane rune applies against a creature disguised as a creature of the chosen type.

The GM might allow bane runes for other creature traits, such as astral, dream, or demon. However, humanoids, undead, and specific types of humanoids (such as elves) are never a valid option.

BLADE OF FOUR ENERGIES

ITEM 13+

EVOCATION MAGICAL

Usage held in 1 hand; **Bulk** L

This +2 greater striking shifting shortsword is formed of rapidly vibrating air and magical energy, though it uses the same statistics as iron. The wooden hilt is adorned with four gems, representing the energies of acid, cold, fire, and electricity, that sparkle in sequence at random intervals.

Activate ♦ Interact; **Frequency** once per round; **Effect** You draw magical energy from one of the gems. Roll 1d4. Until the start of your next turn, the weapon gains the corresponding rune: 1—corrosive, 2—flaming, 3—frost, or 4—shock.

Activate ♦♦ command, envision; **Frequency** once per day; **Requirements** The blade has an energy rune from the first activation; **Effect** You call upon the energy stored in the blade to explode outward. The blade of four energies casts a 5th-level spell that depends on the active rune: acid arrow for corrosive, fireball for flaming, cone of cold for frost, or lightning bolt for shock.

Type blade of four energies; **Level** 13; **Price** 3,000 gp

Type greater blade of four energies; **Level** 18; **Price** 20,000 gp

The blade is a +3 greater striking shifting shortsword and gains the greater corrosive, greater flaming, greater frost, or greater shock runes instead of their base versions. When Activated to Cast a Spell, the blade casts the spell heightened to 7th level, and the DC is 38.

BRILLIANT

RUNE 12+

EVOCATION MAGICAL

Usage etched onto a weapon

This rune causes a weapon to transform into pure, brilliant energy. The weapon deals an additional 1d4 fire damage on a successful Strike, as well as 1d4 good damage to fiends and 1d4 positive damage to undead. On a critical hit, the target must succeed at a DC 29 Fortitude save or be blinded for 1 round.

Activate ♦ command (light); **Effect** You plunge your weapon into darkness to return the light. Attempt a counteract check with a counteract level of 5 and a +19 counteract modifier to end a magical darkness effect whose area is within reach of the weapon.

Type brilliant; **Level** 12; **Price** 2,000 gp

Type greater brilliant; **Level** 18; **Price** 24,000 gp

The save DC is 41, the counteract level is 9, the counteract

modifier is +31, and damage dealt by this weapon ignores the target's fire, good, or positive resistance.

BURR SHIELD

ITEM 5

MAGICAL NECROMANCY

Price 160 gp

Usage held in 1 hand; Bulk L

This well-crafted wooden shield (Hardness 5, HP 30, BT 15) is covered in numerous seed pods with long spurs. You can Strike with these burrs as though they were +1 striking shield spikes.

Activate ♦ Interact; **Requirements** Your previous action was a successful Strike with the burrs; **Effect** One of the burrs catches on the Strike's target, inflicting 1d10 persistent bleed damage.

BUZZSAW AXE

ITEM 11+

EVOCATION MAGICAL

Usage held in 1 hand; Bulk 1

With an aerodynamic cutting edge and a curved handle, this +2 striking battle axe is perfectly suited to whirling motions, and in fact seems like it wants to whirl free from your grip. A Strike with this axe that benefits from the sweep trait's circumstance bonus on attack rolls also gains a +2 circumstance bonus to the damage roll.

Activate ♦♦ command, Interact; **Frequency** once per hour; **Effect** You hurl the axe, which spins at great speed as it flies to a distant point and returns to you, leaving a trail of carnage. Each creature in a 120-foot line must succeed at a DC 28 basic Reflex save or take damage equal to the weapon's melee damage, including your Strength modifier.

Type buzzsaw axe; **Level** 11; **Price** 1,400 gp

Type greater buzzsaw axe; **Level** 15;

Price 6,250 gp

The axe is a +2 greater striking battle axe, the circumstance bonus to damage is +3, and the activation's DC is 34.

Type major buzzsaw axe; **Level** 20;

Price 65,000 gp

The axe is a +3 major striking battle axe, the circumstance bonus to damage is +4, and the activation's DC is 43.

CANTRIP DECK

ITEM 1

EVOCATION MAGICAL

Usage held in 1 hand; Bulk –

In an effort to spread the knowledge of magic as widely as possible, worshippers of Nethys discovered a way to bind cantrips into cards accessible even to non-spellcasters. The deck contains thick parchment cards, each roughly half the size of a playing card. In precise, no-nonsense

Written statement found wedged between two pages in the court records of Galt

Beart cheated me out uv my fare share uv loot. He took alla gold an gav me a metel stik. We had a fite. Beart throo me in the layk and ran. I swum out uv the lake and lookd at the stik. No marks exep for a buttin. Presst the buttin and the stik stayd where it wuz, juss lyke hangin in the ayr. Kool. So I hung my wet cloths on it to dry an layd myself on a hot rokk. Look's lyke I won this one, Beart.

script, each card simply states the name of its cantrip, color-coded based on its school.

Activate ♦ or more (envision, Interact); **Effect** You envision your desired cantrip, causing its card to rise to the top of the deck, and draw the card. The deck casts that cantrip as a 1st-level spell, with a DC of 15 and a spell attack modifier of +5. The card crumbles into dust as the cantrip takes effect. The activation takes the same number of actions as the cantrip you chose takes to cast.

Type 5-pack; **Level** 1; **Price** 5 gp

This pack contains 5 cards of a single common cantrip (such as *light*).

Type full pack; **Level** 1; **Price** 20 gp

This pack contains 24 cards—one of each cantrip in the *Core Rulebook*.

CHATTERER OF FOLLIES

ITEM 6

UNCOMMON ENCHANTMENT ILLUSION MAGICAL

Price 200 gp

Usage held in 1 hand; Bulk 1

This heavy +1 striking khakarra (*Advanced Player's Guide* 248) is cast from solid steel and plated with pyrite. Metal charms shaped like grinning idols festoon its great arched ring, and during combat, as tiny tendrils of flame fly off the pyrite, these hanging dolls seem to chatter in tune with the clash and din of battle.

Whenever you complete a move action during your turn, choose a creature adjacent to you at the end of your movement. Until the end of your turn, that creature takes a –1 status penalty to Will saves against your enchantment spells and your illusion spells. Any time you cast your enchantment and illusion spells, you become concealed during your move actions for the rest of the turn.



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CLOAK OF FELINE REST

ENCHANTMENT INVESTED MAGICAL

Price 20 gp

Usage worn cloak; Bulk L

This black velvet cloak is featureless and very soft to the touch. Upon wearing it for the first time, you're momentarily overwhelmed with a sense of comfort and coziness. While wearing this cloak you can comfortably rest in any space, so long as it's not wet or particularly hazardous. While sleeping in this cloak you only take a -2 status penalty to auditory Perception checks, rather than a -4 status penalty.

CODEBREAKER'S PARCHMENT

ILLUSION MAGICAL

Usage held in 2 hands; Bulk L

This finely crafted, seemingly mundane parchment is useful for writing sensitive documents. When words are written on this parchment, they instantly scramble into unrecognizable script, requiring a DC 20 check to Decipher Writing.

Activate ♦ command; **Effect** The scrambled words align into the originally written script. Identifying the parchment reveals that it can be activated with a command, but a critical success to Identify Magic is needed to learn the command word.

Activate ♦ Interact; **Effect**

You light the parchment on fire, burning the words off while leaving the parchment unharmed and ready to bear more text.

Type *codebreaker's parchment*; **Level** 3; **Price** 45 gp

Type *greater codebreaker's parchment*; **Level** 10; **Price** 950 gp

The DC to Decipher Writing is 30 and requires master proficiency.

Type *major codebreaker's parchment*; **Level** 17; **Price** 14,500 gp

The DC to Decipher Writing is 40 and requires legendary proficiency.

COLLAR OF THE ETERNAL BOND

CONJURATION EIDOLON INVESTED MAGICAL

Price 330 gp

Usage worn collar; Bulk L

When you invest this collar for your eidolon, it changes its appearance to match the eidolon's form, possibly into a different sort of neckpiece such as a choker, and it glows brightly with the symbol you and your eidolon share. While your eidolon wears a *collar of the eternal bond*, the collar bolsters their connection to you, allowing them to move up to 150 feet from you before unmanifesting

ITEM 1

instead of 100 feet. The eidolon can also Activate the collar to move even further.

Activate ♦ envision; **Frequency** once per day; **Effect**

Your eidolon focuses their will on the collar, allowing the collar to maintain the connection between you at any distance. For the next 5 minutes, you and your eidolon can move any distance from each other without your eidolon unmanifesting. When the duration ends, if your eidolon is more than 150 feet from you, they immediately unmanifest.

CONFLAGRATION CLUB

EVOCATION MAGICAL

Price 250 gp

Usage held in 2 hands; Bulk 2

A ring of magical crystals encircles the base of this +1 *striking greatclub*, allowing it to absorb and store magical energy.

Activate ⤵ envision; **Trigger** You Cast a Spell from a spell slot, and the spell has the acid, cold, electricity, fire, or sonic trait; **Requirements** The club has no charges; **Effect** You mentally align the club's crystals to reverberate with energy from the spell. It gains a number of charges equal to the level of the spell slot, and

the charges are attuned to the damage type matching the spell's trait. If the spell has more than one eligible trait, choose one when the charges are stored.

Activate ♦♦ command, envision (evocation, magical);

Requirements The club has at least 1 charge; **Effect** You flip the club around to blast a cone of energy from its base. Each creature in a 15-foot cone takes 1d6 damage per charge stored in the club, with a basic Reflex save against your spell DC or DC 19, whichever is greater. The damage type is the same type the charges were attuned to. The club loses all of its charges.

DECK OF ILLUSIONS

UNCOMMON ILLUSION MAGICAL

Price 200 gp

Usage held in 2 hands; Bulk –

This set of 34 parchment cards usually comes in a velvet bag or simple leather wrap. Each card depicts a different creature, monster, or other being that, when the deck is activated, immediately appears as a believable, life-size illusion. You can look at the card's artwork, but no magical effect takes place until you Activate the deck, shuffling and drawing randomly.

Activate ♦ envision, Interact; **Effect** You draw a card, chosen randomly from the remaining cards in the deck, and throw it to the ground to create an illusion of the creature depicted. The image is an *illusory creature*, except it has a

ITEM 6

ITEM 3+



ITEM 6

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range of only 30 feet from where the card was thrown and the illusion lasts until destroyed or until anyone moves or damages the card. The creature takes its actions once on your turn if you're within 60 feet of the card and Sustain the Activation. The illusion ends if you don't Sustain it, or if you activate a new card from the deck.

DECK OF ILLUSIONS CARDS

You can use playing cards or Tarot cards as proxies for the cards in a *deck of illusions*.

Creature	Playing Card	Tarot Card
Iron golem	Ace of clubs	Ace of wands
Centaur	2 of clubs	2 of wands
Greater shadow	8 of clubs	8 of wands
Earth mephit	9 of clubs	9 of wands
Hill giant	10 of clubs	10 of wands
Gelatinous cube	Jack of clubs	Jack of wands
Pixie	Queen of clubs	Queen of wands
Arboreal warden	King of clubs	King of wands
Glabrezu (demon)	Ace of diamonds	Ace of pentacles
Chimera	2 of diamonds	2 of pentacles
Warg	8 of diamonds	8 of pentacles
Troll	9 of diamonds	9 of pentacles
Yeti	10 of diamonds	10 of pentacles
Harpy	Jack of diamonds	Jack of pentacles
Hydra	Queen of diamonds	Queen of pentacles
Sphinx	King of diamonds	King of pentacles
Red dragon	Ace of hearts	Ace of cups
Hyaenodon	2 of hearts	2 of cups
Bugbear	8 of hearts	8 of cups
Ettin	9 of hearts	9 of cups
Cloud giant	10 of hearts	10 of cups
Giant mantis	Jack of hearts	Jack of cups
Mammoth	Queen of hearts	Queen of cups
Tyrannosaurus	King of hearts	King of cups
Lich	Ace of spades	Ace of swords
Dryad queen	2 of spades	2 of swords
Giant scorpion	8 of spades	8 of swords
Troll	9 of spades	9 of swords
Frost giant	10 of spades	10 of swords
Boar	Jack of spades	Jack of swords
Medusa	Queen of spades	Queen of swords
Leaf leshy	King of spades	King of swords
Deck activator	Joker (black)	0. The Fool
Deck activator's greatest fear	Joker (red)	XV. The Devil

DECK OF MISCHIEF

UNCOMMON ILLUSION MAGICAL

Price 75 gp

Usage held in 2 hands; Bulk –

ITEM 4

THE OLD MAGE DECK

Also known as the Magician's Deck in Taldor or the Deck of Masks in the Shackles, the non-magical deck of cards called the Old Mage Deck exists with minor variances across Golarion. The four suits correspond to the four essences of magic (matter, spirit, mind, life) and each contains 13 numbered cards with characters depicted on them, plus two wildcards. While common decks are inexpensive (costing 5 sp), limited-edition decks with elaborate art and high-quality materials are often highly sought after by collectors. A deck has negligible Bulk, and takes both hands to use. In a classic Old Mage Deck, the 13 cards in each suit are as follows, with Jatembe's Ten Magic Warriors as cards 2 through 11: Initiate (1), Red Hyena (2), Grey Elephant (3), Golden Snake (4), Black Ibex (5), Frog of Shifting Colors (6), Emerald Spider (7), Walnut Hawk (8), White Bull (9), Blue Leopard (10), Black Heron (11), a different creature for each suit representing the given suit's magical essence (12), and Old Mage Jatembe using magic of the suit's essence (13). Wildcards vary from deck to deck, making each Old Mage Deck unique.

OLD MAGE DECK SUBSTITUTIONS

Old Mage Deck	Standard Deck	Minor Arcana
Suit of Matter	Diamonds	Pentacles
Suit of Spirit	Clubs	Wands
Suit of Mind	Spades	Swords
Suit of Life	Hearts	Cups
One	Ace	Ace
Eleven	Jack	Knight
Twelve	Queen	Queen
Thirteen	King	King
Wildcards	Jokers	Any two Pages or Major Arcana cards

This deck of 54 cards appears nearly identical to standard playing cards. Comprised of four thematic suits of 13 cards each, as well as two wildcards, the *deck of mischief* is a favorite of scoundrels who prefer not to leave their games to chance—or to at least nudge the odds in their favor. If you know how to activate the deck, you can illusorily transform the ace and face cards into other cards in the deck.

The deck is true to its name and less likely to comply with your wishes if not well cared for. While surprisingly

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resistant to the elements, a waterlogged, dirty, or battered deck may not function as desired, giving you incorrect information about which cards are still in the deck or failing to hold the illusion at a critical moment. If a deck becomes incomplete due to damaged or missing cards, it rapidly loses its deceptive capabilities and might even purposefully sabotage you.

Activate ♦ envision, Interact;

Effect You learn which of the ace and face cards are still in the deck. You can then swap the apparent face of an ace or face card in your hand (if you have any) with the face of one still in the deck. A creature who Seeks or touches the card can attempt to disbelieve this illusion (Perception DC 20).



EMBERHEART

ITEM 18

APEX INVESTED MAGICAL NECROMANCY

Price 24,000 gp

Usage worn; Bulk –

This small, heart-shaped amulet appears to be sculpted from stone with a single streak of dim light running through, like an ember just beneath ashes. When worn, the amulet gives off a gentle warmth, akin

Old Vellum affixed to an empty leather pouch

Within this pouch is the Emberheart, you are the keeper of the flame of our people now. You will need to bond to its inner heart, and it to yours. Keep it around your neck for a month, feed it with your love and the hearth of your soul. Bring it with you to birth, bring it to death, show it that you hold reverence for our family, and it will see your light. Once the light within is kindled you will wear it proudly, a healing beacon for us all. When you near the end of your time on this plane, select a bearer for the next generation, as you were selected before. Walk with the ember, and it will warm your world.



to being near a fireplace. You gain poison resistance 15 when wearing this amulet.

When you invest the amulet, you either increase your Constitution score by 2 or increase it to 18, whichever would give you a higher score.

Activate ♦♦ Interact (healing, magical, necromancy, positive); **Frequency** once per day; **Effect** You hold the amulet aloft as a ripple of warm orange light exudes outward. Each ally in a 30-foot emanation regains 30 Hit Points and gains a +3 status bonus to Fortitude saves until the end of their next turn.

EXTENDING

RUNE 9+

MAGICAL TRANSMUTATION

Usage etched onto a melee weapon

An *extending* rune allows you to extend your weapon to impossible lengths.

Activate ♦♦ Interact; **Effect** You extend your weapon for an instant, giving you an impossible reach. You Strike with the weapon, and you have reach 60 feet for the Strike.

Type *extending*; **Level** 9; **Price** 700 gp

Type *greater extending*; **Level** 13; **Price** 3,000 gp
The activation grants you reach 120 feet for the Strike.



FLASK OF FELLOWSHIP

ITEM 2

CONJURATION MAGICAL

Price 25 gp

Usage held in 2 hands; Bulk L

This is a metal drinking flask, 4 inches in diameter and 10 inches tall. Its screw top is covered by four simple metal cups that nest together.

Activate Make an Impression; **Effect** If you share drinks from a *flask of fellowship* as part of your Make an Impression action, the drink that pours from the flask happens to be exactly what the target of your efforts would most like to have a dram or two of—wine, spirits, hot ginger tea, or ice cold water with lemon, for example. You gain a +1 item bonus on your Diplomacy check.

The GM can disallow the flask's use if it doesn't make sense in the moment for you to pull out a flask and start pouring, if drinks are inappropriate for the occasion, or if your target is absolutely not interested in sharing a drink with you. Drinks from the *flask of fellowship* are entirely social; they won't intoxicate anyone, nor alleviate serious thirst.

GLASSES OF SOCIABILITY

ITEM 3

DIVINATION **INVESTED** **MAGICAL**

Price 60 gp

Usage worn eyepiece; **Bulk** L

These wire-rim glasses with large, circular lenses were invented for the sole purpose of avoiding awkward confrontations at social gatherings. They grant you a +1 item bonus to Diplomacy.

Activate **◆** envision; **Effect** You stare at another creature and instantly remember their name if you've met and exchanged names. The glasses rely on your latent memories, so if the creature is disguising their identity, the glasses don't penetrate the disguise. If a doppelganger was disguised as an innkeeper you met, the glasses would give you the innkeeper's name, and if a noble you met before was in disguise as a masked vigilante, the glasses wouldn't reveal their name.

GLOAMING SHARD

ITEM 11

CONJURATION **MAGICAL** **SHADOW**

Price 1,400 gp

Usage held in 1 hand; **Bulk** L

The blade of this +2 *striking returning dagger* shines the color of twilight, with a triangular lattice design on the hilt. A thin string of darkness connects your shadow to that of the blade, even once it leaves your hand.

Activate **◆◆** Interact (shadow, teleportation); **Frequency** once per hour; **Effect** You make a thrown Strike with the *gloaming shard* at a target within 60 feet. Whether you hit or miss, rather than returning to you, the blade pulls you down into your own shadow and along the connecting thread. You instantly teleport to a space adjacent to the target of your Strike, as *dimension door*, and then catch the dagger in your hand.

GUIDING STAR

ITEM 7

CHAOTIC **DIVINE** **EVOCATION** **GOOD**

Price 325 gp

Usage held in 1 hand **Bulk** L

This +1 *striking returning starknife* is made of dark blue metal overlaid with smoky flecks of fused quartz. When you Cast an evocation Spell, your next attack this turn with this starknife reduces the target's cover, changing greater cover to standard cover or ignoring standard and lesser cover.

Activate **↷** envision; **Frequency** once per 10 minutes; **Trigger** You successfully Strike a creature with a thrown Strike with *guiding star*; **Effect** Soft light outlines the target. At the beginning of your next turn, the *guiding star's* blades detach and form into darts of starlight, flying up to 40 feet and striking the target

unerringly, collectively dealing 4 piercing damage and 1 good damage before re-forming. The piercing damage increases to 6 with a *greater striking rune* and 8 with a *major striking rune*.

HAT OF MANY MINDS

ITEM 12

CONJURATION **MAGICAL**

Price 1,800 gp

Usage worn headwear; **Bulk** L

This pointy, brimmed hat made up of a rainbow patchwork of various materials seems to sit just a little lopsided on your head, no matter how you adjust it. You gain a +2 item bonus to checks to Earn Income.

Activate **◆◆◆** envision, Interact; **Frequency** once per day; **Effect** You tear off a patch of cloth to manifest it into a copy of yourself, dressed in the color and fabric of the patch. The copy follows your specific instructions and performs a single, straightforward task for up to 30 minutes. It takes the copy three times as long to complete the task as it would you, meaning it can perform a task that would take you a maximum of 10 minutes. It doesn't react quickly enough to be of any use during an encounter, and it can't use your spells or other special abilities—just basic actions and skill actions.

The copy disappears and returns to the hat as a piece of cloth when the given task has been completed, or when you Dismiss the activation.

HUNDRED-MOTH CARESS

ITEM 8

DIVINE **NECROMANCY** **NEGATIVE**

Price 475 gp

Usage held in 2 hands; **Bulk** 2

The handles of this +1 *striking scythe* are made from a dull, gray wood of bone-like consistency, and when you slice with it, a fluttering gust of hundreds of moths' wingbeats fills the air. If you're a devotee of Urgathoa, you can use this scythe as a divine focus, and with every Strike, it exudes a pallid cloud of powdery dust.

Activate **◆** command (divine, necromancy, negative); **Frequency** once per round; **Effect** You deal 1d10 negative damage to yourself. If your next action is to Strike with the scythe or to Cast a Spell with the disease or negative trait, that Strike or spell deals additional negative damage equal to the damage you took (after any reductions or increases from immunity, resistances, weaknesses).

IMPACTFUL

RUNE 10+

EVOCATION **FORCE** **MAGICAL**

Usage etched onto a weapon

This rune thrums with pure magical energy. Weapons with the rune deal an additional 1d6 force damage on a successful Strike. On a critical hit, you can choose to force

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the target to succeed at a DC 27 Fortitude save or be pushed 5 feet away from you.

Type impactful; **Level** 10; **Price** 1,000 gp

Type greater impactful; **Level** 17; **Price** 15,000 gp.

The save DC is 37, and on a failed save, the foe is pushed 10 feet away from you.

INVISIBLE CHAIN SHIRT ITEM 13

EVOCATION **MAGICAL**

Price 2,750 gp

Usage worn armor

This +2 resilient invisibility chain shirt is itself invisible. Other creatures can't see it at all, allowing you to wear it surreptitiously. Additionally, the armor's invisible composition is quieter and more comfortable than a normal chain shirt. It loses the noisy trait and gains the comfort trait.

Activate ➡➡ envision; **Frequency** once per minute; **Effect** You Stride and turn partially invisible, becoming concealed until the end of your next turn or until you use a hostile action, whichever comes first. As normal, you can use the concealment from this activation to Hide.

JAR OF SHIFTING SANDS ITEM 7

CONJURATION **EARTH** **MAGICAL**

Price 320 gp

Usage held in 2 hands; **Bulk** L

This small, ceramic jar is full, holding approximately a quarter gallon of sand. When poured out, the jar immediately begins to conjure more sand. It is said, however improbably, that this jar is responsible for creating at least one desert in the world.

Activate ♦ command, Interact; **Effect** You cause sand to pour out of the jar at a rate of 1 gallon per round. This doesn't end until the cap is placed back on the jar.

Activate ➡➡ command, Interact; **Effect** You quickly pour sand over an adjacent square, making it difficult terrain. You can't use either of the jar's activations for 1 minute.

KEYMAKING TOOLS ITEM 3

CONJURATION **MAGICAL**

Price 55 gp

Usage held in 2 hands; **Bulk** L

These thieves' tools provide their owner the ability to have continued control over a lock while leaving it in place. They grant a +1 item bonus to Thievery checks to Pick a Lock. Upon completely opening a lock by picking it with these tools, the tools produce a temporary copy of the key for the picked lock. This phantom key can lock or unlock the lock just like the original key. The key appears attached to the thieves' tools case by a fine silver chain and lasts for 12 hours before it fades into nothing. Only one key created this way can exist in the same set of thieves' tools. Creating a new key replaces the previous one.

MASK OF ALLURE ITEM 18

APEX **ENCHANTMENT** **INVESTED** **MAGICAL**

Price 24,000 gp

Usage worn mask; **Bulk** L

This mask appears to be a pool of mirrored, shifting silver adhered to a thin metal plate. When you place it against your face, it melds to the shape of your head. The material is breathable and light, and does not obscure vision. You gain a +2 item bonus to Deception, Diplomacy, Intimidation, and Performance checks while wearing the mask.

When you invest the mask, you either increase your Charisma score by 2 or increase it to 18, whichever would give you a higher score.

Activate ♦ envision (visual); **Frequency** once per day; **Trigger** You attempt a Deception, Diplomacy, Intimidation, or Performance check; **Effect** You gain a +4

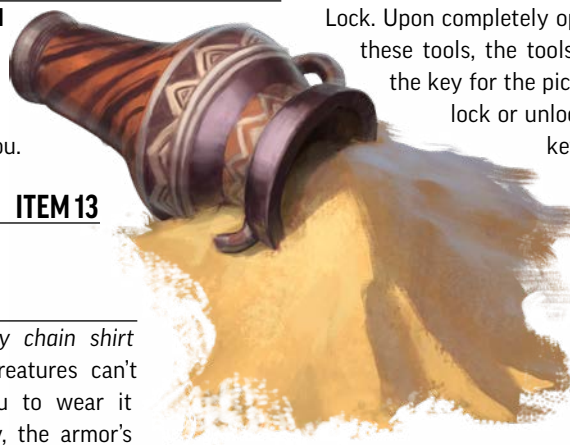
status bonus to the triggering check. This ability has no effect if you're under the effects of a disguise that hides the *mask of allure*. Depending on the skill used, the mirrored silver transforms into one of the following appearances.

- **Deception** A swirl of silver, which entirely obscures and conceals your normal features.

- **Diplomacy** A kind, gentle and inviting expression.

- **Intimidation** A monstrous visage that shocks viewers into paying attention.

- **Performance** A jovial humanoid face, the mouth cracked wide with a comedic smile or a tragic frown, depending on the nature of the performance.



Personal Correspondence between sisters from Haugin's Ear

Sanree,

I trust Isger is to your liking, but strange things have begun in your absence. A drifter arrived last night, and the town took to him immediately. I will try to describe his face, but I fear the full effect is beyond my writings. He looks normal but for a silvery mask that appears almost as face paint, but it moves in small swirls and eddies. He's beautiful, and I think that's some of the charm, but I've seen him when he thinks he's unobserved. The face shifts into a sneer, as if he's getting away with something forbidden. Sometimes, at the right angle, I can see something much worse in the face, something monstrous just out of view. I cannot convince anyone of what I've seen, they're so sure that he is harmless, and he plays that part well. I fear if I look into that mask I'll begin to agree with them, but I've seen what else it holds. Please come back, and bring your wife with you, we could use a Pathfinder here right now.

-Ur/a

MERCURIAL MANTLE

ITEM 18

APEX INVESTED MAGICAL TRANSMUTATION

Price 24,000 gp

Usage worn cloak; Bulk L

This deep red cloak fits lightly about your shoulders, and the edges perpetually twitch slightly, as though caught in a breeze. The cloth feels smoother than silk, rippling and swaying like liquid when in motion. You feel a lively energy infusing your arms and legs. You gain a +3 item bonus to Acrobatics and Stealth, and a +2 circumstance bonus to AC against attacks from reactions triggered by your movement.

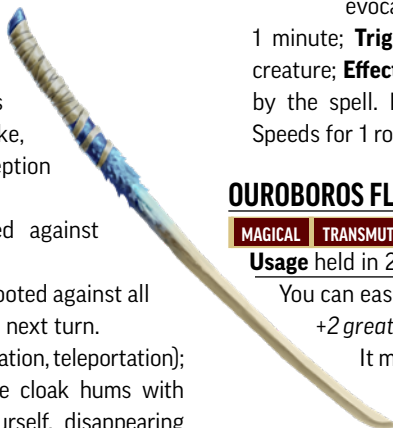
When you invest the cloak, you either increase your Dexterity score by 2 or increase it to 18, whichever would give you a higher score.

Activate ☞ Interact; **Frequency** once per hour; **Trigger** An enemy misses you with a melee Strike; **Effect** You slip around the attacking creature with ease. You Step, without moving away from the triggering enemy, and then make a melee Strike against the triggering enemy if it's within reach. If you do make a Strike, the target attempts a DC 38 Perception check before you roll.

Failure This creature is flat-footed against the Strike.

Critical Failure This creature is flat-footed against all your attacks until the end of their next turn.

Activate ♦♦ command, envision (conjunction, teleportation); **Frequency** once per day; **Effect** The cloak hums with power as your whirl it around yourself, disappearing



amid a brief flash of light. Teleport up to double your Speed to a location you can see. At the end of the teleportation, you can make a melee Strike against a creature within reach, if there is one.

NORTH WIND'S NIGHT VERSE

ITEM 10

UNCOMMON COLD EVOCATION MAGICAL

Price 900 gp

Usage held in 1 hand; Bulk 1

This +1 striking frost katana is always cool to the touch, nearly uncomfortably so. Unadorned and with no tsuba, its honed blade is carved from a single tusk of dragon-turtle ivory and wrapped in strips of winter wolf hide. Strikes with the katana gain a +2 status bonus to damage rolls against creatures that have a status penalty to their Speed or are slowed. The status bonus increases to +3 if the weapon has a greater striking rune and +4 for major striking.

Activate ♦ command (cold, evocation, magical); **Frequency** once per 1 minute; **Trigger** Your spell deals cold damage to a creature; **Effect** Choose one creature dealt cold damage by the spell. It takes a -5-foot status penalty to its Speeds for 1 round.

OUROBOROS FLAIL

ITEM 14+

MAGICAL TRANSMUTATION

Usage held in 2 hands; Bulk 2

You can easily expand and contract the chain of this +2 greater striking extending (page 184) war flail.

It magically grows new links when extended and loses them when contracted.

Activate ☞ command; **Frequency**

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Magrithar's Magical Compendium, p.284

After hours of contemplating the seemingly mundane robe at the bottom of the chamber surrounded by traps and guardians, I decided the reward was worth the risk. For a moment, nothing happened after I shrugged on the robe, but as a hundred shifting, monstrous eyes began to open along the robe and within my mind, I saw true, and what I saw was not what the defenses were keeping out, but what they were keeping in.

once per hour; **Trigger** You successfully Strike with the flail while activating its extending rune; **Effect** The head of the flail wraps around the target of the triggering Strike and drags it in your direction. The target must succeed at a DC 31 Fortitude save or be pulled adjacent to you. A creature pulled in is then grabbed by the flail until the end of your next turn unless you move, your target Escapes (DC 31), or you use the flail.

Activate **◆◆◆** Interact;

Effect You extend the flail's chain, then wrap it across itself and strike two links together.

This severs a usable 60-foot loop of chain from the flail, which instantly returns to its normal length. If you use this activation again, any previous chain you created with it disappears after 1 round. As with most obviously magical and temporary constructs, the chain cannot be sold.

Type *ouroboros flail*; **Level** 14; **Price** 4,400 gp

Type *greater ouroboros flail*; **Level** 17; **Price** 15,000 gp

The flail is a +3 *greater striking greater extending war flail*, the activation's DC is 37, and the severed chain is 120 feet long.

Type *major ouroboros flail*; **Level** 20; **Price** 65,000 gp

The flail is a +3 *major striking greater extending war flail*, the activation's DC is 43, and the severed chain is 120 feet long.

REBOUNDED BREASTPLATE

ITEM 20

EVOCATION **FORCE** **MAGICAL**

Price 70,000 gp

Usage worn armor

This +3 *greater resilient greater fortification breastplate* absorbs impacts for later release. While wearing the armor, you gain resistance 5 to bludgeoning, piercing, and slashing damage and resistance 10 to force damage.

Keep track of how much damage the armor prevents from enemy attacks, as the armor absorbs that damage.

After 1 minute, the absorbed damage disperses harmlessly and resets to 0. Only damage caused by foes or hazards powers the armor, not damage you take from yourself, allies, or the environment.

Activate **◆** Interact;

Requirements Your armor

has absorbed at least 30 damage; **Effect**

The absorbed energy explodes from your armor in a pulse of force. Creatures in a 30-foot emanation take 10d6 force damage with a

DC 43 basic Fortitude save. On a

failure, they're pushed 10 feet away from you, and on a critical failure, they're pushed 20 feet away from you and fall prone. The armor's absorbed damage resets to 0.

RESTFUL TENT

ITEM 7

ENCHANTMENT **MAGICAL**

Price 320 gp

Bulk 1

This four-person tent provides several benefits for those who rest within. The climate inside the tent is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater can still damage or destroy the tent. Mundane pests such as solitary ordinary insects avoid the tent, though swarms and giant insects can attack the tent as normal. Once you pitch the tent, only you can easily move it; any other creatures must succeed at a DC 20 Athletics check to do so. Finally, the tent automatically camouflages with its surroundings, requiring a Searching creature to succeed at a DC 22 Perception check to notice it.

SAGE'S LASH

ITEM 18

APEX INVESTED MAGICAL NECROMANCY

Price 24,000 gp

Usage worn belt; Bulk –

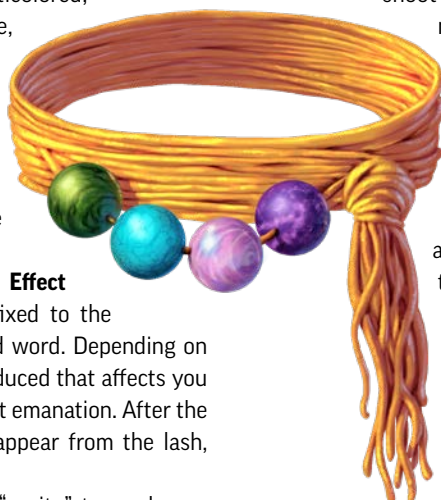
The thin, glittering strands of rope that comprise this thick belt appear to be spun gold. Strung along the front of the belt are a collection of four multicolored, perfectly spherical beads: jade, turquoise, quartz, and amethyst. While wearing the lash, you gain a +3 item bonus to Religion.

When you invest the belt, you either increase your Wisdom score by 2 or to 18, whichever would give you a higher score.

Activate ♦♦ command, Interact; **Effect**

You touch one of the jewels affixed to the *sage's lash* and speak a command word. Depending on the jewel, a different effect is produced that affects you and all living creatures in a 30-foot emanation. After the effect occurs, all four jewels disappear from the lash, reappearing at the next dawn.

- **Jade** (healing, positive) Speak "purity" to produce a wave of green light that ends any sickened condition and any ongoing poison damage affecting creatures in the emanation.
- **Turquoise** Speak "clarity" to grant all affected a +2 status bonus to their next Will save for 1 minute.
- **Quartz** (healing, positive) Speak "lenity" to have each creature regain 30 Hit Points.
- **Amethyst** (divination, light, revelation) Speak "verity" to emit a magical trail of light from the lash that reveals the location of each creature in the emanation. For 1 round, if they would be invisible, they become concealed instead, and if they would be undetected or unnoticed by a creature, they're hidden instead. A creature can attempt a DC 43 Stealth check to avoid the lash's detection.



SHADOW SIGNET

ITEM 10

EVOCATION INVESTED MAGICAL

Price 1,000 gp

Usage worn; Bulk –

This obsidian ring allows you to partially warp your spells through the Shadow Plane, allowing them to strike directly at a target's body.

Activate ♦ command (metamagic); **Effect** If your next action is to Cast a Spell that requires a spell attack roll against Armor Class, choose Fortitude DC or Reflex DC. You make your spell attack roll against that defense instead of AC. If the spell has multiple targets, the choice of DC applies to all of them.

SINGING SHORBTOW

ITEM 14+

ENCHANTMENT MAGICAL

Usage held in 1 hand; Bulk 1

Rather than a normal bowstring, this +2 *greater striking thundering composite shortbow* has a string made of animal gut, much like a musical instrument's. When you shoot the bow, it releases a soft musical note—sonorous if your aim is true and discordant if your shot goes off-target.

Activate ♦♦ command (auditory)

Frequency once per hour; **Effect**

You sing, hum, or whistle a note, and your bow provides appropriate accompaniment. Make a Strike with the bow. If it hits, the bow generates a magical effect determined by the note you sung, which has the traits indicated in parentheses. This affects every creature in a 10-foot emanation from the creature you hit. As normal for an emanation, you choose whether the creature

you hit is affected.

- **Song of Soothing** (emotion, enchantment, healing, mental) Each creature regains 3d10 Hit Points and gains a +1 status bonus to saves against mental effects for 1 minute.
- **Song of Suffering** (evocation, sonic) Each creature takes 3d10 sonic damage with a DC 31 basic Fortitude save.

Type *singing shortbow*; **Level** 14; **Price** 4,500 gp

Type *greater singing shortbow*; **Level** 18; **Price** 22,500 gp

The weapon is a +3 *greater striking greater thundering composite shortbow*, the healing and damage are 5d10, and the DC is 38.

SONIC TUNING MACE

ITEM 9+

EVOCATION MAGICAL SONIC

Usage held in 1 hand; Bulk L

This +1 *striking thundering light mace* has twin tips, perfectly spaced to resonate when striking foes.

Activate ♦♦ command, Interact; **Frequency** once per day; **Effect** You tap the tuning mace against a nearby surface to cast 4th-level *sound burst* with a DC of 25.

Type *sonic tuning mace*; **Level** 9; **Price** 700 gp

Type *greater sonic tuning mace*; **Level** 13; **Price** 3,000 gp

The mace is a +2 *greater striking thundering light mace*. When you activate the mace to cast *sound burst*, the spell is 6th level (DC 30).

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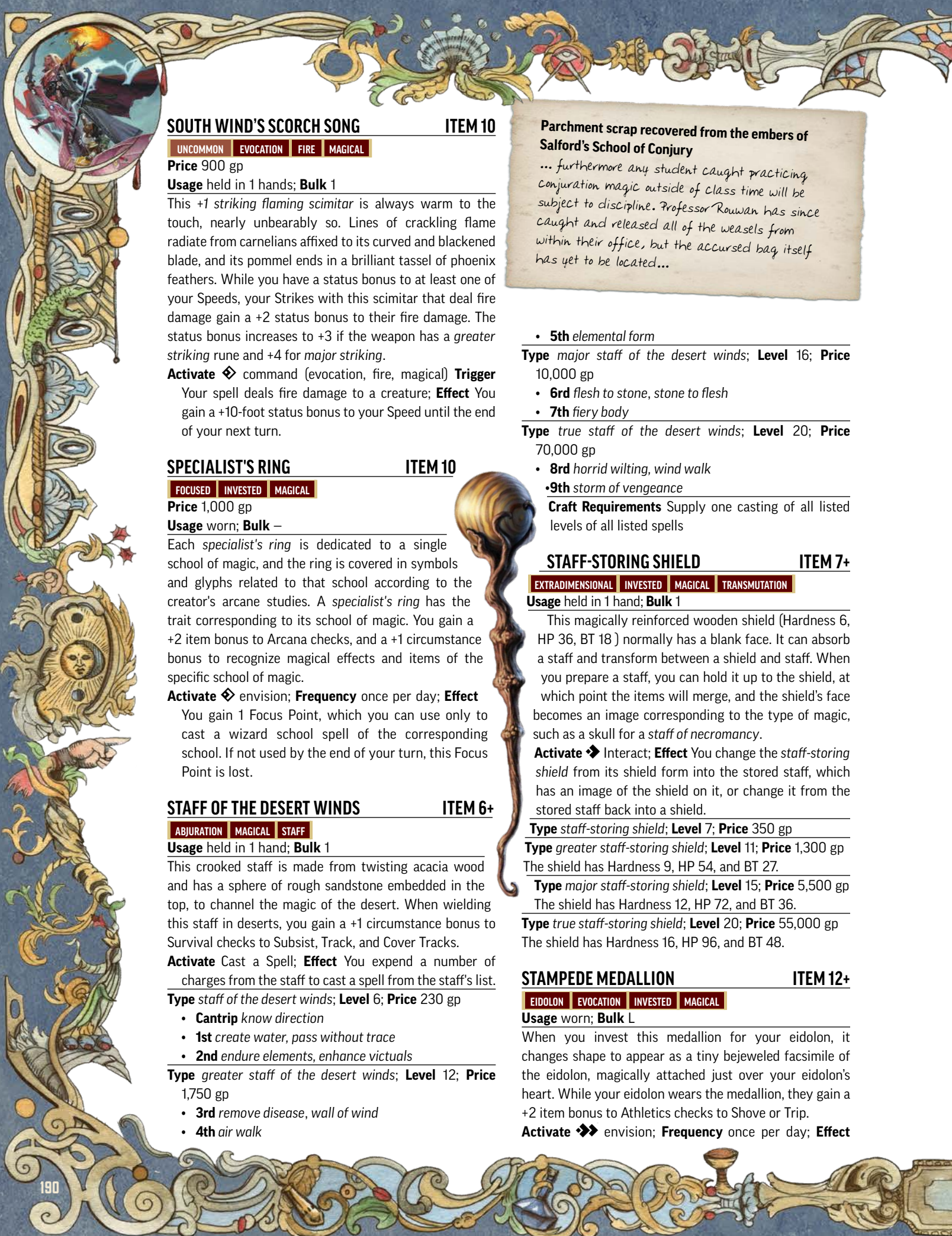
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SOUTH WIND'S SCORCH SONG

ITEM 10

UNCOMMON EVOCATION FIRE MAGICAL

Price 900 gp

Usage held in 1 hands; Bulk 1

This +1 striking flaming scimitar is always warm to the touch, nearly unbearably so. Lines of crackling flame radiate from carnelians affixed to its curved and blackened blade, and its pommel ends in a brilliant tassel of phoenix feathers. While you have a status bonus to at least one of your Speeds, your Strikes with this scimitar that deal fire damage gain a +2 status bonus to their fire damage. The status bonus increases to +3 if the weapon has a greater striking rune and +4 for major striking.

Activate ♦ command (evocation, fire, magical) **Trigger** Your spell deals fire damage to a creature; **Effect** You gain a +10-foot status bonus to your Speed until the end of your next turn.

SPECIALIST'S RING

ITEM 10

FOCUSED INVESTED MAGICAL

Price 1,000 gp

Usage worn; Bulk –

Each *specialist's ring* is dedicated to a single school of magic, and the ring is covered in symbols and glyphs related to that school according to the creator's arcane studies. A *specialist's ring* has the trait corresponding to its school of magic. You gain a +2 item bonus to Arcana checks, and a +1 circumstance bonus to recognize magical effects and items of the specific school of magic.

Activate ♦ envision; **Frequency** once per day; **Effect** You gain 1 Focus Point, which you can use only to cast a wizard school spell of the corresponding school. If not used by the end of your turn, this Focus Point is lost.

STAFF OF THE DESERT WINDS

ITEM 6+

ABJURATION MAGICAL STAFF

Usage held in 1 hand; Bulk 1

This crooked staff is made from twisting acacia wood and has a sphere of rough sandstone embedded in the top, to channel the magic of the desert. When wielding this staff in deserts, you gain a +1 circumstance bonus to Survival checks to Subsist, Track, and Cover Tracks.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from the staff's list.

Type staff of the desert winds; **Level** 6; **Price** 230 gp

- **Cantrip** know direction
- **1st** create water, pass without trace
- **2nd** endure elements, enhance victuals

Type greater staff of the desert winds; **Level** 12; **Price** 1,750 gp

- **3rd** remove disease, wall of wind
- **4th** air walk

Parchment scrap recovered from the embers of Salford's School of Conjury

... furthermore any student caught practicing conjuration magic outside of class time will be subject to discipline. Professor Rowman has since caught and released all of the weasels from within their office, but the accursed bag itself has yet to be located...

- **5th** elemental form

Type major staff of the desert winds; **Level** 16; **Price** 10,000 gp

- **6rd** flesh to stone, stone to flesh
- **7th** fiery body

Type true staff of the desert winds; **Level** 20; **Price** 70,000 gp

- **8rd** horrid wilting, wind walk
- **9th** storm of vengeance

Craft Requirements Supply one casting of all listed levels of all listed spells

STAFF-STORING SHIELD

ITEM 7+

EXTRADIMENSIONAL INVESTED MAGICAL TRANSMUTATION

Usage held in 1 hand; Bulk 1

This magically reinforced wooden shield (Hardness 6, HP 36, BT 18) normally has a blank face. It can absorb a staff and transform between a shield and staff. When you prepare a staff, you can hold it up to the shield, at which point the items will merge, and the shield's face becomes an image corresponding to the type of magic, such as a skull for a *staff of necromancy*.

Activate ♦ Interact; **Effect** You change the *staff-storing shield* from its shield form into the stored staff, which has an image of the shield on it, or change it from the stored staff back into a shield.

Type staff-storing shield; **Level** 7; **Price** 350 gp

Type greater staff-storing shield; **Level** 11; **Price** 1,300 gp
The shield has Hardness 9, HP 54, and BT 27.

Type major staff-storing shield; **Level** 15; **Price** 5,500 gp
The shield has Hardness 12, HP 72, and BT 36.

Type true staff-storing shield; **Level** 20; **Price** 55,000 gp
The shield has Hardness 16, HP 96, and BT 48.

STAMPEDE MEDALLION

ITEM 12+

EIDOLON EVOCATION INVESTED MAGICAL

Usage worn; Bulk L

When you invest this medallion for your eidolon, it changes shape to appear as a tiny bejeweled facsimile of the eidolon, magically attached just over your eidolon's heart. While your eidolon wears the medallion, they gain a +2 item bonus to Athletics checks to Shove or Trip.

Activate ♦♦ envision; **Frequency** once per day; **Effect**

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Your eidolon Concentrates on the medallion and their connection to you, allowing them to momentarily manifest into a stampede of dozens of copies of themselves. The stampede rampages out in every direction, swerving around your allies while trampling any foe on the ground in an emanation around your eidolon with a radius equal to your eidolon's Speed. Each of these foes takes 8d6 bludgeoning damage, with a DC 29 basic Reflex save. On a critical failure, the foe is also knocked prone. After dealing damage, the stampede of eidolons vanishes as quickly as it appeared.

Type stampede medallion; **Level** 12; **Price** 1,800 gp

Type greater stampede medallion; **Level** 15; **Price** 6,200 gp
The activation's DC is 34 and the damage is 12d6.

Type major stampede medallion; **Level** 18; **Price** 21,000 gp
The item bonus is +3, the activation's DC is 38 and the damage is 14d6.

THOUSAND-BLADE THESIS

ITEM 9

UNCOMMON EXTRADIMENSIONAL INVESTED MAGICAL

Price 600 gp

Usage held in 1 hand; **Bulk** L

This collection of lacquered rice paper scrolls mounted on flexible bamboo contains a wealth of calligraphic essays and paintings on the art of war, specifically focused on the use of various weapons in warfare and how to tactically deploy warriors using those weapons to the best possible advantage. Consulting the thesis grants a +2 item bonus to Warfare Lore checks. Like most scholarly compendiums, this usage requires holding the thesis in one hand.

The thesis also serves as an extradimensional armory for weapons and ammunition. The thesis has a capacity of 5 Bulk, and only weapons and ammunition can be stored within it. You and others can Interact with the thesis to store or retrieve a weapon or piece of ammunition in it, like a mundane container.

Activate ♦ Interact; **Frequency** once per day; **Effect** The *thousand-blade thesis* dramatically unfurls, and the weapons contained within it spring forth and array themselves impressively in the air, floating within easy reach. For 1 minute, you can use a free action to Interact to draw one of the floating weapons. Others can attempt to nab them out of the air, but to do so they must critically succeed at a Disarm check. You can't place weapons back into the thesis until the minute elapses.



Personal Journal Entry of Harlo Simly, of the Gildefax/Harlo feud

I am now positive someone is playing tricks on me while I sleep. I specifically set the broom in the corner of the shack near the woodpile, wedged tightly in between the wall and a log. Not a moment after I closed my eyes to sleep was I awoken by an absolute cacophony downstairs, all manner of bumps, crashes, and thuds. As soon as I touched the top of the stairs, the vandal silently escaped from my home and I'm left with a broom on the table and a mildly damaged kitchen. As I've written prior, this is not a new occurrence. I'm certain that Gildefax is up to something.

TITAN'S GRASP

ITEM 18

APEX EVOCATION INVESTED MAGICAL

Price 24,000 gp

Usage worn gloves; **Bulk** L

These bronze gauntlets each have a small red gem embedded in the wrist. You gain a +3 item bonus to Athletics checks and a +1 circumstance bonus to Athletics checks to Grapple. If you successfully Grapple an enemy that's at least one size category larger than you, the gauntlets dig into it, dealing bludgeoning damage equal to your Strength modifier, plus an additional 2d6 on a critical success.

When you invest the gloves, you either increase your Strength score by 2 or increase it to 18, whichever would give you a higher score.

Activate ♦ Interact (sonic); **Frequency** once per day; **Requirements** You have two hands free; **Effect** You clap the gauntlets together with a thunderous crack that deals 6d10 sonic damage in a 30-foot emanation. Each creature in the area must attempt a DC 35 Fortitude save. **Critical Success** The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and is stunned 1.



CHAPTER 5: BOOK OF UNLIMITED MAGIC

I managed to get my hands on a copy of the Book of Unlimited Magic! Not only that, it's a copy from the Hetshepsu line, which means it even has some details on true names. This is a rare find, so when you borrow it, please use a page turner to keep the oils from your hands off the pages!

This chapter provides you with a wide variety of unusual magical practices and character options, many of them uncommon or rare. By adding them to your game, you can expand and enrich the narrative of how magic works. The chapter is organized into the following sections.

Cathartic Magic (page 194) allows a spellcaster to harness pent-up emotions to enter a state of emotional fervor, gaining special benefits from the emotion but risking emotional fallout once the fervor ends.

Elementalism (page 198) has options for characters focused on elemental magic, including elementalists who focus their entire spell list on the elements, elemental stances for monks, and druid orders of flame, stone, and waves.

Flexible Preparation (page 208) represents the culmination of spellcasters' research and experimentation to gain the best of both worlds between prepared spellcasting and spontaneous spellcasting.

Geomancy (page 210) taps into the natural world around the spellcaster, giving them benefits depending on the terrain, even allowing the spellcaster to simulate the energies of a different terrain.

Ley Lines (page 214) embody the magical veins and arteries of the multiverse, flowing with energy across worlds and planes alike and gathering at special locations called nodes. Spellcasters can learn to tap into ley lines, though doing so presents a significant gamble.

Pervasive Magic (page 218) covers situations and settings where magic is *everywhere*, infusing the land itself with unusual effects and trickling down to every creature in the area.

Shadow Magic (page 224) surrenders the piece of a spellcaster's soul that keeps out the darkness, allowing themselves to learn new magic or to gain shadowy animal companions and familiars.

Soul Seeds (page 230) magically attach to a creature's soul, then grow in the breadth of their magic in a similar fashion to relics.

Soulforged Armaments (page 232) bond weapons, armor, or shields to the forger's soul, allowing the soulforger to manifest their armament at a moment's notice and even bring forth an empowered true form.

Thassilonian Rune Magic (page 238) divides magic into seven runes associated with the seven sins. Each runelord embodies one of the seven schools, gaining significant advantages with their school spells.

True Names (page 244) allow a practitioner to learn the secrets of a being's inner nature, granting them an incredible amount of leverage to compel that creature into service.

Wellspring Magic (page 248) is both a blessing and a curse: it grants a deep infusion of magic, potentially allowing the casting of many spells, but it also risks out-of-control wellspring surges if the power becomes too much to handle.

ACCESS TO RULES ELEMENTS

Sometimes, a stat block for an uncommon rules element might include a bold Access entry that lists specific criteria. A character who meets the criteria listed in the Access entry gains access to the rules element. For instance, a shadowcaster can choose a shadow familiar, even though it's uncommon. Access entries are often used in other books to give appropriate access to creatures from specific regions or organizations.

CLASS ARCHETYPES

This section includes several class archetypes: elemental, flexible spellcaster, runelord, and wellspring mage. These archetypes with the class trait fundamentally diverge from your class's specialties but still fit within the theme of your class.

You can select a class archetype only if your class meets the criteria listed in the archetype's prerequisites. Class archetypes always alter or replace some of a class's static class features in addition to any new feats they offer.

It might be possible to take a class archetype at 1st level if it alters or replaces some of the class's initial class features. The 1st-level ability is presented much like a class feature and includes the class archetype's prerequisites and rules on how it changes your class. If you select this ability, you must take that archetype's dedication feat at 2nd level, and you proceed normally afterward. You can never have more than one class archetype.

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CATHARTIC MAGIC

Some spellcasters draw their magic from the gods, while others shape it by precisely manipulating unseen energy. Still others fuel their magic with raw emotion: the cathartic mages. Their emotional magic is powerful, but raw and unpredictable.

Rarity: Uncommon

Catharsis, the process of purging pent-up emotions, places a cathartic mage in a heightened emotional state much like a barbarian's rage. Magical energy pours out, often manifesting in visible displays that cascade off the mage. This can even produce a faint echo of the released emotion within those nearby. Though it seems reasonable that the caster's pent-up emotion would be one that they normally repress, this is by no means required. A cathartic mage could be a generally happy and positive person who still enters an enhanced state as a magical wave of joy overwhelms them.

The magic of emotions is as difficult to master as emotions themselves. Practitioners of this art find themselves tired, unfocused, or in physical pain after tapping into their deepest feelings. It often takes time for these users to reclaim mastery of their own minds. Most cathartic mages find a mundane activity to help settle themselves, such as reading, needlepoint, or simple meditation.

ROLEPLAYING

Using cathartic magic in your game invites heavy use of role-playing emotional states, which can be a challenge for some game tables. Players need to check with their GMs and other players to ensure these rules are appropriate for the game. Entering an emotional fervor doesn't mean anything a character does in that state is acceptable. As always, adding new rules doesn't excuse being rude to other players.

It's also important to keep the cathartic emotion from overshadowing the other parts of your character, as it works best as part of a well-rounded personality. It's a powerful emotion, though not your *only* emotion. This power can be a double-edged sword, but it doesn't have to be. It could be a fun quirk, a deep struggle, or a mysterious power your character wants to investigate.

GAMEMASTERING

One of the reasons cathartic magic is uncommon has to do with the adjustments the GM must make to incorporate it in the game. Some situations that would normally be detrimental for PCs, like becoming controlled or critically failing at a roll, can be a trigger for powering up instead! Some emotions require a PC

or NPC to be an emotional focus, making the ability largely useless if the PC is separated from that person.

UNPLANNED CATHARSIS

In the right circumstances, a GM might introduce cathartic magic into the game without a player pursuing it first. For example, if a mind-controlled bodyguard is ordered to slay someone they vowed to protect, the GM might decide they can take the Catharsis reaction from the Cathartic Mage Dedication. Like any reaction, it still poses a choice—the player could choose not to take it. If the player enjoys this mechanical reveal, they might even want to invest feats into the Cathartic Mage archetype.

CATHARTIC MAGE (ARCHETYPE)

Emotions are powerful, and you can tap into that power to enhance your magic for a time. You learn to harness a particular emotional state under the right conditions, but be warned: emotions are volatile and destructive if left unchecked. The experience often leaves you reeling from the unhindered emotion, requiring a rest or distraction before tapping into it again.

CATHARTIC MAGE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Cha 14 or ability to cast spells from spell slots

You've learned to harness a particular emotion and mix it into your magic. Choose an emotion from the Emotional States section (page 196) to be your catharsis emotion.

If you don't already cast spells from spell slots, you learn to cast spontaneous spells and gain the Cast a Spell activity. You gain a spell repertoire with one cantrip of your choice, from a spell list of your choice. You choose this cantrip from the common spells on your chosen spell list or from other spells to which you have access on that list. You're trained in spell attack rolls and spell DCs for that tradition. Your key spellcasting ability for these spells is Charisma.

If you can already cast spells from spell slots, you learn one additional cantrip from your spellcasting tradition. If you're a prepared caster, you can prepare this spell in addition to your usual cantrips per day; if you're a spontaneous caster, you add this cantrip to your spell repertoire.

You gain the Catharsis reaction and the Settle Emotions activity.

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Catharsis (concentrate, emotion, mental) **Trigger** determined by your catharsis emotion; **Effect** You gain the catharsis activation effects listed for your catharsis emotion. You gain that emotion's emotional fervor benefits for 3 rounds. When your emotional fervor ends, you suffer the listed emotional fallout. After using Catharsis, you can't use it again until you use the Settle Emotions activity.

Settle Emotions (concentrate, emotion, mental) You spend 10 minutes using techniques you've developed to calm your emotions and bring them back under control. This allows you to access your Catharsis again.

Special You can't select another dedication feat until you've gained two other feats from the cathartic mage archetype.

BASIC CATHARTIC SPELLCASTING FEAT 4

ARCHETYPE

Prerequisites Cathartic Mage Dedication

You gain the basic spellcasting benefits (*Core Rulebook* 219). Each time you gain a spell slot of a new level from this archetype, add a spell of that spell level from your chosen tradition to your repertoire—either a common spell or another spell you've learned or discovered.

CATHARTIC FOCUS SPELL FEAT 4

ARCHETYPE

Prerequisites Cathartic Mage Dedication

You learn the focus spell listed under your emotion's entry. You can cast it only while in emotional fervor. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus while you use Settle Emotions.

WORK YOURSELF UP ◆◆ FEAT 8

ARCHETYPE CONCENTRATE

Prerequisites Cathartic Mage Dedication

Requirements You have a reaction available and aren't prevented from using Catharsis.

You concentrate on your mental state, tapping into that raw emotional energy. Take your Catharsis reaction, causing the catharsis activation and entering your emotional fervor as normal. The fervor lasts only until the end of your turn. At the end of your emotional fervor, you experience the effects of your emotional fallout, as normal.

EXPERT CATHARTIC SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Cathartic Spellcasting

You gain the expert spellcasting benefits (*Core Rulebook* 219).

INFECTIOUS EMOTIONS FEAT 12

ARCHETYPE

Prerequisites Cathartic Mage Dedication

When you use Catharsis, one ally within 30 feet gains

the catharsis activation benefits in addition to you. If these benefits require an emotional focus, they use your emotional focus as they're experiencing an empathic imprint of your emotions. Depending on the activation benefit, it might be impossible to grant it to an ally; for instance, pride could only have an effect for an ally if both you and the ally critically failed the same saving throw against the same effect.

MASTER CATHARTIC SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Cathartic Spellcasting

You gain the master spellcasting benefits (*Core Rulebook* 219).





EMOTIONAL STATES

The following emotional states are used in the Cathartic Mage archetype. Each emotional state's entry lists the following pieces of information.

Catharsis Trigger The event or conditions you must meet to take your Catharsis reaction.

Catharsis Activation The benefit when you use Catharsis.

Emotional Fervor Benefits you gain for 3 rounds after you use Catharsis. This entry also lists a spell you're able to cast while in your emotional fervor. You must expend a spell slot to cast it. This slot must be of at least the spell's level, and the spell is automatically heightened to the level of slot you expended.

Emotional Fallout The effect you experience when your emotional fervor ends.

Focus Spell The focus spell you gain if you select the Cathartic Focus Spell archetype feat.

ANGER

Your destructive wrath allows you to harm your foes but causes you pain in the process.

Catharsis Trigger An enemy deals damage to you. You can't use this reaction if you're fatigued.

Catharsis Activation If you're grabbed, immobilized, or restrained, you can attempt to Escape. If you succeed, the creature or hazard imposing the condition on you (if applicable) takes force damage equal to your level.

Emotional Fervor When you Cast a Spell from your spell slots, if the spell deals damage and doesn't have a duration, you gain a status bonus to that spell's damage equal to the spell's level. Spell: *draw ire* (page 101)

Emotional Fallout You become fatigued until you Settle your Emotions.

Focus Spell *athletic rush* (Core Rulebook 389)

AWE

Your powerful sense of wonderment can be infectious and distracting.

Catharsis Trigger You or an ally within 30 feet critically succeeds on an attack roll against an enemy's AC or a skill check against one of an enemy's DCs.

Catharsis Activation If you're fascinated or stupefied, you can attempt an additional save to end the effect if it allowed a save.

Emotional Fervor When you cast a spell, choose one creature that was hit by your spell attack roll or that failed its saving throw, if any. That creature becomes fascinated with you until the end of its next turn. It's then temporarily immune to this fervor effect for 1 hour. Spell: *glitterdust*

Emotional Fallout You become flat-footed until you Settle your Emotions.

Focus Spell *dazzling flash* (doesn't require a religious symbol; Core Rulebook 391)

DEDICATION

Your commitment protects those you are dedicated to but can lead to dependency. Your emotional focus is an individual creature you're bound to (see Emotional Focus sidebar on page 197).

Catharsis Trigger Your emotional focus takes damage from an enemy while within 30 feet of you.

Catharsis Activation Your emotional focus gains a number of temporary Hit Points equal to half your level rounded up. These temporary HP last for 1 minute.

Emotional Fervor Your spells that target your emotional focus gain the benefits of Reach Spell. When you cast a healing spell that affects your emotional focus, your emotional focus also gains temporary HP equal to the spell's level in addition to the spell's effects. These temporary HP last for 1 minute. Spell: *spirit link*

Emotional Fallout Until you Settle your Emotions, you can't Cast Spells unless you're adjacent to your emotional focus.

Focus Spell *protector's sacrifice* (Core Rulebook 395)

FEAR

You let your fear fuel you, rather than consume you, but it burns your endurance.

Catharsis Trigger An enemy makes you frightened.

Catharsis Activation Increase your frightened value by 1, to a maximum of frightened 4.

Emotional Fervor You don't take the status penalty from the frightened condition to your spell DCs or spell attack bonus. Instead, you gain a status bonus to spell attack rolls equal to the penalty you would've taken, and your foes take the same status penalty to their saving throws against your spells. Any other statistic takes the status penalty as normal. Spell: *fear*

Emotional Fallout You are fleeing for 2 rounds, running from the source of the frightened condition that triggered your Catharsis. If that source is no longer present, you instead flee from the position where you were at the start of your emotional fallout.

Focus Spell *waking nightmare* (Core Rulebook 399)

HATRED

Your unabashed hatred consumes your soul and causes your foe to falter. Your emotional focus is an individual enemy you detest (see Emotional Focus sidebar on page 197).

Catharsis Trigger You start your first turn in an encounter against your emotional focus or one of their followers. If the encounter includes multiple eligible followers and doesn't include your actual emotional focus, choose one of the followers to act as your emotional focus for this encounter (or until your actual emotional focus shows up).

Catharsis Activation You can Step or Stride. You must end this movement closer to your emotional focus.

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Emotional Fervor Your emotional focus is flat-footed to you and takes a -2 status penalty to saves against your spells. You're flat-footed to your emotional focus and take a -2 status penalty to saves against it. Spell: *blood vendetta*^{APG}

Emotional Fallout You become stunned 2.

Focus Spell *cry of destruction* (Core Rulebook 390)

JOY

Your unbridled enthusiasm and positive attitude can lead you to success, but you might expend more energy than you planned.

Catharsis Trigger You critically succeed on an attack roll or save, or an enemy critically fails on a save against you.

Catharsis Activation Reduce the value of any frightened or stupefied condition you have by 1 and end any persistent mental damage you have.

Emotional Fervor You gain a +1 status bonus to Performance checks and to the spell attack rolls of emotion spells, and enemies take a -1 status penalty to saves against your emotion spells. Spell: *hideous laughter*

Emotional Fallout You become fatigued until you Settle your Emotions.

Focus Spell *unimpeded stride* (Core Rulebook 398)

LOVE

You're joined by the bonds of love and nothing can break that, but love can distract you from other things in your life. Your emotional focus is someone you're in love with; they aren't required to love you back.

Catharsis Trigger Your emotional focus takes damage from an enemy while within 30 feet of you.

Catharsis Activation If either you or your emotional focus is confused or controlled, one of you can attempt a new saving throw against one confusing or controlling effect (if it allowed a save), ending the condition if the new save is a success. If both of you are eligible, your emotional focus gets the new save.

Emotional Fervor You gain a +1 status bonus to Will saves. If you cast a spell to benefit your emotional focus, this bonus increases to +3 until the start of your next turn. Spell: *soothe*

Emotional Fallout You're fascinated with your emotional focus for 1 minute.

Focus Spell *soothing words* (Core Rulebook 396)

MISERY

To suffer is to know you're alive; to make your enemies suffer as greatly as you have eases your suffering.

Catharsis Trigger You gain persistent damage from a foe.

Catharsis Activation You gain a number of temporary Hit Points equal to your level. They last for 1 minute.

Emotional Fervor You can choose not to attempt a flat check to end persistent damage you're taking. When you cast a damaging spell, you can choose one creature that failed its save or that you hit with your spell attack roll. That target

EMOTIONAL FOCUS

Some emotional states, such as love or hatred, require the caster to focus on a specific individual called their emotional focus. Your emotional focus can change over time with you choosing a new focus after an important part of your story is resolved. Work with your GM to determine when this change happens. An emotional focus doesn't get a say in the matter; the cathartic spellcaster's emotions determine the bond. However, making another PC your emotional focus could result in an uncomfortable social dynamic. You should check with that PC's player in advance to see if such a link is acceptable.

takes persistent damage of the same type the spell dealt, of an amount equal to the highest amount of persistent damage you currently have. You can't choose a creature that's already taking persistent damage. Spell: *phantom pain*

Emotional Fallout You take an untyped penalty to any damage you would deal with any spell you cast until you Settle your Emotions. The penalty is -1 per spell level.

Focus Spell *savor the sting* (Core Rulebook 396)

PRIDE

All is well as long as you appear well, but you get caught up in the moment and lose track of what's important.

Catharsis Trigger You critically fail on an attack roll or saving throw.

Catharsis Activation The critical failure becomes a failure.

Emotional Fervor Each time you cast an illusion spell, until the start of your next turn, any critical failure you roll on an attack roll or saving throw is a failure instead. Spell: *color spray*

Emotional Fallout You momentarily lose track of what's real, becoming confused for 1 round. Spell: *mirror image*

Focus Spell *veil of confidence* (Core Rulebook 398)

REMORSE

You attempt to overcome your failings, but your guilt stays with you.

Catharsis Trigger An ally within 30 feet drops to 0 Hit Points.

Catharsis Activation You Step or Stride. You must end this movement closer to the triggering ally.

Emotional Fervor Any spell you cast that restores Hit Points to the triggering ally gets a status bonus to the Hit Points healed equal to the spell's level, or double the spell's level if the ally is at 0 Hit Points. Spell: *warrior's regret* (page 140)

Emotional Fallout Your emotional weight crushes you, leaving you stupefied 2 until you Settle your Emotions.

Focus Spell *healer's blessing* (Core Rulebook 393)



ELEMENTALISM

The world is a reflection of the Elemental Planes. Fire blazes in its core, cradled and calmed in a bed of Earth. Water brings the parched soil relief, strengthening as it soothes. All this is encapsulated by Air, which breathes life into the world. Elementalism is the belief these four elements are the components used to create all matter. Thus, magic is simply the manipulation of the four elements. Understanding these elements is the essence of elementalism.

DRUIDIC ORDERS

Elementalists eschew traditional magical divisions in favor of the elemental quaternity and rarely attempt a formal education. Instead, they travel Golarion, learning from the environment and elemental masters. These sojourns are referred to as pilgrimages, and the lessons learned along the way are called exposures or forms.

Druids are among the most well-known elemental masters, capable of harnessing the power of nature that exists below a mountain or flows through an ocean. Although some act as wardens to the world as a whole, most specialize into one of three orders that revere individual elements. Within these orders, as well as the storm order (*Core Rulebook* 132) that focuses on air, a sizable contingent of druids devote themselves fully to elemental magic, choosing the elemental class archetype (page 206). However, just as many druids in these orders access magic from the primal spell list normally, believing that they can still take a wider view of nature through the lens of their element.

Elementalist druids are more common in regions with strong traditions involving the cycle of elements, such as Jalmeray.

FLAME ORDER

You feel a kinship with flames and can use them for succor and destruction. You're trained in Acrobatics. You also gain the Fire Lung druid feat. You gain the *wildfire* order spell. Allowing unnatural fires to spread or preventing natural fires from occurring in a way that harms the environment are anathema to your order (this doesn't prevent you from using fire destructively or force you to combat a controlled or natural fire).

STONE ORDER

You're as enduring as stone, and you take comfort in its steadfast presence, both natural and worked. You're trained in Crafting. You also gain the Steadying Stone druid feat. You gain the *crushing ground* order spell. Poisoning or polluting the land and heedlessly

carving the earth to plunder its natural resources are anathema to your order (this doesn't prevent you from responsibly digging or mining).

WAVE ORDER

Water is the source of life, and you've learned to shape how it flows. You're trained in Medicine. You also gain the Shore Step druid feat. You gain the *rising surf* order spell. Polluting water or allowing those who pollute water sources to go unpunished is anathema to your order (this doesn't force you to take action against potential water pollution or to sacrifice yourself against an obviously superior foe).

DRUID FEATS

FIRE LUNG

FEAT 1

DRUID

Prerequisites flame order

A lifetime of proximity to flames has inured your lungs and eyes to smoke. You can breathe normally in areas of ash and smoke without risk of suffocation, and you ignore the concealed condition from smoke. You need only a successful DC 10 flat check to recover from persistent fire damage, rather than DC 15 (and the DC when receiving particularly effective assistance is 5 instead of 10).

SHORE STEP

FEAT 1

DRUID

Prerequisites wave order

The shallows and tide pools have always called to you and let you pass unhindered. You ignore difficult terrain resulting from shallow water. In addition, if you roll a success on an Acrobatics check to Balance on a slippery or wet surface, or on an Athletics check to Swim, you get a critical success instead.

STEADYING STONE

FEAT 1

DRUID

Prerequisites stone order

The earth has taught you how to remain unyielding and firm. If you roll a success on an Acrobatics check made

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THE FOUR ELEMENTS

The elements are clearly observable in the natural world, but philosophers ascribe deeper attributes that can be seen in a gust or heard in a geode.

Fire is unbridled potential but must be tended with care. When nurtured, flames bring warmth and healing. They illuminate darkness and reveal truth, clearing old growth for new. But fire also burns, obscures, and destroys. An elemental must learn to both bank and fuel the flames.

Earth is both cradle and tomb. It's home for most creatures, providing nourishment and shelter. But the earth runs deep and is too vast to fully control. An elemental must listen carefully to the stones or risk their anger.

Water is soothing and enigmatic. Most living creatures are composed primarily of water and require water to survive; controlling water thus gives an elemental power over the flow of life. Though water is the easiest element to work with, its depths are a mystery.

Air breathes life into myriad worlds but is ephemeral and often overlooked. In truth, air is the most difficult of elements to work with, as learning to grasp the ungraspable and see the unseen is notoriously difficult. Mastering air requires intuition, subtlety, and impressive powers of perception.

to Balance on uneven ground composed of earth or rock, you get a critical success instead. As long as you remain on the ground, you gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that would attempt to knock you prone. If you're a rock dwarf, this bonus increases to +3.

FIRE RESISTANCE

FEAT 4

DRUID

Prerequisites flame order

Your connection to heat and flame means that fire is reluctant to bring its full force to bear against you. You gain fire resistance equal to half your level, and you gain a +1 circumstance bonus to saving throws against fire effects.

NATURAL SWIMMER

FEAT 4

DRUID

Prerequisites wave order

Water flows around you, letting you cut through the waves as if born to it. You gain a swim Speed of 15 feet. If you already have a permanent swim Speed, swimming up or down isn't difficult terrain.

SHELTERING CAVE

FEAT 4

CONJURATION DRUID EARTH EXPLORATION PRIMAL

Prerequisites stone order

Requirements You're standing on ground composed of earth, stone, or a similar material.

You spend 10 minutes communing with spirits of earth and stone, requesting shelter. At the end of this time, the earth rises and opens, forming a small cave or earthen mound 20 feet in diameter and 10 feet high. This cave has the structure trait and the same restrictions as structures created by magic items. The cave has a single entrance and provides shelter from the elements. The cave remains for 12 hours or until you spend 10 minutes coaxing the earth to close.

ADVANCED ELEMENTAL SPELL

FEAT 6

DRUID

Prerequisites flame order, stone order, storm order, or wave order

Your connection to one of the great elemental aspects of nature deepens, allowing you further control over its powers. You gain the advanced order spell associated with your order: if you're a member of the flame order, you gain *combustion* (page 200); if you're a member of the stone order, you gain *stone lance* (page 201); if you're a member of the storm order, you gain *powerful inhalation* (page 201); if you're a member of the wave order, you gain *pulverizing cascade* (page 201). Increase the number of Focus Points in your focus pool by 1.

FIERY RETORT

FEAT 8

DRUID EVOCATION FIRE

Prerequisites flame order

Trigger An opponent adjacent to you hits you with a melee weapon or a melee unarmed attack.

Frequency once per minute

Ignoring your pain, you sear your attacker with a wave of flame. The triggering opponent takes fire damage equal to your level.



HARDEN FLESH ◆

FEAT 10

DRUID EARTH

Prerequisites stone order

Requirements You're standing on earthen or stone ground.

You fortify your skin with minerals drawn from earth and stone. You gain resistance 3 to physical damage, except adamantine, until the beginning of your next turn. At 12th level, and every 4 levels thereafter, the resistance increases by 1, to a maximum of resistance 6 at 20th level.

PURIFYING SPELL ◆

FEAT 12

DRUID CONCENTRATE METAMAGIC WATER

Prerequisites wave order

You purify the water within a creature's body to cleanse them of illness. If the next action you use is to cast *heal* targeting a single living creature, you can attempt to counteract a disease or poison affecting the target, in addition to the other benefits of *heal*. If you do, *heal* gains the water trait.

FOCUS SPELLS

These elemental focus spells are available to druids of the flame, stone, and wave orders and to characters with the elemental class archetype (page 206).

COMBUSTION

FOCUS 3

UNCOMMON EVOCATION FIRE

Cast ◆◆ somatic, verbal

Range 120 feet; **Targets** 1 creature

Saving Throw Fortitude

You ignite a creature in lasting flames. The fire deals 4d8 fire damage and 2d6 persistent fire damage to the creature, which must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and takes no persistent damage.

Failure The creature takes full damage, as well as full persistent damage.

Critical Failure The creature takes double damage, as well as double persistent damage.

Heightened (+1) Increase the initial damage by 1d8 and the persistent damage by 1d6.

CRUSHING GROUND

FOCUS 1

UNCOMMON EARTH TRANSMUTATION

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Reflex; **Duration** 1 round

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You tear open the ground then slam it shut. The target creature takes 2d6 bludgeoning damage with a Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, is flat-footed, and takes a -10-foot circumstance penalty to Speed.

Critical Failure The target takes double damage and is flat-footed and immobilized. It can attempt to Escape against your spell DC. If it doesn't Escape, the target takes an additional 2d6 bludgeoning damage when the spell ends.

Heightened (+1) Increase the initial damage and additional damage by 2d6.

POWERFUL INHALATION

FOCUS 3

UNCOMMON AIR EVOCATION

Cast ♦♦ somatic, verbal

Area 10-foot emanation

Saving Throw basic Fortitude

You rapidly draw the air from your surroundings, hoarding it for yourself. Creatures in the area when the spell is cast take 5d6 bludgeoning damage with a basic Fortitude save. A creature that fails its save can't speak above a raspy whisper for 1 round. A creature that critically fails can't speak or use abilities that require it to breathe for 1 round. This prevents it from using effects that require speech, such as casting spells with verbal components, and from using a breath weapon or similar ability.

Creatures made of air (such as air elementals) attempting a save against this spell get a degree of success one worse than they rolled.

Heightened (+1) Increase the damage by 2d6.

PULVERIZING CASCADE

FOCUS 3

UNCOMMON EVOCATION WATER

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 10-foot radius, 20-foot-tall cylinder

Saving Throw basic Reflex

You raise a pair of towering waves and slam them into each other, crushing creatures caught between them. Creatures in the area take 5d6 bludgeoning damage with a basic Reflex save.

Heightened (+1) Increase the damage by 2d6.

RISING SURF

FOCUS 1

UNCOMMON CONJURATION MOVE WATER

Cast ♦ somatic

Range 30 feet

You create a wave of water that you ride, banking around obstacles and surfing to higher ground. You move up to 35 feet, raising yourself up to 5 feet above the ground. (You can avoid many types of difficult terrain in this

way.) You must end your movement on an unoccupied space where you have solid footing. This movement isn't a Stride, but you measure the distance in a similar way, and it still triggers reactions caused by movement. You can't transport anyone else with you.

Heightened (+2) Increase the distance you move by 5 feet and the maximum height traveled above the ground by 5 feet.

STONE LANCE

FOCUS 3

UNCOMMON ATTACK EARTH EVOCATION

Cast ♦♦ somatic, verbal

Range 120 feet; **Targets** 1 creature

Duration 1 minute

You conjure a jagged lance of stone and then launch it at a foe. Make a spell attack roll against the target. On a hit, you deal 6d6 piercing damage and the lance impales the creature, giving it a -10-foot circumstance penalty to its Speeds unless it Escapes. On a critical hit, if the creature is on the ground, the lance also embeds into the ground and immobilizes the creature until it Escapes. A creature that Escapes after being impaled takes 3 persistent bleed damage. When the spell ends, the lance crumbles into dirt, freeing the target if it hasn't Escaped.

Heightened (+1) Increase the damage by 2d6 and the persistent bleed damage for Escapes by 1.

UPDRAFT

FOCUS 1

UNCOMMON AIR EVOCATION

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw basic Reflex

A powerful blast of wind erupts from the ground, launching the target into the air and sending it crashing back down. The collision deals 2d6 bludgeoning damage with a basic Reflex save. On a failure, the target is knocked prone.

Heightened (+1) Increase the damage by 2d6.

WILDFIRE

FOCUS 1

UNCOMMON CONJURATION FIRE

Cast ♦♦ somatic, verbal

Range 30 feet; **Area** 10-foot burst

Saving Throw Reflex; **Duration** sustained up to 1 minute

A thin layer of ash and flame covers the ground in the area. The area becomes hazardous terrain. A creature that moves on the ground through the area takes 1 fire damage for every square of that area it moves into. A creature that ends its turn in the area must succeed at a Reflex save or take 1 persistent fire damage.

Each time you sustain this spell, the radius of the burst increases by 5 feet.

Heightened (+2) Increase the damage and persistent damage by 1.

MONK STANCES

Monks manipulate the elements within themselves to manifest magic. Mountain Stance and Wild Winds Initiate from the *Core Rulebook* provide earth and air.

REFLECTIVE RIPPLE STANCE ◆

FEAT 1

EVOCATION MONK STANCE WATER

Requirements You're unarmored.

You enter a stance of fluid grace as small amounts of water flow with your movements and attacks. You can make flowing wave attacks that deal 1d6 bludgeoning damage. They are in the brawling group and have the agile, disarm, finesse, nonlethal, trip, unarmed, and water traits.

While in Reflective Ripple Stance, you gain a +1 circumstance bonus to Athletics checks to Disarm, Swim, or Trip, and you gain a +2 circumstance bonus to your Reflex DC to avoid being Disarmed and Tripped.

Special This feat gains your choice of either the divine or occult trait, matching your ki spell tradition if possible.

STOKED FLAME STANCE ◆

FEAT 1

EVOCATION FIRE MONK STANCE

Requirements You're unarmored.

You enter a stance of fast, fiery movements. You can make flashing spark attacks that deal 1d8 slashing damage. They are in the brawling group and have the forceful, nonlethal, sweep, and unarmed traits. If you have access to the flashing sparks' critical specialization effect, you can take an alternate effect instead: if your critical Strike dealt damage, the target takes 1d6 persistent fire damage.

While in Stoked Flame Stance, you gain a +5-foot status bonus to your Speed. If you have incredible movement,

increase the benefit from incredible movement to a +15-foot status bonus plus 5 feet for every 4 levels beyond 3rd.

Special This feat gains your choice of either the divine or occult trait, matching your ki spell tradition if possible.

INNER FIRE

FEAT 6

MONK

Prerequisites Stoked Flame Stance

While you're in Stoked Flame Stance, you have cold and fire resistance equal to half your level, and any creature that hits you with an unarmed attack, tries to Grab or Grapple you, or otherwise touches you takes fire damage equal to your Wisdom modifier (minimum 1). A creature can take this damage no more than once per turn.

RIPPLING SPIN ↻

FEAT 8

MONK

Prerequisites Reflective Ripple Stance

Trigger You are hit by a physical melee attack by an attacker you can see that's in reach.

Requirements You're in Reflective Ripple Stance.

After the triggering attack is done, Step. You must end this Step within the attacker's reach. Then, you can attempt an Athletics check to Disarm or Trip the attacker.

BLAZING STREAK ◆◆◆

FEAT 10

FLOURISH MONK

Prerequisites Stoked Flame Stance

Requirements You're in Stoked Flame Stance.

Stride twice, making Strikes against up to four different creatures within reach at any point during your movement. Flashing sparks Strikes made during Blazing Streak deal fire damage instead of slashing.

WAVE SPIRAL ◆◆

FEAT 12

MONK WATER

Prerequisites Reflective Ripple Stance

Frequency once per minute

Requirements You're in Reflective Ripple Stance.

You dip and spin, unleashing a wide whirlpool of water. Make an Athletics check to Trip each creature standing on the ground in a 10-foot emanation. These attacks all count toward your multiple attack penalty, but the penalty doesn't increase until after you make all the attacks.

ELEMENTAL SPELL LIST

The elemental list archetype (page 206) uses this elemental spell list. It includes spells from all hardcover rulebooks up to this release with a superscript indicating the book. A spell without a book superscript comes from *Secrets of Magic*. A superscript “H” indicates a spell has extra effects when heightened, and an uncommon or rare spell has a superscript with the first letter of that rarity. The abbreviation in parentheses indicates a spell’s school.

ELEMENTAL CANTRIPS

Dancing Lights^{CR} (evo): Create four floating lights you can move.

Detect Magic^{CR, H} (div): Sense whether magic is nearby.

Gale Blast^H (evo): Damage and push adjacent creatures with air.

Healing Plaster^H (tra): Transform mud into a healing plaster to treat wounds without healer’s tools.

Light^{CR, H} (evo): Make an object glow.

Mage Hand^{CR, H} (evo): Command a floating hand to move an object.

Message^{CR, H} (ill): Speak a message to a distant creature, who can reply.

Prestidigitation^{CR} (evo): Perform a minor magical trick.

Produce Flame^{CR, H} (evo): Kindle small flames to attack close or at range.

Read Aura^{CR, H} (div): Detect if an object is magical, and determine the school of its magic.

Scatter Scree^H (evo): Evoke rocks to deal bludgeoning damage and make rocky difficult terrain.

Shield^{CR, H} (abj): A shield of magical force blocks attacks and *magic missiles*.

Sigil^{CR, H} (tra): Leave a magical mark.

Spout^H (evo): Water blast batters creatures and is larger if cast in a body of water.

ELEMENTAL 1ST-LEVEL SPELLS

Air Bubble^{CR} (con): React to create air for a creature to breathe.

Breadcrumbs^H (abj): Make a trail behind a creature.

Burning Hands^{CR, H} (evo): A small cone of flame rushes from your hands.

Create Water^{CR} (con): Conjure 2 gallons of water.

Feather Fall^{CR} (abj): React to slow a creature’s fall.

Gust of Wind^{CR} (evo): Wind blows out fires and knocks back objects and creatures.

Hydraulic Push^{CR, H} (evo): Damage and push a creature with a blast of water.

Mage Armor^{CR, H} (abj): Ward yourself with magical armor.

Magic Stone^{APG} (nec): Make ordinary stones into magical

sling bullets that are especially dangerous to undead. You can discuss with the GM any spells from other sources you want to add to your list. As a general rule, spells with the air, earth, fire, or water trait belong on the list, including spells that add one of those traits depending on how they’re cast, such as *elemental zone* (page 104). Spells that are general and appear on every tradition’s spell list also make good candidates.

sling bullets that are especially dangerous to undead.

Magic Weapon^{CR} (tra): Make a weapon temporarily magical.

Mending^{CR, H} (tra): Repair one non-magical item.

Mud Pit (con): Conjure mud to slow movement.

Pet Cache^{APG} (con): Hide a familiar or animal companion in a pocket dimension.

Pummeling Rubble^{APG, H} (evo): Hurl a cone of rocks to batter creatures.

Shattering Gem^{LOGM, H} (abj): Make a protective gem orbit a target. The gem shatters against an attacker if destroyed.

Shockwave^{LOGM, H} (evo): Knock creatures down with a shockwave through the earth.

Snowball^{LOWG, H} (evo): Throw a snowball to chill and hinder a creature.

Ventriloquism^{CR, H} (ill): Throw your voice.

ELEMENTAL 2ND-LEVEL SPELLS

Ash Cloud^H (con): Summon a cloud of hot ash and smoke.

Blistering Invective^{APG, H} (enc): Light a creature on fire with the sheer viciousness of your words.

Continual Flame^{CR, H} (evo): A magical flame burns indefinitely.

Darkvision^{CR, H} (div): See in the dark.

Dispel Magic^{CR} (abj): End a spell or suppress an item’s magic.

Elemental Zone^H (evo): Make one element more damaging within a zone.

Endure Elements^{CR, H} (abj): Protect a creature from severe cold or heat.

Expeditious Excavation^{LOGM, H} (tra): Dig up loose soil, sand, and gravel.

Faerie Fire^{CR} (evo): Colorful light prevents creatures from being concealed or invisible.

Final Sacrifice^{APG, H} (evo): Channel energy to blow up your minion.

Flame Wisp^H (evo): Fire wisps damage those you strike, and more grow if you cast fire spells.

Flaming Sphere^{CR, H} (evo): A ball of fire rolls about at your command.

Gentle Repose^{CR, H} (nec): A corpse doesn’t decay and can’t become undead.

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Heat Metal^{APG, H} (evo): Make metal red hot.

Ignite Fireworks^H (evo): Throw exploding fireworks.

Obscuring Mist^{CR} (con): Conceal creatures in a cloud of mist.

Quench^{APG, H} (abi): Put out fires and hurt fire creatures.

Resist Energy^{CR, H} (abi): Protect a creature from one type of energy damage.

Scorching Ray^H (evo): Fire one to three rays of heat and flame at different foes.

Summon Elemental^{CR, H} (con): Conjure an elemental to fight on your behalf.

Water Breathing^{CR, H} (tra): Allow creatures to breathe underwater.

Water Walk^{CR, H} (tra): Buoy a creature so it can walk on water.

ELEMENTAL 3RD-LEVEL SPELLS

Aqueous Orb^{APG} (con): Roll a ball of water to put out fires and engulf creatures.

Blazing Dive^H (evo): Fly up then dive in an explosion of superheated air.

Crashing Wave^{APG, H} (evo): Smash a cone of water against foes.

Cup of Dust^{LOGM, H} (nec): Curse a creature with unquenchable thirst.

Earthbind^{CR} (tra): Bring a flying creature to the ground.

Elemental Absorption^H (abi): Resist elemental effects and then release the energy against a foe.

Elemental Annihilation Wave^H (evo): Draw in elemental energy to unleash a cone of burning destruction.

Feet to Fins^{CR, H} (tra): Turn a creature's feet into fins, enabling it swim but slowing it on land.

Fireball^{CR, H} (evo): An explosion of fire in an area burns creatures.

Glyph of Warding^{CR} (abi): Store a spell in a symbol to make a trap.

Levitate^{CR} (evo): Float an object or creature a few feet off the ground.

Meld into Stone^{CR} (tra): Merge into a block of stone.

Safe Passage^{APG, H} (abi): Make an area safe to move through.

Searing Light^{CR, H} (evo): A ray of burning light deals extra damage to undead and counteracts darkness.

Shifting Sand^{LOGM, H} (tra): Cause sand or earth to become unstable and possibly immobilize and move creatures atop it.

Wall of Water (con): Create a wall of water, forcing foes to swim through.

Wall of Wind^{CR} (evo): Create a wall of gusting winds that hinders movement and ranged attacks.

ELEMENTAL 4TH-LEVEL SPELLS

Air Walk^{CR} (tra): Walk on air as though it were solid ground.

Elemental Gift^H (tra): Infuse an ally with one of the four elements.

Fire Shield^{CR, H} (evo): Flames protect you from cold and

harm those that touch you.

Fly^{CR, H} (tra): Cause the target creature to gain a fly Speed.

Gaseous Form^{CR} (tra): Turn a willing creature into a flying cloud.

Holy Cascade^{CR, H} (evo): Turn a vial of *holy water* into an explosion of blessed water.

Hydraulic Torrent^{CR, H} (evo): Force creatures back with a damaging line of water.

Petal Storm^H (evo): A storm of razor-sharp petals slash creatures in the area.

Shape Stone^{CR} (tra): Reshape a cube of stone.

Solid Fog^{CR} (con): Conjure heavy fog that obscures sight and is hard to move through.

Soothing Spring^H (nec): Create a rejuvenating hot spring that heals the wounded and tired.

Spell Immunity^{CR} (abi): Name a spell to negate its effects on you.

Spike Stones^{APG, H} (con): Grow sharp spikes out of the ground.

Stoneskin^{CR, H} (abi): Harden a creature's skin into durable stone.

Wall of Fire^{CR, H} (evo): Create a blazing wall that burns creatures that pass through.

ELEMENTAL 5TH-LEVEL SPELLS

Banishment^{CR, H} (abi): Send a creature back to its home plane.

Blazing Fissure^H (evo): Rip a crack of magma in the earth.

Control Water^{CR} (evo): Raise or lower the water in a large area.

Elemental Form^{CR, H} (tra): Turn into an elemental.

Flame Strike^{CR, H} (evo): Call divine fire from the sky.

Flammable Fumes^H (con): Conjure poisonous fumes that can explode in flame.

Flowing Strike (evo): Flow on a wave and attack on the way.

Geyser^H (evo): Blast foes upward with superheated water, causing them to fall and leaving concealing fog.

Mantle of the Frozen Heart (tra): Morph your body with ice, which you can change during the spell.

Mantle of the Magma Heart (tra): Morph yourself with fire, which you can change during the spell.

Mariner's Curse^{CR} (nec): Infect a creature with the curse of the rolling sea.

Passwall^{CR, H, U} (con): Form an earthen tunnel through a wall.

Summon Giant^{CR, H} (con): Conjure a giant to fight on your behalf.

Temporary Glyph (abi): Quickly scribe a short-lived glyph to blast foes.

Transmute Rock and Mud^{APG, H} (tra): Turn an area of rock into mud or vice versa.

Wall of Ice^{CR, H} (evo): Sculpt a foot-thick wall of ice that blocks sight and can chill creatures.

Wall of Stone^{CR, H} (con): Shape a wall of stone.

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ELEMENTAL 6TH-LEVEL SPELLS

Elemental Confluence (con): Summon a confluence of elementals of all four elements.

Fire Seeds^{CR, H} (evo): Make four explosive acorns.

Flame Vortex^H (evo): Invoke a moving tornado of fire and wind.

Flesh To Stone^{CR} (tra): Turn a living creature to a stone statue.

Scintillating Safeguard^{APG, H} (abj): Reactively protect multiple creatures from harm with a magic barrier.

Stone Tell^{CR, U} (div): Speak to spirits within natural stone.

Stone to Flesh^{CR} (tra): Turn a creature turned to stone back to flesh.

Teleport^{CR, H, U} (con): Transport you and willing creatures a great distance.

True Seeing^{CR} (div): See through illusions and transmutations.

ELEMENTAL 7TH-LEVEL SPELLS

Dimensional Lock^{CR, U} (abj): Prevent teleportation and planar travel.

Energy Aegis^{CR, H} (abj): A creature gains resistance to acid, cold, electricity, fire, force, and sonic.

Fiery Body^{CR, H} (tra): Turn your body into living flame.

Frigid Flurry^H (evo): Turn into slashing snowflakes and fly in a straight line.

Plane Shift^{CR, U} (con): Transport creatures to another plane of existence.

Sunburst^{CR, H} (evo): A globe of sunlight deals fire damage, hurts undead, and overcomes darkness.

Unfettered Pack^{CR, H} (abj): Let creatures avoid environmental hindrances.

Volcanic Eruption^{CR, H} (evo): Cause massive lava sprays that burn creatures and encase them in rock.

ELEMENTAL 8TH-LEVEL SPELLS

Boil Blood^H (evo): Boil a foe's blood.

Burning Blossoms^H (enc): A tree fascinates enemies and burns people who stay under it.

Earthquake^{CR, H} (evo): Shake the ground with a devastating earthquake.

Horrid Wilting^{CR, H} (nec): Pull moisture from creatures, damaging them.

Punishing Winds^{CR} (evo): A cyclone inhibits flight and traps creatures.

Whirlwind^H (evo): Create a moving tornado to damage creatures and raise them into the air.

Wind Walk^{CR} (tra): Turn creatures into swift-moving clouds.

ELEMENTAL 9TH-LEVEL SPELLS

Meteor Swarm^{CR, H} (evo): Call down four blazing meteors that explode.

Storm of Vengeance^{CR, H} (evo): Create a massive, dangerous storm.

ELEMENTALISM ON GOLARION

Golarion has numerous ties to the Elemental Planes across the land, along with many groups and traditions that use elemental magic.

Elemental Lord Cults: Long ago, the four evil elemental lords, deities representing the worst of each element, sealed away the four good elemental lords in nigh-indestructible artifacts. With the good elemental lord of air, Ranginori, now free, adventurers and cultists seek to liberate the others as well.

Elemental Saturations: Some places across the world are so saturated with elemental magic that they might imbue those nearby with some elemental energy, potentially creating an elemental sorcerer or even a geniekin. Perhaps the most famous is the elemental air saturation located within the enormous swirling storm of the Eye of Abendego, but others exist around the world, including the Crystal Womb, a crystalline cavern with enough earth energy to transform someone into an oreid; the volcanic Mt. Kumijin in Tian Xia, which can remove curses with purgative flames; and the River Kingdom of Outsea, which transmutes massive volumes of fresh water into sea water.

Monks: Though Jalmeray's four Houses of Perfection are the most famous examples of elemental monk, many other forms exist. In resplendent pagodas, disciples of the Stoked Flame strike with such speed that their motions emit sparks. Others stoke their inner fire so high, their bodies turn ice to steam and the surrounding air becomes distorted with heat. On placid lakeshores, with feet sinking into wet sand, initiates learn the graceful motions of the Pavilion of Reflective Ripples; a peaceful, meditative martial art that's as much a dance as a form of combat. Their artistry is breathtaking and their forms impossibly fluid.

ELEMENTAL 10TH-LEVEL SPELLS

Cataclysm^{CR, U} (evo): Call an instant, damaging cataclysm.

Element Embodied (tra): Turn into a massive elemental.

Gate^{CR, U} (con): Tear open a portal to another plane.

Indestructibility^{APG} (abj): Become briefly immune to everything.

Nullify (abj): React to automatically counteract a spell and take backlash damage.

Remake^{CR, U} (con): Recreate a destroyed object.



ELEMENTALIST (CLASS ARCHETYPE)

You revere the four elements—air, earth, fire, and water—as the building blocks of creation and the source of all life. You believe that by balancing, mixing, and rearranging these four elements, magic is made. This belief has led you to eschew traditional magical theories and divisions, and you instead focus on harnessing, manipulating, and shaping the four elements. You cast spells drawn from multiple traditions and can use the four elements to alter and empower your spells, making them manifest and mixing them in unique ways. Most elementalists embrace the four elements equally as a mystical quaternity, and they strengthen their connection to one of these elements each day to protect themselves from harm. Others, notably sorcerer and wizard elementalists, feel a stronger connection to a singular element that they hone to great heights, utilizing the other three elements to support and augment their favored element.

ELEMENTAL MAGIC (1ST)

You're a spellcaster that's specialized in harnessing the four elements. Though you might feel a stronger kinship for one element over the others, you're capable of shaping all of them. Due to your specialization in elemental magic, you have a smaller, more focused spell list than other spellcasters, though your magic is drawn from multiple traditions. If you choose this class archetype, you must select the Elementalist Dedication as your 2nd-level class feat.

Prerequisites: You must have a spellcasting class feature that chooses spells from the arcane or primal spell list.

Elementalist Adjustments: Replace your spell list with the elemental spell list (page 203). Your actual magical tradition is unchanged, but you choose your spells from the elemental list instead.

If you're a sorcerer with the elemental bloodline, you can replace your initial bloodline spell with an initial elemental focus spell, and your advanced bloodline spell with an advanced elemental focus spell. The initial and advanced elemental focus spells you select must have the same trait as your elemental bloodline and come from the options starting on page 200.

Druid Elementalist Adjustments: If you're a druid of the storm order, you can choose to replace your starting order spell, *tempest surge*, with *updraft* (page 201).

Wizard Elementalist Adjustments: If you're a wizard with an arcane school, instead of specializing in a school of magic, you specialize in one of the four elements: air, earth, fire, or water. Any benefits your arcane school would grant you that are associated with a selected spell school, you instead apply to your

selected element. For example, if you select air as your element, you can prepare only spells that have the air trait in your extra arcane school slots, you can prepare an extra air cantrip, and you add an extra air spell from the elemental spell list to your spellbook. Additionally, in place of your arcane school spell, you learn the initial elemental focus spell of your selected element from the elemental focus spells starting on page 200. In all other ways, your arcane school functions as written in the *Core Rulebook*. If you later select the Advanced School Spell wizard feat, instead of gaining the listed school spell, you gain the advanced elemental focus spell of your selected element from the advanced elemental focus spells starting on page 200.

Additional Feats: 4th Familiar (*Core Rulebook* 198), 6th Enhanced Familiar (*Core Rulebook* 198), 8th Current Spell (*Advanced Player's Guide* 124), Water Step (*Core Rulebook* 162).

ELEMENTALIST DEDICATION

FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites elemental magic

Each day when you make your daily preparations, you can attune yourself to one element of your choice: air, earth, fire, or water. You gain resistance equal to half your level (minimum 1 resistance) against damage dealt by effects with your attuned elemental trait. This attunement lasts until you next make your daily preparations.

Special You can't select another dedication feat until you've gained two other feats from the elementalist archetype.

DOUSING SPELL

FEAT 4

ARCHETYPE METAMAGIC WATER

Prerequisites Elementalist Dedication

You enhance your spell with elemental water, soaking the target. If the next action you use is to Cast a Spell targeting a single creature, you soak the target of the spell with water. If the target has persistent acid or fire damage, the DC to end those conditions is reduced to 10, and the creature can attempt a flat check to end those types of persistent damage immediately. The spell gains the water trait (causing it to deal extra damage to creatures with weakness to water).

ELEMENTAL FAMILIAR

FEAT 4

ARCHETYPE

Prerequisites Elementalist Dedication, Familiar

Your familiar becomes an elemental spirit capable of taking on aspects of the four elements: air, earth, fire, or water. Other than taking the form of an elemental instead of an animal, this familiar continues to use all the same rules as other familiars.

Your familiar gains one additional familiar ability each day, which must be one of the following elemental familiar

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abilities. While your familiar has an elemental familiar ability, your familiar is composed of the associated elemental matter and gains the matching elemental trait. You can't select more than one elemental familiar ability at a time.

- **Air** If your familiar stays completely still for 1 round, it becomes invisible until it next takes an action. Any motion, even being moved or carried by another creature, ends this effect.
- **Earth** Your familiar gains resistance to physical damage (except adamantite) equal to half your level.
- **Fire** Your familiar sheds bright light in a 20-foot radius (and dim light for the next 20 feet) and emits warmth. Creatures that remain within a 15-foot emanation don't take damage from severe environmental cold.
- **Water** Your familiar can move through a gap at least 2 inches wide without Squeezing and can Squeeze through a gap at least 1 inch wide.

BURNING SPELL ◆

FEAT 6

ARCHETYPE METAMAGIC FIRE

Prerequisites Elementalist Dedication

You enhance your spell with elemental fire, causing it to set the target on fire. If the next action you use is to Cast a non-cantrip Spell that deals damage at a single target, the spell deals additional persistent fire damage equal to the spell level, in addition to its other effects. This has no effect if the spell already deals persistent fire damage. The spell gains the fire trait.

METABOLIZE ELEMENT ↻

FEAT 8

ARCHETYPE

Prerequisites Elementalist Dedication

Trigger You take damage from a foe's spell or magical ability with the air, earth, fire, or water trait.

You rapidly metabolize the elemental particles in your opponent's spell to gain a boost of energy. You gain the quickened condition until the end of your next turn. You can use the extra action only to Step or Stride.

ROCKSLIDE SPELL ◆

FEAT 10

ARCHETYPE EARTH METAMAGIC

Prerequisites Elementalist Dedication

You enhance your spell with elemental earth, causing chunks of stone to litter the ground. If the next action you use is to Cast a non-cantrip Spell that affects an area, a number of 5-foot squares in the area equal to the spell level become difficult terrain for 1 round. These squares must be on the ground, and the entire area of difficult terrain must be contiguous. The spell gains the earth trait.

REDIRECT ELEMENTS ↻

FEAT 12

ARCHETYPE

Prerequisites Elementalist Dedication

Trigger The spell attack roll for a foe's spell with an elemental trait targeting you fails or critically fails.

You seize the elemental essence of an incoming spell and redirect the spell to a creature of your choice within the spell's area. The attacker rerolls the spell's attack roll against the new target.

WIND-TOSSED SPELL ◆

FEAT 14

AIR ARCHETYPE CONCENTRATE METAMAGIC

Prerequisites Elementalist Dedication

You enhance your spell with elemental air, using the wind to find your target and carry your magic around cover. If the next action you use is to Cast a Spell that requires a spell attack roll, you ignore the target's concealed condition and any cover they have from you. The spell gains the air trait.



FLEXIBLE PREPARATION

For millennia, debate raged among magical circles as to which spellcasters have the edge: those who cast spells spontaneously from a repertoire, since they can pull out whichever of those spells they require in a pinch, or those who prepare their daily spells, since they can plan and change out their spells each day to meet their varying needs. Yet, there have also been those who dared to have it all.

Flexible spellcasters learn to prepare spells into a collection each day and can cast spells from their collection spontaneously. This combination makes such spellcasters the envy of their peers, but it comes with a significant cost. The magical power required to fuel their flexible casting draws heavily upon their magic's mental or vital essence, so they can cast far fewer spells each day. The strain manifests differently for each flexible spellcaster and varies by tradition, though it most commonly starts as a mild headache for arcane and occult spellcasters or fatigue for divine and primal spellcasters.

Flexible spellcasting wizards—who sometimes prefer to use the more generic term for arcane spellcasters, arcanists—are more common in schools and other places that practice experimental or innovative magic, such as the Occularium in the atheist nation of Rahadoum, the Magaambya

magic school in the jungle of the Mwangi Expanse, or the many academies in the arcane nation of Nex. Flexible spellcasting druids, sometimes called fey callers, use the infinite possibilities of the First World and the magical curiosity of the fey to power their flexible magic. They more commonly appear in places where the veil to the First World is thin, such as the Land of the Linnorm Kings or the River Kingdoms. Flexible spellcasting clerics, sometimes called ecclesiasts, have an unorthodox connection to their deity, allowing them flexibility in the grace they earn through their prayers. They're more commonly itinerant, rather than connected to an established church. Flexible spellcasting witches, sometimes called invokers, have more personal connections with their patrons (even though the patron is still an enigma), allowing them to adjust their magic more easily.

TABLE 5-1: FLEXIBLE SPELLCASTER SPELLS PER DAY

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

*Your class most likely has a class feature that gives you a single 10th level spell slot that works a bit differently from other slots. If so, flexible spellcaster doesn't change the way that spell works.

FLEXIBLE SPELLCASTER (CLASS ARCHETYPE)

You've learned how to cast spells flexibly, blending the best elements of spontaneous and prepared spellcasting at the cost of casting fewer spells each day.

FLEXIBLE SPELL PREPARATION (1ST)

This class feature alters your spellcasting class feature (such as Arcane Spellcasting for the wizard or Divine Spellcasting for the cleric). If you choose this class archetype, you must select Flexible Spellcaster Dedication as your 2nd-level class feat.

Prerequisites: You must have a class, such as clerics, druids, witches, and wizards, that prepares spells in spell slots using the same number of prepared spells per day.

Flexible Spellcaster Adjustments: You learn spells as normal for your class (a wizard uses a spellbook, a witch teaches spells to their familiar, and so on), but change your spellcasting from your class as follows.

- You can cast fewer spells each day. Your number of spell slots per day don't advance from 2 to 3 spells at even levels (see Table 5–1 on page 208).
- Reduce the number of cantrips you gain from your class by 2. This archetype doesn't change the way you prepare cantrips.
- During your daily preparations, you prepare a spell collection rather than preparing spells into each spell slot individually. The number of spells in your spell collection each day equals the total number of spell slots you get each day from your class spells. Select these spells from the same source as normal, such as from a spellbook for a wizard.
- You can cast any of the spells in your collection by using a spell slot of an appropriate level. For instance, if you were level 1 and had *feather fall* and *magic missile* in your spell collection, you could cast *feather fall* twice that day, *magic missile* twice, or each spell once.
- Extra spell slots you gain that have additional restrictions, like the wizard's specialist school spells or the cleric's divine font spells, don't change due to this archetype, nor do such spells count toward the number of spells you place in your spell collection. See the Restricted Spell Slots sidebar.

FLEXIBLE SPELLCASTER DEDICATION

FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites flexible spell preparation

You now have four cantrips per day instead of three. At 4th level, you have five cantrips per day instead of four.

HEIGHTENING SPELLS

Once you gain 2nd-level spells, you can heighten any spell in your spell collection to any level you can cast,

RESTRICTED SPELL SLOTS

When applying this archetype to a class that grants additional spell slots with restrictions, such as the specialist wizard's specialist school spells or the cleric's divine bond, you still gain those additional slots, but they work as normal for your class, and they don't add more spells to your spell collection. A healing font grants you additional spell slots to cast *heal* spells of the highest level you can cast, but doesn't add *heal* to your spell collection. A harming font does the same for the *harm* spell. As a specialist wizard, you prepare one spell per level from your specialty school, which also aren't added to your spell collection.

similar to a spontaneous spellcaster's signature spells. The only restriction is that you must select at least one 1st-level spell for your collection each time you prepare, ensuring that you can use all your spell slots each day.

ADJUDICATING CLASS FEATS AND FEATURES

Some of your class feats or features might rely on the fact that you prepare spells in spell slots. While some class feats might no longer work or be necessary with the flexible spellcaster archetype, in many cases you can make a simple replacement and continue using the class feat. The following class feats simply require replacing "a spell you have prepared" or "a prepared spell" for "a spell in your collection" or "a spell slot." For example, in Counterspell, you'd replace "a spell you have prepared" in the trigger for "a spell in your collection" and "expend a prepared spell" for "expend a spell slot." Similarly, in arcane bond, you'd replace "cast one spell you prepared today and already cast" with "cast one spell in your collection you've already cast today."

The Counterspell and Leyline Conduit feats in the *Core Rulebook* need these substitutions, as does Form Retention from the *Advanced Player's Guide*. Spell Mastery provides additional restricted spells, like divine font or specialist spells; you can take it, but it doesn't add to your collection and works like normal prepared spells.

DISALLOWED FEATS

The following feats from the *Core Rulebook* aren't available for a flexible spellcaster: Call of the Wild, Clever Counterspell, Infinite Possibilities, Reprepate Spell, and Spell Combination. The disallowed feats from the *Advanced Player's Guide* are as follows: Elemental Summons, Miraculous Possibility, Rites of Convocation, and Rites of Transfiguration.

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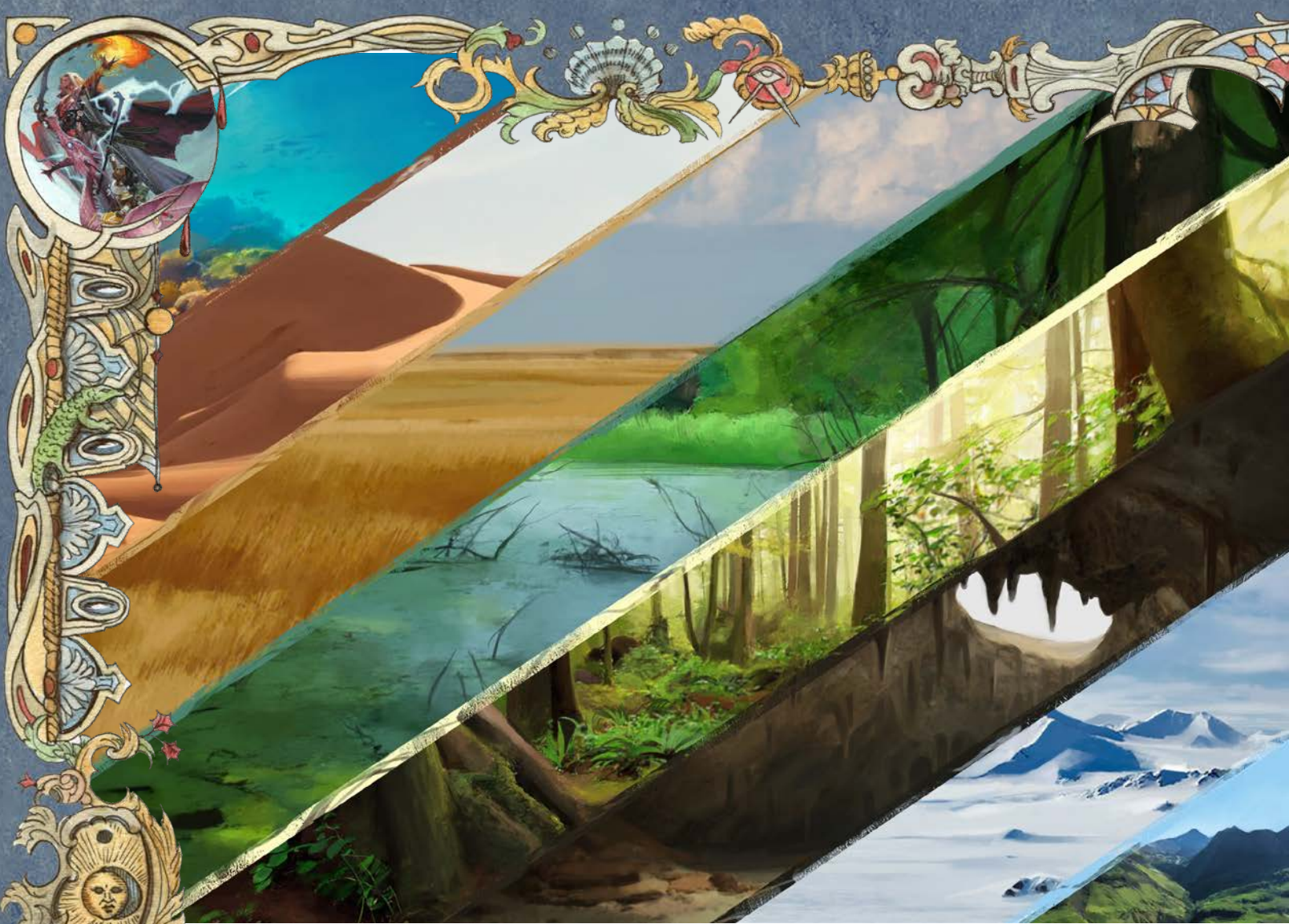
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GEOMANCY

The natural vistas of the world are varied and beautiful, and they contain power just waiting to be tapped. From the burning sands of a desert to the freezing tundra of a taiga, from the breathless heights of the tallest peak to the claustrophobic caverns deep underground, each type of terrain holds its own wonders. Geomancy is the study of the magic within these places, and while it has much in common with the primal forces of druidism, it focuses on the specifics of the many types of terrain and how they can resonate within someone who respects those details.



To a geomancer, the world is a living tapestry of magic, woven together in different biomes and ecosystems that each interact with those around them, sometimes working together and other times at cross purposes. A novice geomancer learns to tap into that flow of magic and enhance their castings whenever their magic has a resonance with the surrounding area, but a true master can chain magic to build an artificial resonance cobbled together out of nothing more than their own power and connection to the land.

TYPES OF TERRAIN

Each of the nine fundamental geomantic terrains represents a wide variety of environments and biomes. For instance, the mountain terrain applies to hilly regions, the forest terrain applies to jungles and rain forests, and the swamp terrain includes marshes and bogs. While each of these fundamental terrains isn't homogeneous and offers diverse magical secrets to a geomancer, over time, geomancers have nonetheless developed certain broad associations with each type.

AQUATIC GEOMANCY

Rivers course, tides ebb and flow, and water shifts from ice to vapor, all while creatures grow and adapt within the depths. Casting spells in water calls for a free flow of ideas and emotions. Geomantic rituals intended to change one thing to another often take place in aquatic terrain, or in a liminal space between aquatic terrain and another type of terrain, such as a beach.

ARCTIC GEOMANCY

Icy winds carry crystalline flecks of snow that distort the horizons, and desolate nights bring undulating light shows to the black skies. An arctic environment draws a geomancer toward illusory magic that replicates the splendor and mystery of the sparkling tundras, and to long-lasting protection against the elements.

DESERT GEOMANCY

Sandstorms rage as the sun glares down oppressive heat, only to retreat into a frigid night. Life is harsh in the desert, and only the powerful and adaptable survive; the desert's geomantic energies reflect that truth. When the environment is unforgiving, so is the geomancer, who brings forth punishing magic as merciless as trackless stone and sizzling sand.

FOREST GEOMANCY

Forest are defined by the thick growth of plants, a canopy of green home to creatures across every stratum from the forest floor to the treetops. All forests, from those of humid ferns to frozen conifers, share growth and creation. This generative power thrives in a geomancer, coming to life in spells that spring vines and thorns or call forth ancient creatures tied to the land.

MOUNTAIN GEOMANCY

Mountains reach to the skies above, breathtaking and impassable. They stand ever-vigilant and seemingly outside the passage of time until, over the course of eons, even they crumble. Mountains serve as barriers and thresholds: boundaries between nations and demarcations between lush windward and arid leeward. This role leads geomancers to associate mountains with wards and barriers.

PLAINS GEOMANCY

The vast expanse of grasslands represent limitless potential spanning off in every direction. Animals and caravans alike migrate across the plains, but humans and other sapient creatures also settle down and build farms. The openness of the plains calls for spells of the wind, plant cultivation, and fast, effortless travel. A geomancer on the plains feels the vastness within them, stretching as broad as the distant horizons.

GEOMANTIC SATURATION

Areas of geomantic saturation are rare phenomena wherein either elemental matter or life essence strongly saturate a site or location, granting a unique magical effect. For example, the Crystal Womb deep underground is saturated with earth elemental energy. To represent a place of geomantic saturation, the rules for magical terrain in *Pervasive Magic* (page 218) are a good starting point.

To a geomancer, these areas also represent a potential source of power and learning. Tapping into or attuning with a saturated area might present a challenge for the geomancer, potentially requiring research (*Gamemastery Guide* 154) or a ritual similar to *establish leyline* (page 217). Successfully attuning to the areas might offer rare spells, feats, or other options for a geomancer to access or even a unique option available only by attuning with that specific saturation.

SKY GEOMANCY

The open sky is a soaring realm of freedom and exhilaration. The sky is capricious, reflecting the moods of the firmament and altering those of the creatures that live beneath; its oppressive gray or clear blue evoke different emotions. As night falls, the heavens become a star-flecked wonderland beneath the pale gaze of the moon. The sky opens the geomancer to change and uncertainty, allowing for magic to move physical forms and enchantments to sway minds.

SWAMP GEOMANCY

Wetlands cultivate teeming life, though many of the organisms that thrive in swamps can also bring disease. Marshes, bogs, and fens have their own slightly different geomantic properties, but all envelop the geomancer, engulfing the self in gripping mud, murky water, and calls of buzzing insects. The magic of death and rebirth flourishes in the duality of the swamp.

UNDERGROUND GEOMANCY

Places beneath the surface of the world are home to countless secrets, from the caves just under the surface to deep, dark caverns of progressively increasing mystery and alien splendor. Twisting tunnels block sight but provide ghostly echoes, revealing distant truths to those who can interpret them. Geomancers feel the pull of the mysterious knowledge held deep in the earth, tracing through the ground as surely as mineral veins. Geomancers tap into this force to learn the answers to enigmas long forgotten to those on the surface.

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GEOMANCER (ARCHETYPE)

You know how to draw power from the land around you, no matter the terrain, by attuning your magic to match its mystical properties.

You might be a druid with an elemental focus (such as the flame, stone, or wave orders; page 198) or a naturalist with a touch of magic at your disposal. You could concentrate on a single type of terrain to wring every last drop of power from it or choose to wander the land to experience every type of terrain possible.

GEOMANCER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Nature; ability to cast spells from spell slots; at least one spell with the air, cold, earth, fire, plant, or water trait

You feel a deep connection to the world no matter where you are, a phenomenon known as “terrain attunement.” When you expend a spell slot to cast a spell with a trait that corresponds to the type of terrain you are currently in (as listed below), you gain the terrain attunement effect for that type of terrain. The GM might determine an attunement applies as long as it’s prevalent enough around you. For instance, you might be in aquatic terrain on a riverbank or on a boat. Similarly, one place might count as multiple types of terrain, such as a mountain in the far north being both arctic and mountain. In this case, you choose only one terrain attunement effect, even if the spell has traits that would apply to each terrain type.

Certain terrain attunements affect your enemies instead of you. If they do, when you cast the spell you apply the listed effect to all enemies who are either adjacent to you, in the area of the spell, or targeted by the spell. These enemies receive the listed saving throw against your spell DC to attempt to avoid the effect.

- **Aquatic** (water) You ride the currents of water. If you’re in the water, you gain a swim Speed equal to your land Speed. If you’re on a surface, temporary waves of water follow your movements, allowing you to use your swim Speed—if you have one—as your land Speed.
- **Arctic** (cold) Arctic rime covers your foes’ bodies. Enemies must attempt a Fortitude save. They take a –5-foot status penalty to their Speeds for 2 rounds (–10-foot on a critical failure).
- **Desert** (fire) The scorching heat of the desert dehydrates your foes. Enemies must attempt a Fortitude save. On a failure, they’re fatigued until they drink water or another potable liquid.
- **Forest** (plant) Branches and vines reach out to get in your foes’ way. Enemies must attempt a Reflex save. On a failure, they become clumsy 1 for 1 round (clumsy 2 on a critical failure).

- **Mountain** (earth) The rugged endurance of the mountain protects you from harm. You gain resistance to physical damage (except adamantine) equal to the spell level for 1 round.
- **Plains** (plant) The growing fields and pulsing vitality of the plains provide you vigor. You gain temporary Hit Points equal to the spell level for 1 round.
- **Sky** (air) A gust of wind carries you aloft. You can Fly up to 10 feet. If you’re in the air at the end of the turn and don’t have a fly Speed, you fall.
- **Swamp** (plant) Your magic draws in noxious swamp gas to fumigate your foes. Affected foes take persistent poison damage equal to half the spell’s level (minimum 1 damage) with a basic Fortitude save.
- **Underground** (earth) The endless darkness of the cavern depths opens up its secrets to your senses. For 1 round, you gain darkvision as well as imprecise tremorsense out to 15 feet.

Special You can’t select another dedication feat until you’ve gained two other feats from the geomancer archetype.

ATTUNEMENT SHIFT

FEAT 4

ARCHETYPE

Prerequisites Geomancer Dedication

Frequency once per 10 minutes

Requirements Your previous action was to cast a spell with the air, cold, earth, fire, plant, or water trait.

The magic of your spell floods into you, overriding your connection to the land around you. You alter your terrain attunement to a terrain that matches a trait of the spell you just cast. You thereby gain your terrain attunement benefit when you cast further spells with the same descriptor, instead of using the terrain you’re actually in. For instance, if you cast *tanglefoot*, your terrain attunement switches to your choice of forest or swamp, and your terrain attunement applies when you cast another plant spell.

Your terrain attunement reverts to that of the terrain you’re in 1 minute after you use Attunement Shift.

SHARED ATTUNEMENT

FEAT 4

ARCHETYPE

Prerequisites Geomancer Dedication

When you would gain a benefit from your terrain attunement, you can grant it to one ally within 30 feet instead of yourself. This has no effect if the terrain attunement affects your foes instead of granting you a benefit.

ROUGH TERRAIN STANCE

FEAT 6

ARCHETYPE STANCE

Prerequisites Geomancer Dedication, expert in Nature

Requirements You gained a terrain attunement benefit this turn.

You enter a stance that makes it difficult to move around you. Each square adjacent to you becomes difficult terrain

that matches the terrain attunement you gained (rime forms in an arctic terrain, momentary undergrowth shoots up in a forest terrain, and so on). You ignore this difficult terrain.

This stance ends if you move into a different type of terrain.

ATTUNED STRIDE

FEAT 8

ARCHETYPE

Prerequisites Geomancer Dedication, expert in Nature

You can move freely through terrain you're attuned to. When you gain a terrain attunement benefit, you ignore difficult terrain in the corresponding type of terrain until the end of your next turn.

DRAW FROM THE LAND

FEAT 10

ARCHETYPE

Prerequisites Geomancer Dedication, expert in Nature

Requirements You gained a terrain attunement benefit this turn, and it matched the terrain you're in.

You pull strength from the surrounding terrain. You gain temporary Hit Points equal to your level. They last for 1 round. If you previously gained the plains terrain attunement effect this turn, combine the temporary Hit Points together.

READ THE LAND

FEAT 12

UNCOMMON ARCHETYPE

Prerequisites Geomancer Dedication, master in Nature

You've learned how to commune with the land to learn information. You learn the *commune with nature* ritual if you didn't know it already.

You can perform this ritual with a casting time of 1 hour instead of 1 day and without a secondary caster.

TERRAIN SHIELD

FEAT 14

ARCHETYPE

Prerequisites Geomancer Dedication, master in Nature

Frequency once per 10 minutes

Trigger A Strike would damage you.

Requirements You gained a terrain attunement benefit since the start of your most recent turn and that attunement matches the terrain you're in.

You're so attuned to the land that it rises up to protect you from a potentially fatal blow in a seeming coincidence. For instance, a branch suddenly falls from a nearby tree to take the brunt of a sword swing or a surprising change of current disrupts an enemy's attack. You gain resistance to physical damage equal to double your level against the triggering Strike.

SHIFTING TERRAIN

FEAT 14

ARCHETYPE

Prerequisites Rough Terrain Stance, master in Nature

Requirements Your terrain attunement matches the terrain you're in and you're in Rough Terrain Stance.

You slam your fist into the ground or twirl your arms about to cause the terrain around you to shift and ripple, potentially throwing others off balance. Each creature within your area of difficult terrain from Rough Terrain Stance must attempt a Reflex saving throw against your spell DC with the following effects. After you use this action, you can't use it again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 for 1 round.

Failure The creature is clumsy 2 for 1 round.

Critical Failure The creature is clumsy 2 for 1 round and falls prone.

QUICKENED ATTUNEMENT

FEAT 16

ARCHETYPE CONCENTRATE METAMAGIC

Prerequisites Geomancer Dedication, legendary in Nature

Frequency once per day

Requirements Your previous action was Attunement Shift. If your next action is to cast a spell that would grant your terrain attunement bonus, reduce the number of actions to cast it by 1 (to a minimum of 1 action).


Special You can't use Quicken Attunement and Quicken Casting in the same round.





LEY LINES

Magical energy exists throughout the multiverse and flows within and without all aspects of reality. In places where this magical energy flows particularly strongly, it takes the form of ley lines: potent conduits of magic that flow throughout the cosmos. Magical energy travels through ley lines much like blood flows through the veins of living creatures. Ley lines transcend physical form and can be found throughout the universe, through entire worlds, and even across planes.



Rarity: Rare

Each ley line carries its own specific manifestation of magical energy. One ley line might contain the power to enhance divinations, while another forms a channel for the destructive power of fire. Regardless of a ley line's specific nature, its presence influences the world around it in subtle or overt ways.

LEY LINES IN YOUR GAME

Though magical essence permeates the multiverse, it rarely concentrates in high enough volume to form a ley line, and as such, ley lines are rare, inscrutable phenomena. Those who overtax a ley line might find that its power fades, reroutes, or even backfires—the ramifications of which can lead to interesting story explorations. In general, these rules assume that ley lines are few and far between in a setting and that one's presence holds notable significance in the game world.

Ley lines impact the world around them in considerable ways, which presents myriad narrative possibilities; for example, a wizard might build a tower on top of a ley line with magic that aids in planar research, or an entire civilization might structure their territory along a ley line to improve their wealth. Ley lines should also manifest magical side effects that relate to their nature, such as increased ambient temperatures or prevalent brushfires along a ley line attuned to fire magic. GMs should feel encouraged to explore how ley lines can affect their world.

Tapping into ley lines often provides benefits that alter spells, akin to metamagic (for example, the basic ley line on page 216 provides a choice between two metamagic effects from metamagic class feats). As such, spellcasters are the most likely to seek out and tap ley lines, but some ley lines provide benefits that any character capable of tapping into them can use; GMs should consider how an entire party can benefit from a ley line and what characters might enjoy some time in the spotlight.

A ley line might be a lasting benefit to the entire party, and discovering one could even serve as an interesting reward for them. The PCs might be

encouraged to build a base of operations along a ley line or to establish a nexus at a ley line node.

Ultimately, the use of ley lines is rooted in the familiar mechanics of metamagic, meaning that they should be easy to add without complicating the game. Though they're presented as rare in this book, GMs might prefer them to be more common and are encouraged to create a unique setting featuring prevalent ley lines. Some settings might feature ley lines as common as rivers, influencing the magic and civilizations around them with the type of energy flowing through them. Consider whether the inclusion of ley lines will add or distract from the richness of the story.

LOCATING LEY LINES

Ley lines are typically imperceptible by mundane means, so locating a ley line requires a magical connection of some kind (though not necessarily the ability to cast spells). Typically, ley lines' sizes correlate with their potency, with higher-level ley lines usually being wider and easier to notice—but ley lines are by nature enigmatic phenomena, and some particularly powerful ones are as thin as thread. In rare cases, ley lines might have physical manifestations that make their presence more apparent. For example, a ley line attuned to electrical energy might manifest as a constant stream of sparks and electricity arcing along the ley line's path, or a ley line suffused with positive energy might appear as a strip of overgrown and mutated plants.

A character can locate a ley line with a successful Occultism check to Identify Magic, usually against a DC of 30 for a weak and minor ley line or 20 for a powerful one, but a particular line's presence might be more obvious if it has noticeable magical manifestations. A successful check reveals the location of a ley line but not its capabilities. Each ley line has at least one trait tied to a tradition of magic. To determine the effects of a ley line, a character must succeed at a check to Identify Magic based on its tradition, with a DC equal to the hard DC of the ley line's level. Finding the exact position, strength, and effects of a ley line can be extremely helpful for characters attempting to access the ley line's power.

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MAGICGLOSSARY
& INDEX**LEY LINE NODES**

Ley line nodes are the point at which multiple ley lines intersect. Incredibly rare and powerful, nodes provide those who tap into them access to all of the intersecting ley lines' abilities, and they usually produce one or more additional effects based on the combination of intersecting ley lines. A ley line node's level is equal to that of the highest-level ley line that intersects at the node. Enterprising PCs or NPCs sometimes seek out nodes as sites to perform rituals to establish ley line nexuses. Such locations are jealously guarded by those who wish to claim the nexus's power.

USING LEY LINES

While locating a ley line might be a difficult process, making use of a ley line's power is remarkably simple. Accessing the power of a ley line requires using the Tap Ley Line general skill action. The results of this action are based on the benefits and drawbacks of a ley line.

TAP LEY LINE [TRAINED]

You can use your magical prowess to temporarily access the power of a ley line. Tapping the Ley Line

requires a skill check using the skill associated with its tradition (Arcana for arcane, Nature for primal, Occultism for occult, and Religion for divine). In cases where a ley line has multiple associated traditions, you can use any of the appropriate skills to Tap the Ley Line. The benefits of a ley line are always magical in nature and can be counteracted in a similar way to a magic item.

TAP LEY LINE ◆**CONCENTRATE**

You attempt to manipulate the magical essence of a ley line that you're aware of within 30 feet. The GM determines the DC based on the hard DC for the ley line's level.

Critical Success You gain the ley line's benefits until the end of your next turn.

Success You gain the ley line's benefits until the end of your turn.

Failure You take mental damage equal to $1d6 \times$ the ley line's level. You can't Tap the Ley Line again for 1 hour.

Critical Failure As failure, and you're subject to the ley line's backlash effect. You can't Tap the Ley Line again for 24 hours.

SAMPLE LEY LINES

The following represent a number of different types of ley lines, each of which provides specific effects. GMs can use these ley lines as is or find some inspiration for new ley lines in their own games. Most ley lines are rare, but a specific ley line can be unique.

BASIC LEY LINE

LEY LINE 2

RARE **EVOCATION**

Most ley lines are simply naturally occurring conduits of pure magical energy. Tapping into a basic ley line allows spellcasters to modify their spells. This ley line has the arcane, divine, occult, or primal trait as appropriate.

Benefit When you Cast a Spell, alter the spell as if you had just used your choice of either Reach Spell or Widen Spell (*Core Rulebook* 210).

Backlash The magical energy overwhelms your mind. You become stupefied 1 until the end of your next turn.

ENERGY LEY LINE

LEY LINE 4

RARE **EVOCATION** **PRIMAL**

Energy ley lines are attuned to a specific type of energy and enhance that energy's power. They might form where the power from an Inner Plane with immense energy (such as an Elemental Plane, the Positive Energy Plane, or the Negative Energy Plane) seeps across a planar boundary. An energy ley line can be attuned to acid, cold, electricity, fire, force, positive, negative, or sonic energy and gains the respective trait for that energy. Higher-level energy ley lines can deal greater persistent damage on the benefit and greater damage on the backlash, usually 1d8 per 4 levels.

Benefit All damage of the associated energy type you deal clings to your targets, dealing an additional 1d8 persistent damage of the ley line's energy type.

Backlash The energy rebounds, and you take 2d8 persistent damage of the ley line's energy type.

FOCUSED LEY LINE

LEY LINE 10

RARE **ARCANE** **DIVINE** **EVOCATION** **OCCULT** **PRIMAL**

Focused ley lines are concentrated points of magical energy which are even more potent than other ley lines. These ley lines allow users to realign their magical connections almost immediately. Higher-level focused ley lines allow users to gain their benefits more times in a single day.

Benefit You gain a Focus Point, which is separate from your focus pool and doesn't count toward the cap on your focus pool. You can gain this benefit only if you have a focus pool. If you don't use this focus point before the benefit of the ley line runs out, it's lost. You become temporarily immune to the benefits of this ley line for 24 hours.

Backlash Your entire being becomes overwhelmed with magical energy. You become stupefied 3 for 1 minute, and you can't Refocus for 1 hour.

HAUNTED LEY LINE

LEY LINE 12

RARE **DIVINE** **NECROMANCY** **OCCULT**

Some ley lines form at sites of significant death. This results in haunted ley lines, which allow those who tap into them to blur the line between life and death. More powerful haunted ley lines grant the benefits of a higher-level *blink* spell.

Benefit You're affected by *blink* for the duration of the ley line benefit. You can Sustain the Spell as though you had cast it, and you can choose the direction of your reappearance when you do so (you still reappear randomly at the end of your turn).

Backlash You get partially pulled into the Ethereal Plane. For 1 minute, you vanish and reappear in a random direction at the end of your turn as noted in the effects of *blink*, but you don't gain any of the other effects of the spell.

SPECIALIZED LEY LINE

LEY LINE 14

RARE **ARCANE**

Specialized ley lines empower specific types of magic. They most commonly come about where a practitioner of a particular type of magic has utilized their magical arts repeatedly, such as at locations of magical academies. Each specialized ley line is attuned to a specific school of magic and gains that school's trait. More powerful ones can heighten a spell multiple levels at once.

Benefit Spells you cast of the ley line's attuned school are empowered. When you Cast a Spell of that school, that spell is automatically heightened 1 level, up to a level equal to the highest spell level you can cast.

Backlash Your connection to the ley line's school of magic weakens, making it temporarily harder to manifest those spells. For 1 minute, all spells of the attuned school require one additional action to cast.

LEY LINE RITUALS

Those who build a stronghold on a ley line might use rituals to increase their advantage. The following rituals allow easier or more powerful benefits from ley lines.

EMPOWER LEY LINE

RITUAL 7

RARE **EVOCATION**

Cast 1 day; **Cost** magical foci worth a total value of 50 gp × the spell level × the target's level; **Secondary Casters** 6

Primary Check Arcana, Nature, Occultism, or Religion, matching the ley line's tradition (legendary); **Secondary Checks** Ley Line Lore or Occultism

Range 10 feet; **Targets** 1 ley line or ley line node up to double this ritual's level

You draw upon surrounding magical energy to empower a ley line, enhancing both its positive and negative effects.

The duration of an empowered ley line's benefits increases: when you successfully Tap a Ley Line that's empowered, you gain its benefits until the end of your next turn on a success (1 minute on a critical success).

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You take double the damage if you fail to Tap a Ley Line that's empowered and double the damage from the ley line's backlash effects (if any). If a backlash effect has a duration, that duration increases: a backlash effect that would ordinarily last until the end of your next turn now lasts for 1 minute, effects that last for 1 minute now last for 10 minutes, effects that last for 10 minutes now last for 1 hour, and effects that last for 1 hour now last for 1 day.

Critical Success You empower the ley line until the next turning of the season.

Success You empower the ley line for 1 week.

Failure You fail to empower the ley line.

Critical Failure All casters take damage and suffer the ley line's backlash as if they had critically failed to Tap the Ley Line. This damage and backlash is enhanced as if the ley line were successfully empowered, leading to increased damage and longer backlash effects.

ESTABLISH NEXUS

RITUAL 5

RARE **CONSECRATION** **TRANSMUTATION**

Cast 1 day; **Cost** magical foci worth 100 gp × the spell level × the node's level; **Secondary Casters** 2

Primary Check Arcana, Nature, Occultism, or Religion based

on the ley line (master); **Secondary Checks** Ley Line Lore or Occultism

Range 10 feet; **Targets** 1 ley line node up to double *establish nexus's* level

You focus the power of the node's intersecting ley lines into a powerful confluent point known as a ley line nexus. The ley line nexus grows out from the node in a 20-foot radius. The ley line nexus is more open and available for access to creatures you designate. When Tapping the Ley Lines, these creatures get a degree of success one better than they rolled.

Critical Success The ley line nexus is established. The nexus is particularly powerful, allowing it to continually refresh its magical energy; thus, the nexus lasts for up to 100 years, unless the ley lines shift.

Success The ley line nexus is established and lasts for a year and one day, unless the ley lines shift.

Failure You fail to establish the ley line nexus.

Critical Failure All casters take damage and suffer backlash effects as if they had critically failed to Tap every Ley Line in the node simultaneously, and they can't attempt to Tap those Ley Lines for a year and one day.



PERVASIVE MAGIC

While the majority of Golarion has a substantial amount of magic, it is not ubiquitous. In other worlds, though, magic could be everywhere—a part of everyday life. Creatures on these worlds have an affinity with at least one of the magic traditions, and most are capable of at least simple spellcasting.

Rarity: Rare

GMs can use the pervasive magic rules found here to create worlds where magic flows freely (or to alter only parts of a setting to be especially high in magic; see page 222 for ideas on how to incorporate pervasive magic rules into the Lost Omens setting).

Adding magical traits to a campaign can enrich the setting and make it more memorable. Perhaps a cataclysmic, magical event turned part of the world into a barren wasteland—those desolated plains might still hold enough residual magic to apply the pervasive magic rules. Creatures and characters in an area might all have the arcane trait, or mountain lakes tied to the Elemental

Plane of Water might infuse the nearby terrain and its inhabitants with primal magic. The constant efforts of secretive cults might cause occult power to leak into the sewers and tunnels beneath a bustling city.

The GM must decide when first creating a campaign if it uses the pervasive magic rules. In pervasive magic campaigns, players choose their characters' associated magic trait and can select from the pervasive magic backgrounds and feats presented starting on page 219. Because pervasive magic represents a slight power increase overall, it's recommended that if some characters in the setting have access to pervasive magic, then all characters should to maintain balance.

TRADITION TRAITS

Every creature in a pervasive magic campaign, including PCs, has a trait associated with one of the magical traditions. Note that this trait is inherent and a circumstance of nature, independent of class choice—a character with the primal tradition trait can still study to be a wizard and cast arcane spells. See page 220 for how to adjust creature stats in areas of pervasive magic. You might see primal manticores, arcane ogres, occult gold dragons, or divine flesh golems.

Creatures (including PCs) gain the following:

- A trait associated with one of the magic traditions: arcane, divine, occult, or primal.
- The ability to cast a cantrip (PCs choose one upon character creation) from the tradition associated with that trait.
- The Cast a Spell activity.
- Proficiency rank in spell DCs and spell attack rolls with the chosen tradition equal to their class DC or their highest proficiency rank in spell DCs, whichever is higher. They can choose any mental ability score (Intelligence, Wisdom, or Charisma) to be associated with their innate spells granted by pervasive magic.
- Access to backgrounds and feats with the pervasive magic trait (see below).

MAGICAL BACKGROUNDS

Characters in pervasive magic campaigns choose backgrounds normally, but they also have access to backgrounds that represent the influence of constant and powerful magic during their lives. Some of these backgrounds determine your innate magical trait.

ENERGY SCARRED

BACKGROUND

RARE **PERVASIVE MAGIC**

Exposure to a significant magical event overloaded you with magical energy. Perhaps you were exposed to dangerous levels of magical energy that left you near death, or it built up over long-term exposure to a powerful source of magic.

Choose two ability boosts. One must be Constitution and one is a free ability boost.

Your innate magical trait is primal. Choose acid, cold, electricity, fire, force, negative, positive, or sonic. You are trained in a Lore skill associated with the chosen energy (such as Fire Lore) and you gain resistance to that energy type equal to half your level (minimum 1).

MYSTIC TUTOR

BACKGROUND

RARE **PERVASIVE MAGIC**

You spent years predicting, identifying, and harnessing the innate magical talents of those around you. A magic-rich world has taught you that you can never have too much training when everyone around you is capable of magic.

Choose two ability boosts. One must be Intelligence or Wisdom and one is a free ability boost.

Your innate magical trait is arcane or occult. You're trained in either Arcana or Occultism, depending on your innate magical trait, and the Academia Lore skill. You gain the Recognize Spell skill feat.

SURGE INVESTIGATOR

BACKGROUND

RARE **PERVASIVE MAGIC**

From rivers that *charm* all who come near to forests that speak through *dream messages*, you have seen and studied many kinds of magical terrain. The world is so rich in magic that it can affect the land itself, and you have traveled extensively to learn the ways of identifying the oddities of magical terrain wherever it arises.

Choose two ability boosts. One must be Constitution or Wisdom and one is a free ability boost.

You're trained in your choice of Nature or Occultism and the Magical Terrain Lore skill. You gain the Terrain Expertise skill feat.

FEATS

This section presents new feats that are available only to creatures or characters from pervasive magic campaigns. All of these feats are class feats, but they can be taken by any class. When you take the feat, it gains the trait appropriate for your class.

CANTRIP CASTING

FEAT 2

RARE **PERVASIVE MAGIC**

You increase your ability to cast simple spells. You gain two additional cantrips from the tradition matching your trait.

BASIC SPELLCASTING

FEAT 4

RARE **PERVASIVE MAGIC**

Prerequisites Cantrip Casting

You increase your ability to cast spells. You gain the basic spellcasting benefits granted by spellcasting archetypes (Core Rulebook 219), gaining a spell repertoire. Each time you gain a spell slot of a new level from the basic, expert, and master spellcasting benefits from pervasive magic feats, add a spell of the appropriate spell level to your repertoire: a common spell of the magical tradition matching your trait, or another spell of that tradition that you have learned or discovered.

EXPERT SPELLCASTING

FEAT 12

RARE **PERVASIVE MAGIC**

Prerequisites Basic Spellcasting

You gain the expert spellcasting archetype benefits.

MASTER SPELLCASTING

FEAT 18

RARE **PERVASIVE MAGIC**

Prerequisites Expert Spellcasting

You gain the master spellcasting archetype benefits.

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CREATURE ADJUSTMENTS

In a world of pervasive magic, creatures gain at least one trait associated with a magical tradition. These traits reflect the creature's innate magical nature. In areas of localized pervasive magic, these traits represent the area itself.

ARCANE ADJUSTMENTS

The creature gains the arcane trait and can cast a single innate spell from the arcane spell list once per day. Use the creature's level (see the table below) to determine the spell's level. Use the spell DC and spell attack roll on the table if the creature does not already have those statistics.

Creature Level	Spell Level (Statistics)	Suggested Spells
-1 to 2	Cantrip (DC 15, attack +7)	Daze, detect magic, shield, telekinetic projectile
3 to 4	1st (DC 18, attack +10)	Charm, fleet step, grim tendrils, magic missile, sleep
5 to 6	2nd (DC 21, attack +13)	Blur, invisibility, mirror image, see invisibility, spider climb
7 to 8	3rd (DC 23, attack +15)	Blindness, fireball, haste, hypnotic pattern, lightning bolt, wall of wind
9 to 10	4th (DC 26, attack +18)	Blink, confusion, fire shield, freedom of movement, wall of fire
11 to 12	5th (DC 29, attack +21)	Cloak of colors, cloudkill, cone of cold, tongues
13 to 14	6th (DC 31, attack +23)	Chain lightning, spellwrack, true seeing
15 to 16	7th (DC 34, attack +26)	Fiery body, prismatic spray, true target
17 to 18	8th (DC 35, attack +27)	Disappearance, horrid wilting, maze
19 to 20	9th (DC 38, attack +30)	Meteor swarm, prismatic sphere
21 or higher	10th (DC 42, attack +34)	Time stop, wish

DIVINE ADJUSTMENTS

The creature gains the divine trait and can cast a single innate spell from the divine spell list once per day. Use the creature's level (see the table below) to determine the spell's level. Use the spell DC and spell attack roll on the table if the creature does not already have those statistics.

Creature Level	Spell Level (Statistics)	Suggested Spells
-1 to 2	Cantrip (DC 15, attack +7)	Detect magic, divine lance, guidance, light
3 to 4	1st (DC 18, attack +10)	Bane, bless, heal, sanctuary
5 to 6	2nd (DC 21, attack +13)	Death knell, restoration, silence, spiritual weapon
7 to 8	3rd (DC 23, attack +15)	Chilling darkness, heroism, sanctified ground, searing light
9 to 10	4th (DC 26, attack +18)	Divine wrath, spell immunity
11 to 12	5th (DC 29, attack +21)	Abyssal plague, flame strike, sending, spiritual guardian
13 to 14	6th (DC 31, attack +23)	Blade barrier, righteous might
15 to 16	7th (DC 34, attack +26)	Eclipse burst, energy aegis, sunburst
17 to 18	8th (DC 35, attack +27)	Divine aura, spiritual epidemic
19 to 20	9th (DC 38, attack +30)	Overwhelming presence, wail of the banshee
21 or higher	10th (DC 42, attack +34)	Miracle, revival

OCCULT ADJUSTMENTS

The creature gains the occult trait and can cast a single innate spell from the occult spell list once per day. Use the creature's level (see the table below) to determine the spell's level. Use the spell DC and spell attack roll on the table if the creature does not already have those statistics.

Creature Level	Spell Level (Statistics)	Suggested Spells
-1 to 2	Cantrip (DC 15, attack +7)	Chill touch, guidance, ghost sound, shield
3 to 4	1st (DC 18, attack +10)	Bane, charm, fear, grim tendrils, ray of enfeeblement
5 to 6	2nd (DC 21, attack +13)	Darkness, false life, paranoia
7 to 8	3rd (DC 23, attack +15)	Enthrall, haste, slow
9 to 10	4th (DC 26, attack +18)	Confusion, phantasmal killer, suggestion
11 to 12	5th (DC 29, attack +21)	Abyssal plague, black tentacles, crushing despair
13 to 14	6th (DC 31, attack +23)	Feeblemind, repulsion, spirit blast
15 to 16	7th (DC 34, attack +26)	Mask of terror, visions of danger, warp mind
17 to 18	8th (DC 35, attack +27)	Maze, mind, spirit song, uncontrollable dance
19 to 20	9th (DC 38, attack +30)	Telepathic demand, unfathomable song
21 or higher	10th (DC 42, attack +34)	Alter reality, fabricated truth

PRIMAL ADJUSTMENTS

The creature gains the primal trait and can cast a single innate spell from the primal spell list once per day. Use the creature's level (see the table below) to determine the spell's level. Use the spell DC and spell attack roll on the table if the creature does not already have those statistics.

Creature Level	Spell Level (Statistics)	Suggested Spells
-1 to 2	Cantrip (DC 15, attack +7)	<i>Electric arc, produce flame</i>
3 to 4	1st (DC 18, attack +10)	<i>Heal, jump, magic fang, pass without trace</i>
5 to 6	2nd (DC 21, attack +13)	<i>Barkskin, enlarge, resist energy, shatter</i>
7 to 8	3rd (DC 23, attack +15)	<i>Blindness, slow, stinking cloud</i>
9 to 10	4th (DC 26, attack +18)	<i>Air walk, freedom of movement, solid fog</i>
11 to 12	5th (DC 29, attack +21)	<i>Cloudkill, elemental form, wall of ice</i>
13 to 14	6th (DC 31, attack +23)	<i>Baleful polymorph, field of life, tangling creepers</i>
15 to 16	7th (DC 34, attack +26)	<i>Eclipse burst, regenerate, sunburst, volcanic eruption</i>
17 to 18	8th (DC 35, attack +27)	<i>Earthquake, horrid wilting, punishing winds</i>
19 to 20	9th (DC 38, attack +30)	<i>Nature's enmity, storm of vengeance</i>
21 or higher	10th (DC 42, attack +34)	<i>Cataclysm, primal phenomenon</i>

MAGICAL TERRAIN

From a city where strange lights flit from street to street, a cavern that can't be found by scrying, or a bog where illusions frolic, magical terrain can create memorable locations and challenges. This section describes several types of magical terrain that the GM can use in a pervasive magic setting. The size and location of each type of terrain is entirely up to the GM. The effects of magical terrain can be constant, or they might occur only under certain circumstances, such as a forest that becomes home to potent arcane magic only at night, or every century an eclipse on the winter solstice subjects a nearby city to ghoulish hunger.

Magical terrain fits well into pervasive magic campaigns, but can be used in any campaign as a way to help create unique and memorable encounters.

ENERGY SURGE TERRAIN

Choose an energy type (acid, cold, electricity, fire, force, negative, positive, or sonic). Whenever a magic effect does damage of that type, it does additional damage (usually 1d6 additional damage, but the GM might increase or decrease the amount to depict stronger or weaker areas of surging energy).

HEIGHTENED TERRAIN

This type of terrain heightens spells cast within it. An area of heightened terrain could alter anything from a single spell to an entire school of magic or magical tradition. These areas vary greatly in appearance, evincing the influence of the specific type of magic heightened. Spells that match the criteria are heightened 1 level above the spell level they were cast at.

METAMAGIC TERRAIN

Any eligible spell cast in this terrain has a particular metamagic effect added to it—typically Reach Spell or

Widen Spell (*Core Rulebook* 134). If the caster uses a metamagic action before casting a spell, that action overrides the terrain's metamagic effect. These areas usually appear fairly normal, but fountains of magical energy spring up around a caster when they begin Casting a Spell.

OCCULT MAGIC TERRAIN

In areas of occult magic, emotions run hotter, passions flare, and a mysterious intent permeates.

Any creature casting an occult spell gains a +1 circumstance bonus to Will saves, Deception checks, Diplomacy checks, Intimidation checks, and Performance checks until the end of its next turn.

PRIMAL MAGIC TERRAIN

In areas of primal magic, plant life is lusher, experiences are more vivid, and instincts are sharper—the land itself seems vibrant and alive.

Creatures who cast a primal spell here gain a +10-foot status bonus to Speeds until the end of their next turn.

SPELL-TOUCHED TERRAIN

Spell-touched terrain is enchanted with either a permanent spell effect or cast spells periodically.

Permanent Spell Effects: This terrain, or all creatures in it, is affected by a certain spell. For example, all creatures in an area might be affected by *blink*, or any creature that attempts to jump is automatically affected by a *jump* spell. There might be a condition required before a creature gains the effects.

Periodic Spell Casting: The terrain itself casts spells at set intervals. These spells can affect all creatures, random creatures, or certain subcategories of creatures at the GM's discretion, and they might require a specific condition before they occur.

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PERVASIVE MAGIC IN THE INNER SEA

There are many places on Golarion that could fit thematically in campaigns including pervasive magic or localized pervasive magic. The following are some examples of how GMs could apply pervasive magic rules to some of these areas.

ABSALOM AND STARSTONE ISLE

Traces of the dead god Aroden's divine power might create areas of pervasive magic. Creatures of any type might gain the divine trait.

Starstone Cathedral: The magic of the *Starstone* could make this divine spell-touched terrain.

Tyrant's Grasp: The site of the Whispering Tyrant's defeat is still suffused with powerful necromantic magic. Necromantic spells could be heightened in this area.

BROKEN LANDS

The Broken Lands are marked by areas where primal magic flourishes. Wild creatures from these regions might show primal traits.

River Kingdoms: The River Kingdoms, like other places with powerful First World connections, might feature areas of magical terrain with primal surges or areas where primal spells are heightened.

Sarkoris: The lingering effects of the Worldwound could create powerful pervasive magic effects in this region, boosting spells connected to the Abyss but risking corruption to spellcasters who rely too heavily on it.

EYE OF DREAD

The Eye of Dread region has seen multiple events of immense magical power, and pockets of pervasive magic could riddle the entire region.

Gallowspire: The broken fortress of Tar-Baphon still teems with power. It might heighten necromantic magic and imbue undead inhabitants with the arcane trait.

Nirmathas: Nirmathas has strong First World connections through the Fangwood forest and could be filled with primal magic near portals to the First World.

GOLDEN ROAD

Mostly due to the influence of Ancient Osirion, divine spell-touched terrain might appear in the region.

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Black Desert: The power of unlife flourishes in this Vault deep in the Darklands. All necromancy spells could be heightened, and undead creatures from this area might gain the divine trait.

HIGH SEAS

Even the waters of the High Seas could hold locations where magic is pervasive.

Azlanti Ruins: The various ruins of Azlant might contain several variations of pervasive magic effects, most likely enhancing or affecting arcane magic.

Eye of Abendego: The unceasing storm might heighten and enhance air- or wind-affecting magic. Creatures in the area might gain the primal magic trait.

IMPOSSIBLE LANDS

The Impossible Lands is the most magic-infused region in the Inner Sea. Many types of pervasive magic effects and terrain might be found throughout its reaches.

Geb: Geb's cities, especially the capital of Mechitar, might have heightened necromantic magic.

Jalmeray: The island nation might have energy surge terrain or other such areas that heighten elemental magic.

Nex: Several prominent locations within the magical kingdom might heighten arcane magic.

MWANGI EXPANSE

The Mwangi Expanse is a verdant region, and it could have pockets of primal magic terrain secreted throughout its wild lands.

Mzali: The temple-city of Mzali was once the center of an empire ruled by divine sun kings. A few creatures in this area might have the divine trait, and divine magic could be heightened in parts of the city proper.

Ruins of Kho: These ruins of the first Shory flying city, smashed to the earth by the Tarrasque, still sputter with magical energies. Creatures from areas near the fallen city might gain the arcane trait, and arcane magic could be heightened in the area. Specific spots among the ruins might feature various types of energy surge terrain.

OLD CHELIAX

Chelias's connection to Hell and Nidal's ties to Zon-Kuthon might manifest as areas of divine spell-touched terrain.

Barrowood: While fey influences might lead to some areas of primal magic terrain, the Winter Grove where the first queen of House Thrune made her infernal pact could be covered in powerful Hellish, divine spell-touched terrain.

Nidal: The pall of darkness over Nidal might qualify as a powerful type of spell-touched terrain in

LIMITING PERVASIVE MAGIC

This section assumes that pervasive magic is an option the GM chooses to help make a memorable high-magic campaign with a unique feel, but these rules can still be used in a way that doesn't have to be quite as... pervasive. Using these rules only in specific parts of the world can help make adventures feel special and allows you to introduce the pervasive magic a campaign that's already in progress. You can imbue a location of any size with pervasive magic, from a nation where everyone is imbued with an affinity for fire magic to a lonely forest glade where certain spells are more powerful.

EXAMPLE PERVASIVE MAGIC LOCATIONS

Use the following list as inspiration when thinking of places in your campaign where the pervasive magic rules might apply.

- A waterfall that grants *heroism* to anyone who survives a plunge from its heights.
- A cavern that casts *hallucinatory terrain*, preventing spelunkers from finding the exit.
- A remote spring that removes a curse or disease once per year for those who bathe in its waters.
- An impassable forest that frequently casts *tanglefoot* and *entangle* on creatures not native to its reaches.
- A tavern where one patron each night is the target of a *hideous laughter* spell.

a pervasive magic game, and there could be even more twisted manifestations of Zon-Kuthon across the land.

SAGA LANDS

The Saga Lands are potential places for pervasive magic that enhances primal spells. Additionally, Thassilonian ruins might enhance magic associated with a particular school of magic (excluding divination).

Lands of the Linnorm Kings: Places with potent First World connections might qualify as primal magic terrain.

SHINING KINGDOMS


Many small areas of the Shining Kingdoms contain portals to the First World, and therefore might have the characteristic touch of primal magic common to such areas.

Darkmoon Vale: The area's affinity for evocation magic might make even innocuous creatures capable of dangerous magical bursts.



SHADOW MAGIC

While most types of magic are additive, arising from gaining knowledge or abilities, shadow magic is different—to touch the shadow, a spellcaster must surrender the piece of their spirit that normally keeps the darkness out. This process permanently removes the spellcaster's ability to cast spells of light and warmth but compensates them with an unmatched facility for manipulating the energies of darkness and shadow.



Rarity: Uncommon

This section has options for both spellcasters who use shadow magic and for companions that dwell in the dark.

Shadowcasters sacrifice the magic of light to bind themselves to the darkness. Information about shadowcasters in the Inner Sea region can be found on this page and the archetype on page 226.

Shadow companions and familiars can accompany shadowcasters or can join anyone else as shadowy compatriots. These creatures might follow one who's already traveling the path of shadow or might be strange ambassadors to someone of a more conventional stripe. Shadowdancers (*Advanced Player's Guide* 192) with companions typically choose these creatures of shadow.

SHADOWCASTER ORIGINS

Shadowcasters can come from any tradition of magic, though divine or occult casters are the most likely to attempt to master the power of shadow. Their magic is most entwined with the spirit, and thus they're most easily able to understand and accept the sacrifice necessary to become a shadowcaster. Primal practitioners are rarer, often finding the power of shadow antithetical to their goals and beliefs. Arcane spellcasters are slightly more likely to use shadow magic, but it isn't uncommon for wizards to question the value of the trade, unwilling to give up the ability to manipulate the powers of light in exchange for increased facility with shadow and darkness.

CHELIAX

While the city of Westcrown, former capital of the empire of Cheliox, managed to remove the plague of shadow beasts that haunted the streets every night, years of connection to the shadows due to a powerful artifact brought many in the area into contact with shadowy entities. Out of those who heard the whispers, some chose to accept the bargains in exchange for power. This phenomenon has led to a rising generation with abnormally high numbers of self-taught shadowcasters, each acting as individuals with no underlying infrastructure.

CROWN OF THE WORLD

Not all shadowcasters turn their power toward evil ends. The energies of the Shadow Plane often corrupt mortals, draining them of empathy and emotion while tempting them to commit despicable acts in pursuit of ever greater power. However, some manage to resist the call of corruption, walking the twilight area between light and darkness. In the Crown of the World, some Erutaki tribes and villages count shadowcasters, known as aushtrok, among their elders. The aushtrok are valued for their ability to hear the whispers of dangerous spirits and dark powers, drawing insights that can warn them of impending doom and creeping dangers that would go unnoticed by those who rely on the light to see.

GEB

Shadowcasters are particularly common in the nation of Geb, where mortals toil under the rule of an aristocracy comprised of liches, ghouls, vampires, and other types of intelligent undead. Shadow magic holds particular appeal to such beings, allowing them to shroud their bodies in protective darkness that shields them from the sun's burning light. The magic not only protects the undead, but also frees them from the predictability of a solar schedule, allowing them to surprise unsuspecting mortals who mistakenly believe that the day can provide them a period of reprieve from their predaceous overseers.

MWANGI EXPANSE

For generations, the orcs of the Mwangi Expanse have protected themselves from the constant threats of demons left unbound by ancient civilizations and great beasts that stalk the jungle. Most work together with neighboring communities and engage in diplomacy, some are just as likely to attack first. While these families shun destructive types of magic, having witnessed firsthand the kind of devastation a single wizard with more power than sense can unleash upon the world, they've developed certain techniques and rituals that allow them to fight for their place in the Expanse on equal footing. Chief among these techniques is a ritual for gaining power that uses the blood of shadow

demons to grant their deathly stealth and cold violence. These shade walkers are feared not just for the sudden and devastating violence they unleash, but for their ability to immediately appear and disappear before and after such acts, leaving only the ruined corpses of their enemies as evidence.

NIDAL

Perhaps the most notorious shadowcasters in Golarion are the disciples of the Midnight Lord, Zon-Kuthon. The twisted god's servitors use the lure of shadow magic to attract new members to their priesthood and corrupt them with dark power, as those who surrender the piece of their spirit necessary to learn shadow magic also lose their defenses against the lure of Zon-Kuthon's promises. Through rituals of pain in temples where no light is allowed to shine, acolytes are tortured, mutilated, and indoctrinated before being rewarded by having their bodies infused with energy drawn from the Shadow Plane. This energy changes the very nature of their power forevermore. The most powerful of those who survive these rituals with some semblance of their personality intact join Nidal's Umbral Court, overseeing the nation that serves as the seat of Zon-Kuthon's power on Golarion.

SARKORIS

In the Sarkoris Scar, native Sarkorians and foreign crusaders alike have long fought the encroaching hordes of demons pouring forth from the Worldwound. With the Worldwound now closed, those same reclaimers have begun to discover that they weren't the only ones fighting the demonic invasion: more than just the powers of good and forces of nature aided the struggle. Clans of native Sarkorians led by shadowcasting summoners and grim eidolons have emerged from their hidden strongholds. They bring stories that speak of generations spent hiding in caverns and sunless dells as they fought the demons with guerrilla tactics before covering hasty retreats with illusions and misdirection.

THE SHADOW PLANE

Regardless of their place of origin, a spellcaster might take their power directly from the Shadow Plane. This dimension resembles the Material Plane, but with nothing but the faintest ambient light, its source unclear. The structures and geography of the Shadow Plane match those of the Material Plane in broad strokes, though altered and twisted in subtle ways. Many of the fauna of the Material Plane have dark echoes on the Shadow Plane. These creatures sometimes follow at the heels of those visiting the Shadow Plane, becoming shadow companions even if a visitor leaves the plane.

SOURCES OF SHADOW

Throughout Golarion there are an unsettling variety of beings who can initiate a chosen acolyte into the secrets of shadow. In the land of Nidal, many Kuthite priests are gifted with the secrets of shadow magic by the priesthood of Zon-Kuthon, or in some instances through dreams and visions imparted directly by Zon-Kuthon or one of his extraplanar servitors. In Tian Xia, wayangs are an ancestry of small, supernatural humanoids born of shadow who often find that the secrets of shadow magic reveal themselves readily instead of hiding as they do from most other mortals. In the western continent of Arcadia, it is said that the norms who dwell in the Forest of Trials are of a more sinister bent than their kin, using the power of shadow to test the Ulfen kings who seek to pass through their woods on the way to Valenhall.

Some theologians believe that the mysterious veiled goddess Sivanah was born of the Shadow Plane. Shadowcasters sometimes reach out to her as a friendlier patron than Zon-Kuthon, and those in service to Sivanah actively campaign against the abuses of the Midnight Lord's servants. These shadowcasters must still make the same sacrifice as others, but they tend to view the diminishment of their soul as granting them the ability to see past one of reality's veils, a veil that blinds most people even as it protects them from what they can't see.

The planar stat block for the Shadow Plane is on page 141 of the *Gamemastery Guide*.

USTALAV

Mist-shrouded Ustalav is home to many forms of dark and brooding magic, especially in the blighted wasteland of Virlych and the forlorn county of Ulcazar. When the sun sets, vampires and other nocturnal creatures emerge from the twilight. Both these creatures and those who hunt them have cause to seek shadow magic, either to stave off the light or to become one with the darkness.

Many family lines became bound to shadow after an ancestor leveraged a part of their spirit to pay a debt. Nobles bound to shadow magic often socialize with other families in the same situation, which often leads to marriages. Subsequent generations then have an even greater shadow connection, granting more power but taking an even greater toll—and so on down through the generations.

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SHADOWCASTER (ARCHETYPE)

The world is full of shadows, but each living creature possesses a form of inner light to ward against that ever-present darkness... all except shadowcasters. By trading away that piece of their spirit, shadowcasters have removed a limiter, allowing them to gain magical power rooted in the darkness; however, this trade also exposes them to otherworldly whispers from the realms of shadow.

Additional Feats: **4th** Familiar; **6th** Enhanced Familiar; **12th** Shadow Magic (*Advanced Player's Guide* 192); **14th** Additional Shadow Magic (*Advanced Player's Guide* 192), Shadow Illusion (*Advanced Player's Guide* 192); **16th** Shadow Power (*Advanced Player's Guide* 192)

SHADOWCASTER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites ability to cast spells

You've sacrificed a piece of your spirit, allowing the powers of shadow into your being and changing the nature of your magic. You can no longer cast spells that have the light trait; if an ability, such as a class feature or ancestry feat, would automatically grant you a light spell, such as the Domain Initiate feat granting you the *dazzling flash* spell, you don't gain that spell.

You gain the *cloak of shadow* domain spell (*Core Rulebook* 390). It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity (*Core Rulebook* 300). You can Refocus by meditating to siphon power from the Shadow Plane and refill your focus pool. Your domain spells from the shadowcaster archetype are of the same tradition as the spells you used to meet the shadowcaster archetype's prerequisites.

Special You can't select another dedication feat until you've gained two other feats from the shadowcaster archetype.

SHADOW SPELLS

FEAT 4

ARCHETYPE

Prerequisites Shadowcaster Dedication

Hidden darkness whispers to you, teaching you secrets of shadow beyond other spellcasters of your tradition. Add *shadow blast*, *shadow siphon*, and *shadow walk* from the *Core Rulebook* to your spell list, as well as *replicate*, *shadow army*, *shadow projectile*, and *shadow raid* from this book. You can thus potentially learn these spells even if they aren't normally on your tradition's spell list.

DISCIPLE OF SHADE

FEAT 6

ARCHETYPE

Prerequisites Shadowcaster Dedication

You've delved deeper into the mysteries of shadow and become blessed with magical power that increases your

skills in the arts of deception and persuasion. You gain the *inscrutable mask* domain spell. Increase the number of Focus Points in your focus pool by 1.

SHADOW SPELL ◆

FEAT 8

ARCHETYPE METAMAGIC SHADOW

Prerequisites Shadowcaster Dedication

You attach a piece of your shadow to a spell to cloud the senses and cause mischief. If the next action you take is to Cast a Spell that has the shadow trait, choose one creature affected by the spell. This creature either gains a +2 status bonus to Stealth or takes a -2 status penalty to Perception (your choice). This lasts for 1 round. This choice and the effect occur after resolving any checks for the spell's initial effects. If the chosen creature is your enemy, it's affected only if your spell attack roll succeeded or if it failed its saving throw.

The effects of Shadow Spell end if you use Shadow Spell again.

SHADOW RESERVOIR

FEAT 10

ARCHETYPE

Prerequisites ability to cast spells from spell slots, Shadowcaster Dedication

Your own shadow speaks to you, providing knowledge of spells and a reservoir of magical power. Your shadow reservoir contains a single spell of each spell level at least 2 levels lower than the highest-level spell you can cast from your spell slots. This spell must come from your spell list, you must have access to it, and it must require a spell attack roll or a saving throw. These spells don't need to be prepared and aren't in your repertoire.

Regardless of the way in which you cast spells, you can spontaneously cast a spell from your shadow reservoir by using one of your spell slots of the same level. If you're a prepared spellcaster, you lose the spell you prepared in that slot.

Spells cast from your shadow reservoir gain the shadow trait, and affected creatures might be able to disbelieve them. If the spell requires an attack roll, use the higher of the target's AC or their Will DC. If the spell requires a saving throw, the target uses their Will saving throw or the spell's normal saving throw, whichever is higher. Each time a creature fails its saving throw against a spell cast from your reservoir, you gain a small tattoo inked on your flesh out of pure shadowstuff.

If you have more than one source of spells you can cast with spell slots, such as if you're a spellcaster with a multiclass archetype, choose one source of spells for your shadow reservoir.

SECRETS OF SHADOW

FEAT 12

ARCHETYPE

Prerequisites Shadow Reservoir

Your shadow's voice grows ever clearer; it whispers secrets of true power to you and shields your flesh from harm. Your shadow reservoir gains an additional spell 1 level below the highest level spell you can cast, in addition to the spells it already contains for all the levels below that.

In addition, the tattoos generated by casting shadow spells protect your body against harmful energies. You gain negative resistance equal to the highest level of spell you can cast from spell slots; if you have negative healing (or are otherwise harmed by positive damage and not negative damage), you instead gain positive resistance in the same amount.

UNENDING EMPTINESS

FEAT 14

ARCHETYPE

Prerequisites focus pool, Shadowcaster Dedication

You pool the power of shadow within your eyes, gaining the ability to gather darkness into a turbulent orb of crushing emptiness within your line of sight. You gain the *darklight* domain spell. Increase the number of Focus Points in your focus pool by 1.

SHADOWCASTER FOCUS SPELLS

DARKLIGHT

FOCUS 7

UNCOMMON DARKNESS EVOCATION SHADOW

Cast ◆◆◆ material, somatic, verbal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

Shadows pour forth from your eyes, creating a field of darkness that prevents light from emanating within the area. Light doesn't enter the area; any non-magical light sources, such as a torches or lanterns, don't emanate any light while inside the area, even if their light radius would extend beyond the darkness. The spell similarly suppresses magical light of the spell's level or lower.

Light can't pass through, so creatures in the area can't see outside. Even creatures with darkvision (but not greater darkvision) can barely see through the darkness; any creatures seen through the darkness are concealed to them. Creatures with greater darkvision can see through the darkness normally.

Creatures who move into the field or start their turn within the field have some of the life and light sucked out of them, taking 2d6 bludgeoning damage and 2d6 negative damage, with a basic Fortitude save.

When you cast this spell, choose up to four allies in the area to spare from *darklight*'s effects. Until the spell ends, they're immune to damage from *darklight* spells and can see through *darklight* (but not other darkness) as though they had greater darkvision.

Heightened (10th) The bludgeoning and negative damage both increase to 3d6.

INSCRUTABLE MASK

FOCUS 3

UNCOMMON ILLUSION SHADOW

Cast ◆◆ somatic, verbal

Duration 10 minutes

You shroud your form and features in an impenetrable mask of shadow. The mask grants you a +1 status bonus to Deception checks to Lie or Feint, Intimidation checks to Demoralize, and Stealth checks to Hide in areas of dim light or darkness.

Heightened (6th) The status bonus increases to +2.

Heightened (9th) The status bonus increases to +3.



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SHADOW COMPANIONS

Spellcasters aren't the sole purveyors of shadow magic. Some adventurers are guided on their path by companions with an inherent connection to shadow, whether or not the adventurer is a shadowcaster. Adventurers who would wield shadow should follow the guidance of such beings. Shadowcasters, as well as others who might stumble across this knowledge, have access to the shadow hound animal companion and the shade specialization option.

ANIMAL COMPANION

SHADOW HOUND

UNCOMMON

Access You're a shadowcaster.

Your companion is a canine creature related to the Shadow Plane denizens known as shadow mastiffs.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d8 piercing

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +1

Hit Points 4

Skill Intimidation

Senses darkvision, scent (imprecise) 30 feet

Speed 30 feet

Support Benefit Your shadow hound shrouds your foes in shadow when you leave an opening. Until the start of your next turn, when you damage a creature with a Strike and that creature is within reach of your shadow hound, both you and your shadow hound become concealed to the creature until the end of your next turn.

Advanced Maneuver Bay

BAY ♦♦

The shadow hound releases an eerie bay, attempting to Demoralize each foe in a 20-foot emanation. These Demoralize attempts don't require a language and don't take any penalty due to not sharing a language.

SHADE SPECIALIZATION

The shade specialization is an alternative to the specialization benefits included on page 217 of the *Core Rulebook*, such as ambusher or tracker, that draws an animal companion closer to shadow. This specialization is uncommon, though you gain access to it if you're a shadowcaster.

SHADE

Your companion's physical form is made, in whole or in part, of shadow. It gains darkvision, resistance 5 to all damage except force, and in areas of dim light or darkness, it can Step 10 feet instead of 5 feet. Its proficiency rank in unarmored defense increases to expert, or master if it's nimble.

SHADOW FAMILIARS

Familiars bind themselves to mortals in a symbiotic relationship. Shadowcaster witches are among the most likely to obtain a familiar with the power of shadow, particularly those with the night patron. Others likely to take on shadow familiars include shadow bloodline sorcerers and darkness domain clerics.

SHADOW FAMILIAR

Some spellcasters and ritualists don't just summon and bind a familiar, but instead transform their own shadow into a familiar. These casters can be identified by their lack of a shadow regardless of the level of light in the area and by the strange muted appearance of any article of clothing or jewelry they wear. Occasionally mistaken for vampires or other undead by the cautious or superstitious, these spellcasters nonetheless find the trade worth it in exchange for the unique abilities their shadow familiar can possess.

Shadow familiars are a type of specific familiar (*Advanced Player's Guide* 147). While all shadowcasters have access to these familiars, there are other paths to learn the proper magic to obtain a shadow familiar.

SHADOW FAMILIAR

UNCOMMON SHADOW

Access You're a shadowcaster.

Required Number of Abilities 7

Granted Abilities darkvision, manual dexterity, master's form, resistance (cold and negative), shadow step

Become Shadow ◆ (shadow, transmutation) The shadow familiar transforms its body into barely tangible shadow. It gains resistance to all damage (except force) equal to half your level but can't use any actions requiring a physical form. The familiar can also slip through gaps at least 2 inches wide, or 1 inch wide if it Squeezes. It can use this action again to return to its normal form.

This action has the trait matching your tradition of magic, or occult if you aren't a spellcaster.

Slink in Shadows The shadow familiar can Hide or end its Sneak in a creature's or object's shadow.

Steal Shadow (necromancy) ◆ **Frequency** once per 10 minutes; **Effect** The shadow familiar makes a melee attack with an attack roll modifier equal to your spell attack roll modifier. If the Strike is successful, the target is enfeebled 1 and its shadow disappears. After 24 hours,

STALKING THE SHADOWS

The Verduran Forest is a site of regular conflict. Loggers and hunters from Andoran and Taldor have spent generations at odds with the fey and druids who seek to protect the forest against overharvesting and deforestation. To help combat this encroachment, some druids and rangers have turned to darker forces, developing rituals that draw magic from the Shadow Plane and infuse it into woodland animals. These "shadow animals" develop deadly powers and mutations that make them especially effective at the hit-and-run tactics favored among the Verduran's guardians.

Some druid elders worry that this process has introduced a corruption far more dangerous than any mortal woodcutter. More moderate and conciliatory members note that while the deadly shadow beasts strike fear into the hearts of would-be loggers, they also make finding a healthy balance difficult. These moderates would prefer for loggers to be allowed to harvest in smaller amounts that actually help prevent overgrowth and forest fires, but the woodcutters fear to leave the safety of their work groups and encampments for any parley with the druids while shadow animals might haunt the woods.

the enfeebled condition ends, and they regain their shadow once more. Any effect that reduces or removes the enfeebled condition restores their shadow as well.

This action has the trait matching your tradition of magic, or occult if you aren't a spellcaster.

FAMILIAR ABILITIES

Shadow familiars use these additional familiar abilities. A shadowcaster, however, can select these abilities for any kind of familiar.

Darkeater: Your familiar naturally recovers in the shadows. After spending 10 consecutive minutes in an area of dim light or darkness, your familiar recovers a number of Hit Points equal to half your level.

Shadow Step: Your familiar gains the Shadow Step action. You must be at least 7th level to select this familiar ability for your familiar.

Shadow Step ◆ (conjunction, shadow, teleportation)

Requirements The familiar is in dim light or darkness.

Effect The familiar teleports itself up to 30 feet. The destination must be in dim light or darkness and must be within your familiar's line of sight and line of effect. This action has the trait matching your tradition of magic, or occult if you aren't a spellcaster.

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SOUL SEEDS

Part magical item, part undefined mote of sentience, soul seeds are sources of magic that come to reside within a creature, granting diverse and powerful abilities. In the rare cases when a soul seed isn't already bound to a living soul, it looks like a glowing mote with a crystal-like center, often centering on a point of light.

Rarity: Rare

Soul seeds are a special type of intangible relic (*Gamemastery Guide* 94), though because they bind to the soul of the creature that carries them, they can't be removed from the creature they're bonded with except on that creature's death (at which point the soul seed might manifest nearby or might be lost along with the bearer). Since soul seeds aren't physical objects, they never have Interact activations.

USING SOUL SEEDS

Here are some potential ways for a soul seed to come into being or be used in your story:

- A character can be born with a soul seed.
- A soul seed is trapped in an obscure magical tome and bonds with the first creature to read the book.
- Powerful emotion experienced in a place of great magic leads to the creation of a soul seed—and might also invoke cathartic magic (page 194).
- Dreadful sacrifice creates a malignant soul seed.

SOUL SEED GIFTS

The GM should follow the same guidelines and rules for granting soul seeds as for relics (*Gamemastery Guide* 94). They can have any aspect or gift that a normal relic has, and their DCs, spell attack rolls, and counteract modifiers are determined identically. The following gifts are particularly appropriate for soul seeds, though they might apply to relics in the right circumstances. Dragon gifts are often connected to the souls of ancient dragons, and soul gifts are prevalent across all sorts of soul seeds.

DRAGON GIFTS

BREATH OF DRAGONS

MINOR GIFT

EVOCATION

Aspect dragon

Activate ♦♦ command, envision; **Frequency** once per day; **Effect** You breathe out a cone or line of energy. You deal 2d6 damage for every 2 levels of the soul seed to all creatures in either a 30-foot cone or an 80-foot line, with a basic Reflex save. The shape is whichever is appropriate for the soul seed's draconic origin, as is the damage type. This ability has the trait matching the damage type.

DRACONIC RESISTANCE

MINOR GIFT

ABJURATION

Aspect dragon

You grow scales that guard against draconic attacks. You gain a +1 status bonus to AC against attacks from dragons and resistance to an energy type corresponding to the soul seed's draconic origin (such as fire resistance from a red dragon) equal to half the relic's level (minimum resistance 1).

DRAGON STRIKE

MINOR GIFT

EVOCATION

Aspect dragon

Activate ♦ command; **Frequency** once per hour; **Effect** Ghostly images of draconic claws form around your hands and linger in the air when you attack. For 1 minute, when you make a successful unarmed melee Strike, you deal an additional 1d6 slashing damage.

At 11th level, you can use the ability once per 10 minutes instead of once per hour.

DRACONIC ARROGANCE

MAJOR GIFT

ENCHANTMENT FORTUNE

Aspect dragon

Activate ⤵ command; **Trigger** You're about to roll a saving throw; **Frequency** once per day; **Effect** You laugh at fate and revel in your draconic arrogance. If you roll a critical success on the saving throw, you can attempt to Demoralize the creature that created the effect that forced you to roll the saving throw (if any). If you roll a success, you critically succeed instead. If you roll a failure (but not a critical failure), you succeed instead. If you roll a critical failure, however, you're forced to face your own hubris and become frightened 2.

WYRM'S FLIGHT

MAJOR GIFT

TRANSMUTATION

Aspect dragon

Activate ♦♦ command, envision; **Frequency** once per day; **Effect** Ghostly draconic wings grant you a fly Speed equal to your Speed or 20 feet, whichever is greater. This lasts for 10 minutes or until you Dismiss the effect. At 17th level, you can Activate and Dismiss the ability as often as you want, and it has unlimited duration.

DRACONIC ASCENDANCE

GRAND GIFT

TRANSMUTATION

Aspect dragon

Activate ♦♦ command, envision; **Frequency** once per hour; **Effect** The soul seed casts 8th-level *dragon form* targeting you; you must take the dragon form corresponding to the soul seed's draconic origin.

SOUL GIFTS

ABSORB INJURY

MINOR GIFT

NECROMANCY

Aspect soul

Activation ↻ envision; **Trigger** an ally within 30 feet takes damage; **Frequency** once per day; **Effect** You forge a conduit to your ally's soul and absorb the injury to protect them. You receive the damage instead of your ally; you also take any additional effects associated with the transferred damage, such as poison on the blade, conditions, or persistent fire damage from a critical hit with a *flaming* rune.

FORCE BLAST

MINOR GIFT

EVOCATION

Aspect soul

Activation ♦♦ command, envision; **Effect** A blast of force envelops a creature of your choosing within 30 feet. This blast deals 1d6 force damage, with a basic Fortitude save.

The damage increases by 1d6 at 3rd level and every 2 levels thereafter.

SOUL PUPPET

MINOR GIFT

NECROMANCY

Aspect soul

Activation: ♦♦♦ command, envision; **Frequency** once per day; **Effect** You bind loose souls, briefly animating an undead creature. The soul seed casts *animate dead* at a level equal to half the soul seed's level rounded up. You can Sustain this Activation as you would the spell.

CLEANSE SOUL

MAJOR GIFT

NECROMANCY

Aspect soul

Activation 1 minute (command, envision) **Frequency** once per day; **Effect** You cleanse a soul of curses. The soul seed attempts to counteract all curses on you or another creature you touch throughout the activation. The target's soul is bolstered against further curses, and they gain a +2 status bonus to saving throws against curses for 1 hour.

SPIRIT BLINK

MAJOR GIFT

CONJURATION TELEPORTATION

Aspect soul

Activation ♦♦ command, envision; **Frequency** once per day; **Effect** You blink between the realm of mortals and the Ethereal Plane. This grants you the effects of *blink*, except the resistance is equal to the soul seed's level instead of 5.

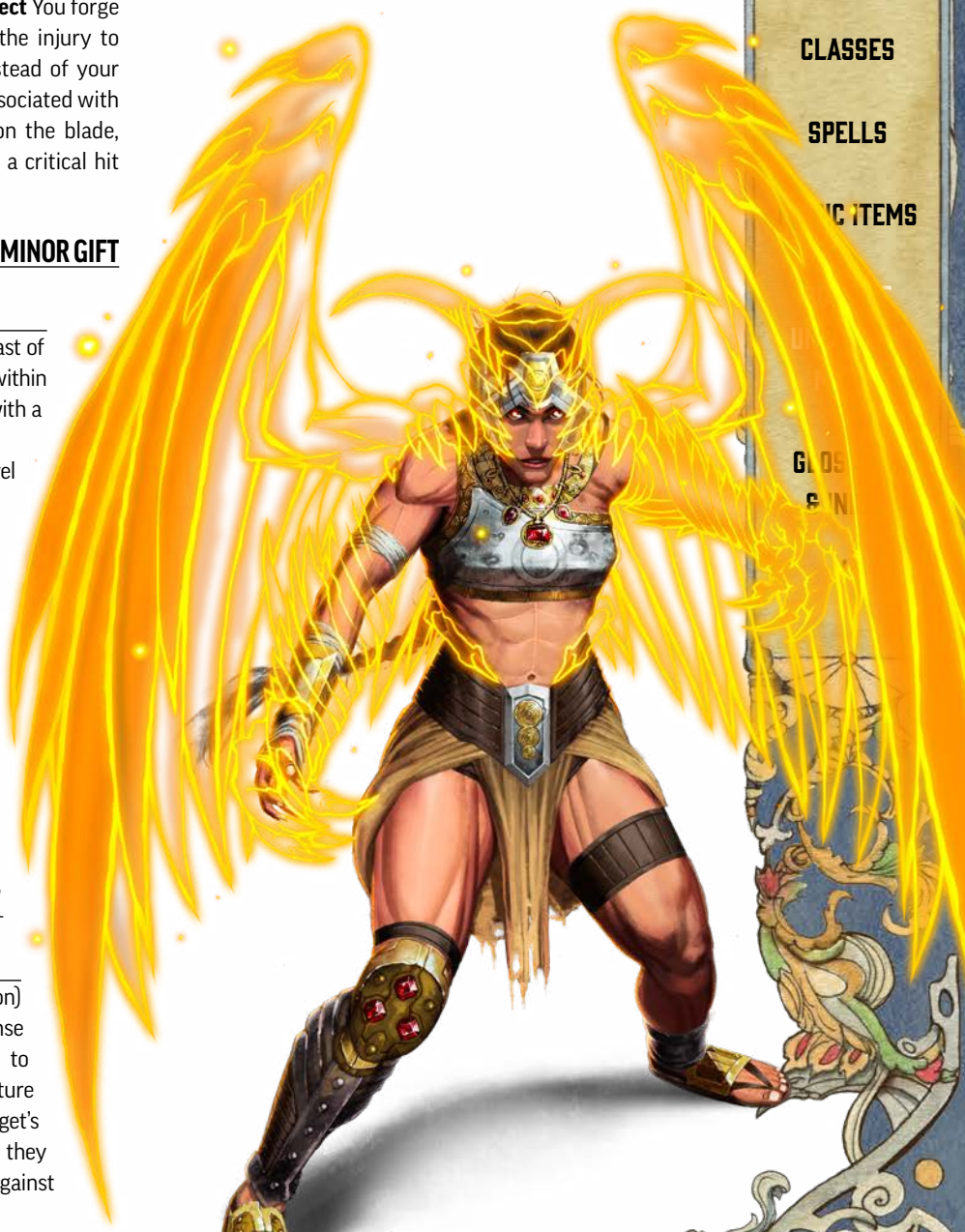
SOUL MAGIC

GRAND GIFT

ENCHANTMENT MENTAL

Aspect soul

Activation ♦ envision; **Frequency** once per day; **Effect** You infuse yourself or a willing creature that you touch with spiritual energy. This has the effect of *divine inspiration*.



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SOULFORGED ARMAMENTS

Unrelenting commitment to a single purpose. Zealous compulsion to right a wrong. The inability to leave an important deed undone. These qualities have long served as primordial and potent components of magic. No starlet dropping, strand of spider's web, or poorly pronounced draconic sonnet can rival the power of belief. Tales of soulforged weapons, shields, and armor—equipment created from the tenacity of a combatant's spirit alone—have circulated throughout Golarion for centuries.

Rarity: Uncommon

Soulforged armaments can be summoned only in the service of a higher purpose or calling, such as a blade called forth to avenge a wrongful death or a shield conjured to protect one's homeland from invasion. Weaponry, shields, or armor created in this way often visually resemble the purpose they were summoned to fulfill. For example, a dagger forged from a soulbond to assassinate the high council of a tyrannical nation might bear the names or likenesses of the targets—only to see them crossed out or fade from view as each is eliminated.

BINDING AN ARMAMENT

You bind an armament—a weapon, shield, or suit of armor—to your soul when you select the Soulforger Dedication feat (page 236). This represents performing a special ritual to do so. You can choose an item you own to make soulforged or spontaneously manifest an item with a form drawn from your spiritual essence. In the latter case, you choose the form, selecting a mundane weapon, shield, or armor of level 1 or lower, either common or one to which you have access. An existing armament is deconstructed and then recreated

with the substance of your soul binding it together, which changes the appearance to match the state of your soul. It might have a perfect surface and gleam in the faintest light if you have a noble soul or have a twisting, chaotic shape if your soul is wracked with turmoil. This appearance can change based on your actions. Most soulforgers also choose a unique name for their armament.

Traits: A soulforged armament is always magical. If it doesn't otherwise have any traits that make it magical, it gains the magical and evocation traits if it's a weapon or the magical and abjuration traits if it's a shield or armor.

Extradimensional Storage: The armament is stored in an extradimensional space when not in use, and you can Manifest it (page 236) to summon it into your hands or onto your body. A soulforged armament can be Dropped, Disarmed, or otherwise removed from you, but its soulforged abilities don't function for anyone else, and you can Dismiss the manifestation to return the items to the extradimensional space no matter where the items are. If you die or choose to pass ownership of a soulforged armament to a successor, it loses any soulforged abilities; violating the spirit of the soulforged bond by selling the item tends to have disastrous results. There might be special techniques or rituals by which a determined foe can break your bond with a soulforged item, but otherwise, your ability to Dismiss and Manifest it essentially means it can't be stolen.

Essence Power: Choose one essence power for your soulforged armament. You can bring the essence power forth once per day by tapping into the armament's essence form deep in your soul; essence powers can be found on page 236. You also choose a soulbond—a cause true to your soul that links you and your armament. Going against this cause can give your armament a soulbond corruption that hinders you even while the armament isn't manifested.

SPECIAL ARMAMENT TYPES

The types of items you can choose for your armaments are fairly flexible, but some require special rules.

SPECIFIC ITEMS

You can turn a specific item into your armament, such as a *flame tongue* or *sturdy shield*, though some unusual or special items can't be bonded, such as cursed items, artifacts, and intelligent items, in addition to other story-specific items at the GM's discretion. Bonding a specific item follows the standard procedure for upgrading or reshaping your armament.

AMMUNITION

If a soulforged weapon requires ammunition, that

SOULFORGED TALES

Woe to ye who wield the arsenal of the spirit carelessly. For just as unyielding devotion forges the soul into a powerful weapon, so too can reckless fervor tarnish it.

—From *The Armory Within* by Rolantus Meltravius

The stories of soulforged armaments echo through history. The idea takes root even in those untaught in the methods of magic, as anyone can envisage a commitment so strong it becomes a righteous force for change or justice.

Legend holds that when the Milanite champion Anavariel confronted a gnoll slaver deep within the Fangwood, something remarkable happened. Disarmed, bloodied, and prone, Anavariel refused to surrender—lest she abandon the four hostages chained to the gnoll's hyaenodon. When the priestess raised her empty fist to strike, she found she hefted a morningstar that sprouted from her palm like a vine and bore flanges as sharp as the thorns of a rose. The weapon hadn't originated from prayer, scroll, or relic, but rather from the desire to rid Cheliah of slavery burning deep within Anavariel's soul.

ammunition appears with the weapon when you Manifest it. You can choose the way it appears, such as in a magical quiver that appears on your body, or simply floating in the air where you can pluck it to load or shoot your weapon. The form doesn't change how many or what type of actions reloading takes or any other functions of the ammunition. If you want anything other than basic ammunition for your weapon (such as a *sleep arrow*), you must attain and carry that ammunition separately.

DUAL WEAPONS

You can choose two one-handed weapons you want to wield simultaneously as your soulforged weapons. When you Manifest Soulforged Armament, both weapons appear. Because they're a pair, you must Manifest them together, having two hands free to do so, and Dismiss them simultaneously as well. The essence power applies to both weapons, so they share benefits like the new damage type and status bonus to damage from planar pain. However, you get any effects the bond grants you only once, as the dual weapons function as a single armament. For instance, if your essence power is healing grace, you can cast one *heal* spell when you manifest the essence form of your dual weapons, not two.

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ATTACHED WEAPONS

An attached weapon (such as a shield boss or shield spikes) brings the item it's attached to with it when manifested or Dismissed. Manifest Soulforged Armament uses the item the weapon is attached to for its Requirements, so a shield boss would require you to have a hand free to hold the shield. If you have Soul Arsenal, you could have a soulforged weapon attached to a soulforged shield. These items work normally for Soul Arsenal, except that you can neither Manifest nor Dismiss one without the other.

SOUL PATH

When you take Soulforger Dedication, you must choose a soul path—a motivation, cause, or goal that compels you to act, prompts you to undertake substantial risk, and drives you to face significant danger. Such a motivation can be limited or grand in scope but must be actionable enough to be easily linked to gameplay. For example, if your village was destroyed by the greed of wealthy nobles, you might select a soul path to protect the poor by undermining the rich, which might drive you to protect an innocent from the blade of a wealthy noble or break into a bank vault containing coins stolen from destitute villagers. Other sample soulbonds might include liberating the oppressed from the tyranny of slavery, punishing those who threaten nature or hunting and killing malevolent undead. Work with the GM to choose a soul path that fits in well with the themes of your campaign and group dynamic so that you can pursue your soul path in an interesting fashion.

CORRUPTION

Though the supernatural link with a specific armament created by a soulbond is powerful, the sensitive nature of will—with its potential for dramatic ebb and flow—poses a threat to those who harness this power. Once you're bound to a soulforged armament, you begin to test your true devotion to your soul path.

If you behave or act in a way that directly opposes or hinders the motivation, goal, or cause declared in your soul path (regardless of whether the act involves your soulforged armaments), your spirit begins to tarnish. It's anathema for you to commit acts opposed to your soul path or to even go a long time without taking action to pursue the path. You and your GM determine when you've performed an anathematic act. In the example of protecting the poor by undermining the rich, working for a wealthy noble or directly in their interest could be anathema, as could spending a month on a distant plane far from the struggles of the oppressed. In both examples, you could find an approach to remain true and avoid the anathema. In the first case, you might use your leverage to force the noble to anonymously divest

a substantial amount of their funds to feed and house the poor—or do so yourself. In the second, you might seek a similar dynamic of wealth and want among the cultures of the distant plane and work against it.

Anathematic acts trigger a curse known as *soulforged corruption* that degrades and perverts the energies within your soulforged armament. This curse brings out a flaw inextricably tied to the armament's true essence. The corruption flaw applies to you even when your armament isn't manifested. The rules for the flaw appear in the essence power. As normal for a curse, this affliction can be removed only by effects that specifically target curses, including the methods listed in the Removing Corruption section below.

Soulforged Corruption (curse, divine, enchantment) A successful *remove curse* spell, rather than ending this curse, reduces its stage by 1 (to a minimum of stage 1).

Level your level; **Saving Throw** Will save against a very hard DC of the curse's level (*Core Rulebook* 503–504);

Stage 1 You suffer the effects of your armament's corruption flaw. If you try to manifest the armament's essence form, you must attempt a DC 5 flat check. If you fail, only the normal form manifests, and you can't try to manifest that armament's essence form again that day (1 day); **Stage 2** You suffer the effects of your armament's corruption flaw, and any attempt to activate the armament's essence form fails (1 day); **Stage 3** You permanently destroy your soulforged armament. You can't have a new soulforged armament until you remove the curse entirely with the *purify soul path* ritual (1 day).

REMOVING CORRUPTION

The effects of *soulforged corruption* can be staved off with the Cleanse Soul Path exploration activity or cured with the *purify soul path* ritual.

CLEANSE SOUL PATH

EXPLORATION

You meditate, pray, or otherwise try to reinforce your soul's connection to your soulforged armament. This takes 10 minutes. Attempt a counteract check against your *soulforged corruption*. The counteract level is half your level rounded up, and the counteract check modifier is your Religion modifier. If successful, reduce the stage of your *soulforged corruption* by 1 (to a minimum of Stage 1).

PURIFY SOUL PATH

RITUAL 2

UNCOMMON ABJURATION

Cast 1 day; **Cost** rare incense and offering worth a total value of 10 gp × your level

Primary Check Religion (trained)

You delve inward, spending extensive time contemplating the purity of your own soul and the actions of your past. If you aren't truly penitent, the outcome is always a critical failure.

Critical Success You reconcile your misdeeds with your soul path, removing your *soulforged corruption*. The corruption flaw from your armament no longer affects you. Before your reconciliation is complete, you must perform a special quest or other task in accord with your soul path. If completed during downtime, this task should take no less than 1 week. For 1 month, you receive divine insight just before performing an act that would be anathema to your soul path.

Success As critical success, but you gain no special insight regarding its subsequent actions.

Failure You don't reconcile and must continue to meditate and redress your misdeeds. Any future *purify soul path* rituals for the same misdeeds cost half as much and gain a +4 circumstance bonus to the primary check.

Heightened (+1) Increase the maximum target level by 2 and the base cost by 10 gp.

UPGRADING, RESHAPING, RESTORING

You might want to alter your soulbound armament by adding new runes, replacing its form with a new one, or creating a new armament after yours was destroyed. You decide whether you consider this new armament as the same armament of the same lineage or a brand-new creation with a totally different appearance and name.

Upgrading your armament works like etching or transferring runes (*Core Rulebook* 580) or upgrading a permanent item from a lower-level version of the same item (*Core Rulebook* 534), whichever is appropriate to what you're doing. You or someone else can do the work, but you must leave the item manifested for the entire process. You can transfer runes off your armament as well, typically in anticipation of establishing your bond with a different item.

Reshaping your armament allows you to change the base weapon, armor, or shield into another of the same type, turning half plate armor into full plate, changing a warhammer into a longbow, and so on. If all you do is change the form while keeping the same runes and other magical properties, you can do so by spending a day in meditation. This doesn't cost any gp or extra time unless the new form is higher than level 1, or unless the difference is so vast that the GM determines it might take additional time and cost. For example, turning explorer's clothing into full plate requires the same time, expense, and Crafting check you'd need to Craft full plate since full plate is a level 2 item. Specific items can't be reshaped in this way unless the GM expressly allows it. You can't turn a *flame tongue* into a spiked chain, a *breastplate of command* into hide armor, or a *sturdy shield* into a darkwood shield. You can also use this day in meditation to rebind your soul to a different item in your possession. Typically, you keep

SOULFORGED CHAMPIONS

The most exalted wielders of soulforged weapons have been champions, and they're much more common than other wielders. If you're a champion, you can tie your soul path to your cause. Being a champion sets a steady soul path before you; you can choose for your soul path to be the same as the tenets you follow. Corruption still comes about the same way, as it's much easier to corrupt your connection to your soulforged armament than to stray far enough from your alignment or code that you must atone.

You can also have your blade ally or shield ally be your soulforged armament. You can choose particulars that fit your own story, but doing so usually means the ally is more a reflection of your conscience than a specific spiritual being sent by your deity.

Finally, if you commit actions that both cause you to lose your champion abilities and corrupt your soulforged armament, undergoing the *atone* ritual also gives you the effects of the *purify soul path* ritual with the same degree of success you rolled for *atone*.

Characters other than champions can also choose a champion cause to tie to their soul path, and devout characters sometimes tie their soul path to their deity's tenets and anathema.

the old item, its power removed, as a special keepsake or gift to a worthy successor, though attempting to disrespect the spirit of the bond by selling the item can have dire consequences. Since the essence power you chose represents the effects of the connection to your soul, the essence power typically doesn't change when you bind a new armament, though if your character's personality and connections change dramatically through the story, you and the GM might decide together to shift to a different essence power the next time you bind a new armament. If you rebind your soul to an armament that can't accommodate your current essence power, you will also need to change to a different essence power.

You can recreate a destroyed soulforged armament, or bond to a new armament if your previous one was destroyed. (If it was destroyed by *soulforged corruption*, you must first successfully use *purify soul path*.) Recreating costs the same amount of time and money as creating the item from scratch. If you already have an item with which to form a new bond, it takes 1 day in meditation, as with reshaping an armament.

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SOULFORGER (ARCHETYPE)

Your devotion to a cause unifies your soul with an armament tethered to the very essence of your spirit.

SOULFORGER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Wis 14 or ability to cast divine spells

You can manifest the power of your spirit in combat to realize your motivations. You manifest an armor, shield, or weapon as a soulforged armament (page 232). Choose one essence power for the armament (below). Changing an essence power requires 1 week of retraining, and you can't retrain it while you have *soulforged corruption*.

You can Manifest Soulforged Armament to summon your armaments in combat.

Manifest Soulforged Armament ➔

(concentrate, conjuration, divine, extradimensional)

Requirements

If summoning a weapon or shield, you have the hands free to wield it; if summoning armor, you aren't wearing any armor; **Effect** You immediately wield or wear the soulforged armament bound to you. The soulforged armament remains manifested until you Dismiss this effect.

Once per day when you use this ability, you can manifest the armament's essence form. You gain the armament's essence power until it's Dismissed. After 1 minute, the essence form armament is automatically Dismissed.

Special You can't select another dedication feat before gaining two other feats from this archetype.

SOUL FLARE

FEAT 4

ARCHETYPE CONCENTRATE

Prerequisites Soulforger Dedication

Trigger An attack you made with a soulforged weapon or shield misses a creature, or a creature hits you with an attack while you're either wearing manifested soulforged armor or have your soulforged shield raised.

Requirements Your soulforged armament is manifested.

You strive to change the outcome with sheer zeal. You gain a +1 status bonus to your attack roll if making an attack or to your AC if you were hit. This can change the outcome of the roll. If this bonus turns your missed attack into a hit or the hit against you into a miss, attempt a DC 5 flat check. If you fail, your soulforged armament is Dismissed—your weapon if you attacked or your armor or shield if you were defending.

RAPID MANIFESTATION

FEAT 6

ARCHETYPE

Prerequisites Soulforger Dedication

Trigger You roll initiative or a hazard attacks you.

Your unwavering soul brings up your defenses as soon as you're in danger. You Manifest your Soulforged Armament.

SOUL ARSENAL

FEAT 6

ARCHETYPE

Prerequisites Soulforger Dedication

Choose an additional soulforged armament of a different type than the type you already chose, and choose one essence power for it. Upgrade and change armaments individually.

When you Manifest Soulforged Armament, you can summon any number of your armaments (you must meet the Requirements for each), and when you Dismiss the effect, you can choose to Dismiss some and not others. You can choose to manifest the essence form of any number of your armaments when you take the action. Each armament can manifest its essence form only once per day.

When you gain *soulforged corruption*, choose one armament's corruption flaw to affect you for stage 1.

At stage 2, you take the flaws of all your soulforged armaments. While you have the curse, each armament gets a separate flat check to manifest its essence form, and failing prevents you from manifesting only that armament's essence form.

Special You can select this feat a second time at 12th level or higher, choosing the final item type.

ESSENCE POWERS

Your soulforged armament has an essence power you choose when you first bind it. It gains the power temporarily when you manifest its essence form. Each power has a corruption flaw that affects you if you have *soulforged corruption*. Essence powers that only apply to some types of armament indicate which.

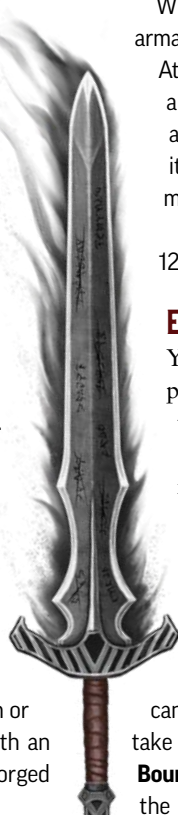
Adaptable Persona (transmutation) Armor only.

When you manifest the essence form, gain your choice of a climb Speed or swim Speed equal to your land Speed. If you're 8th level or higher, you can choose a fly Speed instead. **Corruption Flaw** You take a -10-foot penalty to all your Speeds.

Bounding Spirit Melee weapon only. The weapon gains the thrown 30 feet trait and has the *returning* rune (even if it already has its maximum number of property runes). **Corruption Flaw** When you make a Strike with a thrown or ranged weapon and miss, reroll the Strike, targeting your ally nearest to the target. This Strike uses the same multiple attack penalty as the missed Strike and doesn't count toward your multiple attack penalty.

Deep-Seeded Fear You gain a +2 status bonus to your Intimidation checks and don't take any penalties for not sharing a language when Demoralizing foes who can perceive your armament's essence form. When you manifest the essence form, you can attempt to Demoralize an enemy who can perceive the manifestation. **Corruption Flaw** If you attempt to Demoralize an enemy, your Demoralize also targets the ally closest to you.

Determined Toughness Any status penalties you take from



the following conditions are 1 less than their condition's value: clumsy, drained, enfeebled, frightened, sickened, stupefied. This doesn't change the actual condition value, or any other effects of the condition (such as stupefied's disruption and its DC). *Corruption Flaw* Whenever you take a status penalty from the listed conditions, you also take a -1 penalty to the same statistics.

Harmful Malice (necromancy, negative) Your Strikes deal an additional 1d4 negative damage. Once while the armament is manifested, you can cast *harm* as an innate spell, with a level equal to half your level rounded up. *Corruption Flaw* Reduce any damage you would deal by half your level.

Heroic Heart (enchantment, mental) You gain a +1 status bonus to attack rolls, Perception checks, skill checks, and saves. *Corruption Flaw* You take a -1 penalty to attack rolls.

Healing Grace (healing, necromancy, positive) You gain fast healing equal to half your level. You can cast *heal* once as an innate spell with a level equal to half your level rounded up. *Corruption Flaw* Reduce all healing you would receive or grant with a spell by half your level.

Magical Resilience (abjuration) Armor or shield only. You gain a +2 status bonus to saving throws and AC against spells. If you're 5th level or higher, you can cast *dispel magic* once as an innate spell. The spell level is equal to 1 lower than half your level rounded up (2nd level if you're 5th or 6th level, and so on). *Corruption Flaw* You take a -1 penalty to saving throws and AC against spells.

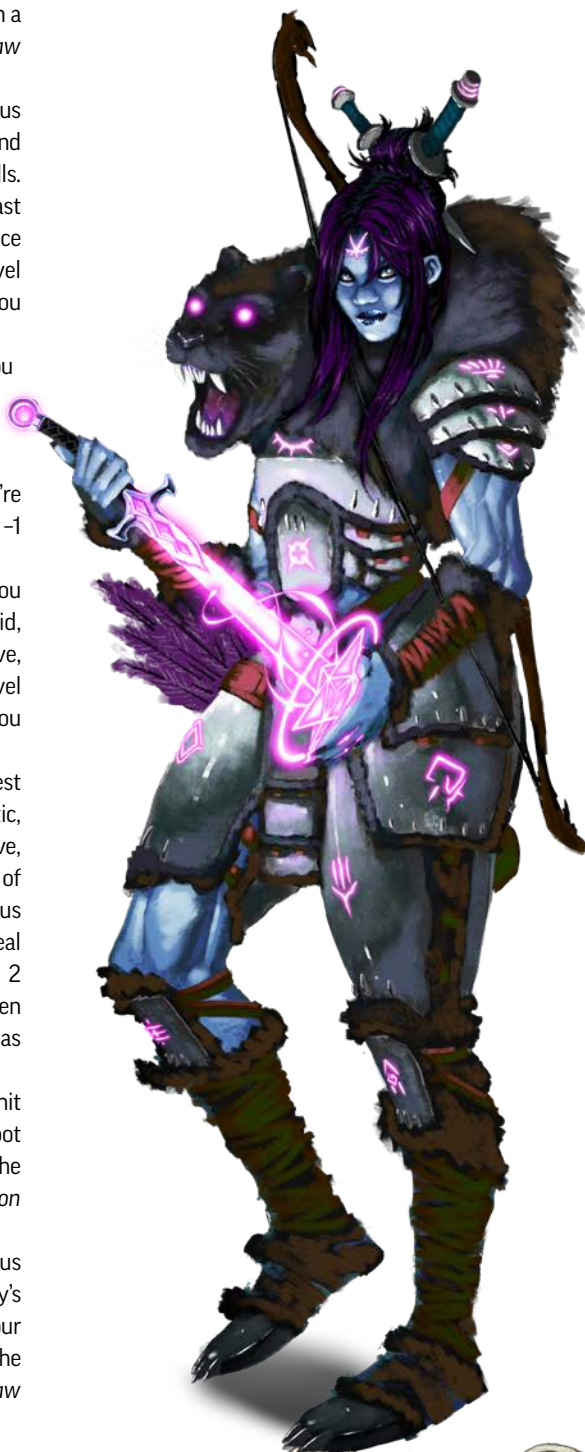
Planar Bond (abjuration) Armor or shield only. When you manifest the essence form, choose one damage type: acid, chaotic, cold, electricity, evil, fire, good, lawful, negative, positive, or sonic. You gain resistance equal to your level + 2 to damage of the selected type. *Corruption Flaw* You gain weakness 1 to all damage.

Planar Pain (evocation) Weapon only. When you manifest the essence form, choose one damage type: acid, chaotic, cold, electricity, evil, fire, good, lawful, negative, positive, or sonic. Attacks with the weapon deal this type of damage instead of their physical damage with a +2 status bonus to the damage. *Corruption Flaw* When you deal damage with a weapon or unarmed attack, you take 2 damage of the last type you chose for planar pain, even if the damage type normally wouldn't harm you, such as good damage if you aren't evil.

Pull of Stasis (transmutation) Weapon only. Any time you hit with the soulforged weapon, the target takes a -10-foot penalty to its Speeds for 1 round. On a critical hit, the creature is immobilized for 1 round instead. *Corruption Flaw* You take a -10-foot penalty to all your Speeds.

Reflecting Spirit Armor or shield only. You gain a +2 status bonus to AC against physical ranged attacks. If an enemy's physical ranged attack misses you, you can use your reaction to immediately attempt a ranged Strike against the attacker using the projectile that missed. *Corruption Flaw* You have weakness 5 to physical ranged attacks.

Resolute Defiance Shield only. The shield gains a +2 status bonus to its Hardness and gains temporary Hit Points equal to your level + 2 that last until the essence effect ends. If you don't have the Shield Block reaction, you gain it while your shield is manifested. *Corruption Flaw* When you take damage while Raising a Shield or use Shield Block, attempt a DC 5 flat check. If you fail, the shield is Dismissed if it's your soulforged armament or Dropped if it's a different shield.



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THASSILONIAN RUNE MAGIC

The ancient empire of Thassilon was ruled by eight powerful wizards from the even older empire of Azlant. Their leader, Xin, led his seven allies, who would become his first governors and the first runelords, to a new land where they could pursue their studies and begin an empire of their own.



Rarity: Rare

Xin and the rest of the runelords focused their studies on the discernible fragments of magic's raw nature, expanding upon the use and understanding of runes from the Azlanti tradition to raise rune magic as paramount to their new empire. Xin began with relatively high-minded intentions. He focused his research on seven powerful runes that he believed represented entire schools of magic, and on associated mental schemas and mindsets that would allow a wizard to truly master those schools. Xin taught these seven mindsets as virtues corresponding to each of the seven schools of Thassilonian magic, such as confidence rooted in humility, and passion steeped in love. Later, he offered a list of seven rewards for the appropriate usage of magic from each school.

But Xin's experimentation was built on a shaky foundation. The runes offered a powerful temptation to lose control, turning virtue into vice. When humility became pride and love became lust, Xin's most powerful runelords—Xanderghul of illusion and Sorshen of enchantment—formed a secret pact with the others to overthrow Xin and create a sinful empire where each of their seven provinces was a runelord's fiefdom and there was no higher authority to prevent the wizards of each province from falling deeper and deeper into sin.

The runelords ruled Thassilon for many centuries, but nothing lasts forever, and the apocalypse known as Earthfall didn't spare Thassilon from the devastation it brought to the rest of the world. The runelords had forewarning, and each used extreme measures to survive, but due to a series of failures in their contingencies, it would be 10,000 years before they began to rise again. As the risen runelords clashed and heroes stepped in to oppose their return, time itself strained and tore, and an entire Thassilonian city, once sheltered from the passage of the eons, emerged once more into the world along with an entire populace of time-displaced citizens.

Today, New Thassilon consists of two opposing lands. While Belimarius, the runelord of abjuration, rules over a kingdom keeping to the old and sinful ways of late Thassilon, Sorshen, once the runelord of enchantment, seeks to turn over a new leaf after a millennium of depraved evil and subjugation. As she seeks redemption, so too do those in her province seek

to return to the study of the original meanings of the runes, eschewing the sinful ways of the late empire. It is in Sorshen's realm of Eurythnia that the understanding of runes and rune magic has begun to expand again, a lively scholastic revolution that mixes rediscovering the lore of Thassilon's founding and catching up with relevant magical innovations from the intervening 10,000 years. (You can find her thoughts on rune magic on page 242.) The term "runelord" has begun to shift in the vernacular, since Belimarius and Sorshen are independent queens and not the governors of provinces of imperial Thassilon. At first there was some inertia; practitioners had to overcome what felt almost like blasphemy, deigning to call themselves by the same title as their godlike rulers. But before long, those following the path of Thassilonian rune magic began to adopt the moniker as their own.

These new runelords each forge their own path; some remain in New Thassilon to continue their research, while others explore this young world or even become adventurers. No matter what other motivations they might have, runelords are fascinated with advancing the study of rune magic. How deeply to engage in their magic's associated mindset is a thoroughly personal decision, and every runelord has their own perspective on the matter. It is usually best to assume nothing about a particular runelord before spending time with them to take their measure, as runelords who avoid any hint of sin don't appreciate being lumped in with those who indulge deeply, and vice versa.

THE SEVEN SCHOOLS

The following seven schools are considered proper specializations of Thassilonian rune magic. In this paradigm, the Thassilonians considered divination magic to be something every wizard should learn but that none need take the effort to master.

ABJURATION [ENVY]

Runelords of abjuration specialize in protective magic and in suppressing all other magic to glorify their own.

Prohibited Schools evocation, necromancy; **Rune Spells** initial: *blind ambition* (Core Rulebook 389), advanced: *competitive edge* (Core Rulebook 390)

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CONJURATION (SLOTH)

Runelords of conjuration use their magic to create what they need as they need it, and call forth servants to do their bidding.

Prohibited Schools evocation, illusion; **Rune Spells** initial: *efficient apport* (page 241), advanced: *swamp of sloth* (Core Rulebook 405)

ENCHANTMENT (LUST)

Runelords of enchantment specialize in magic that compels and controls the minds of others, often to fulfill their own needs and desires.

Prohibited Schools necromancy, transmutation; **Rune Spells** initial: *charming touch* (Core Rulebook 390), advanced: *captivating adoration* (Core Rulebook 389)

EVOCATION (WRATH)

Runelords of evocation channel raw destructive energies and direct them toward all who would oppose their will.

Prohibited Schools abjuration, conjuration; **Rune Spells** initial: *weapon surge* (Core Rulebook 399), advanced: *zeal for battle* (Core Rulebook 399)

ILLUSION (PRIDE)

Runelords of illusion use magic to create the perfect appearance and fool others through trickery, deception, and misdirection.

Prohibited Schools conjuration, transmutation; **Rune Spells** initial: *veil of confidence* (Core Rulebook 398), advanced: *delusional pride* (Core Rulebook 391)

NECROMANCY (GLUTTONY)

Runelords of necromancy tap into their constant hunger for more power and enhancing their longevity, potentially even unto undeath.

Prohibited Schools abjuration, enchantment; **Rune Spells** initial: *overstuff* (Core Rulebook 394), advanced: *take its course* (Core Rulebook 397)

TRANSMUTATION (GREED)

Runelords of transmutation not only transform objects to create value, but also transform and enhance their own power.

Prohibited Schools enchantment, illusion; **Rune Spells** initial: *appearance of wealth* (Core Rulebook 389), advanced: *precious metals* (Core Rulebook 395)



RUNELORD (CLASS ARCHETYPE)

You've learned arcane magic following the path of the runelords. You unlock secrets of a chosen school of magic while forsaking lesser schools. You learn the secrets of runic magic, the building blocks of magic. But be warned: you might succumb to sin in your pursuit of power.

You also learn to use polearms, the signature weapons of the runelords, and can acquire the secrets of the mighty, ancient magic items called *aeon stones*, embedding them into your skin.

RUNELORD SPECIALIZATION (1ST)

You draw untold power from runes, sometimes called sin magic. You associate with one of the seven vices, also known as the seven rewards of rule: envy (abjuration), gluttony (necromancy), greed (transmutation), lust (enchantment), pride (illusion), sloth (conjuration), and wrath (evocation). Studying these techniques often tempts you with the associated sin. While leaning into it could corrupt you, it might make you more powerful. If you choose this class archetype, you must select Runelord Dedication as your 2nd-level class feat.

Prerequisites: You must be a wizard specializing in one of the seven schools other than divination.

Runelord Adjustments: In addition to the normal school spell for your chosen school of magic, you learn the initial rune spell associated with your school, with its school adjusted to your chosen school of magic if it wasn't from that school already. The rune spells can be found on pages 238–239. Your pool of Focus Points increases to 2 Focus Points. At 8th level, you also learn the advanced rune spell associated with your school, also adjusting its school to match your chosen school of magic if it wasn't already, and your pool of Focus Points increases to 3 Focus Points.

You can Refocus by indulging in your school's sin in lieu of studying your spellbook. As you become more powerful, your indulgence grows. At 12th level, if you indulge in your sin to Refocus, if you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1. At 18th level, if you indulge in your sin to Refocus, if you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

You are trained in martial polearms. At 11th level, if you gain weapon expertise, you become an expert in martial polearms.

Finally, you lose the ability to prepare or cast any spell from your school's prohibited schools (pages 238–239). You remove all spells of those schools

from your spell list, meaning you can't even activate scrolls or wands of such spells.

Additional Feats: 2nd Tattoo Artist (page 164)

RUNELORD DEDICATION

FEAT 2

RARE ARCHETYPE CLASS DEDICATION

Prerequisites runelord specialization

Your rune magic increases, and you practice with your school's associated weapon. You gain an additional cantrip of your chosen arcane school, and each time you gain a level (including this level), you add an additional spell from your chosen arcane school to your spellbook, with the same restrictions as the two spells you normally add.

Special You can't select another dedication feat until you have gained two other feats from the runelord archetype.

EMBED AEON STONE

FEAT 2

ARCHETYPE DOWNTIME SKILL

Prerequisites Runelord Dedication, trained in Crafting

You discover the secrets to embedding *aeon stones* into your flesh. You spend 1 day attuning to an *aeon stone* and physically embedding it in your skin. While the stone is embedded this way, you gain the benefits of the *aeon stone* as if it were orbiting above your head, but it protects the stone from being noticed or stolen as easily. *Aeon stones* in your flesh must be invested to function, as usual.

You can also use this activity to safely remove an embedded *aeon stone* in 1 day. Someone without this feat can attempt to surgically remove it safely by spending 1 day and succeeding at a DC 30 Medicine check, or hastily by simply ripping it from a corpse.

AEON RESONANCE

FEAT 4

ARCHETYPE

Prerequisites Embed Aeon Stone

You gain the resonant power of one embedded *aeon stone* as if it were placed in a *wayfinder*. While you can embed multiple *aeon stones* in your flesh, you can gain the resonance power from only one embedded stone at a time, selected each day when you make your daily preparations.

Special At 8th level, you can take this feat again. If you do, you gain the resonance powers of up to four invested *aeon stones* instead of only one.

POLEARM TRICKS

FEAT 6

ARCHETYPE

Prerequisites Runelord Dedication

Your connection to rune magic has revealed tricks to make polearms deadlier in your hands. You gain the critical specialization effects of polearms.

SIN RESERVOIR

FEAT 8

ARCHETYPE

Prerequisites Runelord Dedication

During daily preparations, you can indulge in your associated sin. When you do, you gain one additional spell slot of any spell level up to two levels below the highest-level wizard spell you can cast. You can prepare only a spell of your specialized school in this slot. As with any other act, indulging in your sin might change your alignment if your behavior harms someone else.

FUSED POLEARM

FEAT 10

ARCHETYPE

Prerequisites Runelord Dedication

Requirements Your arcane bonded item is a polearm.

During your daily preparations, you can magically fuse your arcane bonded weapon and a magical staff together into one item, with the staff making up the haft of the weapon. You prepare the staff at the same time you do this, and you can do this only with a staff you're able to prepare. This fusion lasts until the next time you make your daily preparations.

While the two are fused, the weapon's haft takes on aesthetic aspects of the staff.

SCHOOL COUNTERSPELL

FEAT 12

ARCHETYPE

Prerequisites Counterspell, Runelord Dedication

Your intricate knowledge of your school lets you easily negate spells from that school. Instead of being able to counter a foe's spell with Counterspell only if you have the same spell prepared, if the foe casts a spell from the school matching your specialization, you can Counterspell it with any other spell of the same school.

SCHOOL SPELL REDIRECTION

FEAT 18

ARCHETYPE

Prerequisites Counterspell, Runelord Dedication

When you Counterspell a spell with a school matching your specialization, if you critically succeed at your counteract check, or if you succeed while using a spell of a higher level than the spell you countered, you can redirect the spell you countered. You choose the target, area, and other aspects of the spell and use your own spell DC, spell attack roll, or other statistics as appropriate to determine the effects.

RUNELORD RUNE SPELL

The following is the initial rune spell learned by runelords of conjuration.

EFFICIENT APPORT

FOCUS 1

UNCOMMON CONJURATION TELEPORTATION WIZARD

Cast ◆ somatic

Range 60 feet; **Target** 1 unattended object of light Bulk or less

Walking over to an item to pick it up is so much effort. Whether it's your spellbook, a reagent, or a glass of wine, it's simply more efficient to call it to your hand. You teleport the target into your open hand. If you don't have a hand free, it falls to the ground at your feet.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less

Heightened (5th) The range increases to 120 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 120 feet, and you can target an unattended object with a Bulk of 2 or less.



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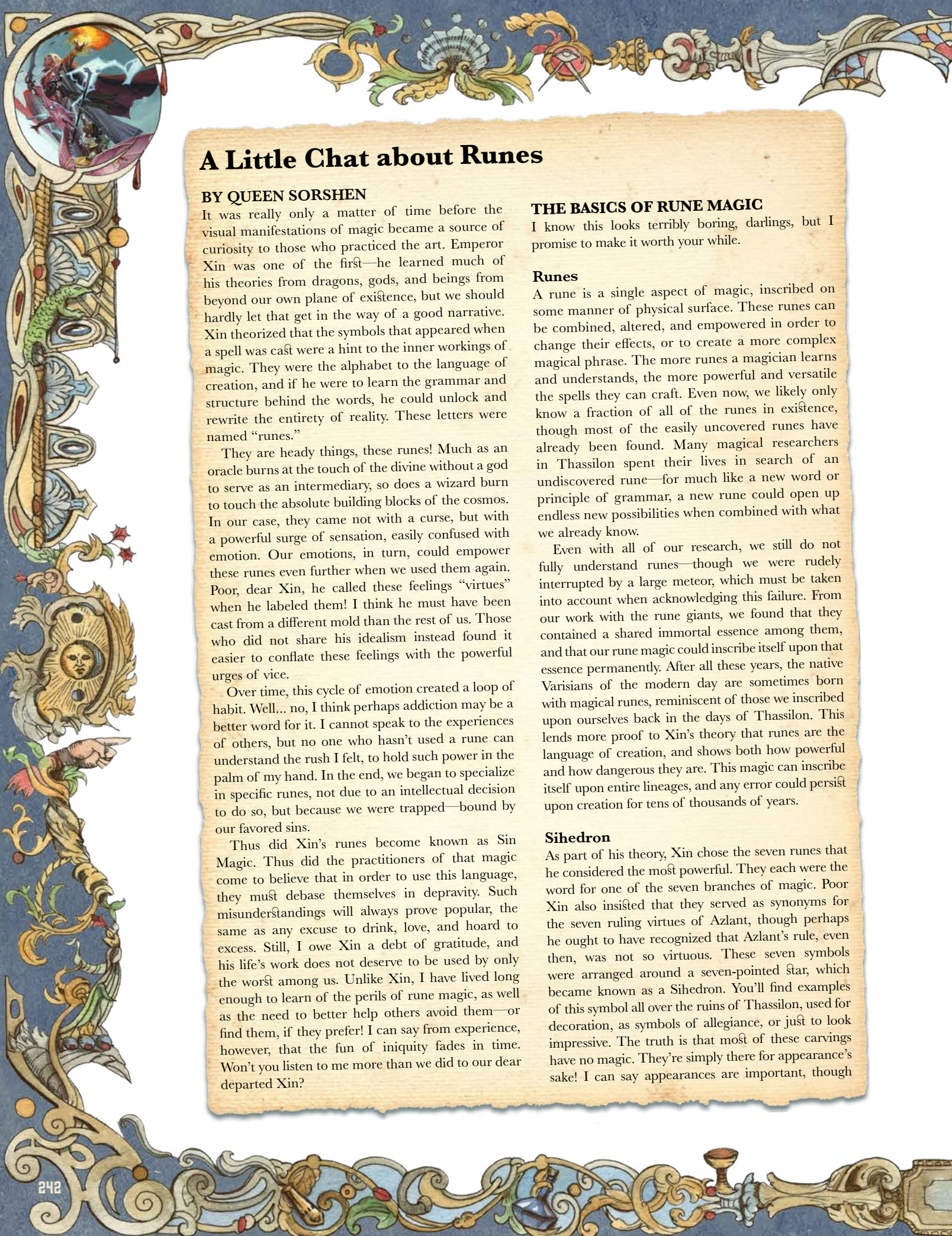
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A Little Chat about Runes

BY QUEEN SORSHEN

It was really only a matter of time before the visual manifestations of magic became a source of curiosity to those who practiced the art. Emperor Xin was one of the first—he learned much of his theories from dragons, gods, and beings from beyond our own plane of existence, but we should hardly let that get in the way of a good narrative. Xin theorized that the symbols that appeared when a spell was cast were a hint to the inner workings of magic. They were the alphabet to the language of creation, and if he were to learn the grammar and structure behind the words, he could unlock and rewrite the entirety of reality. These letters were named “runes.”

They are heady things, these runes! Much as an oracle burns at the touch of the divine without a god to serve as an intermediary, so does a wizard burn to touch the absolute building blocks of the cosmos. In our case, they came not with a curse, but with a powerful surge of sensation, easily confused with emotion. Our emotions, in turn, could empower these runes even further when we used them again. Poor, dear Xin, he called these feelings “virtues” when he labeled them! I think he must have been cast from a different mold than the rest of us. Those who did not share his idealism instead found it easier to conflate these feelings with the powerful urges of vice.

Over time, this cycle of emotion created a loop of habit. Well... no, I think perhaps addiction may be a better word for it. I cannot speak to the experiences of others, but no one who hasn't used a rune can understand the rush I felt, to hold such power in the palm of my hand. In the end, we began to specialize in specific runes, not due to an intellectual decision to do so, but because we were trapped—bound by our favored sins.

Thus did Xin's runes become known as Sin Magic. Thus did the practitioners of that magic come to believe that in order to use this language, they must debase themselves in depravity. Such misunderstandings will always prove popular, the same as any excuse to drink, love, and hoard to excess. Still, I owe Xin a debt of gratitude, and his life's work does not deserve to be used by only the worst among us. Unlike Xin, I have lived long enough to learn of the perils of rune magic, as well as the need to better help others avoid them—or find them, if they prefer! I can say from experience, however, that the fun of iniquity fades in time. Won't you listen to me more than we did to our dear departed Xin?

THE BASICS OF RUNE MAGIC

I know this looks terribly boring, darlings, but I promise to make it worth your while.

Runes

A rune is a single aspect of magic, inscribed on some manner of physical surface. These runes can be combined, altered, and empowered in order to change their effects, or to create a more complex magical phrase. The more runes a magician learns and understands, the more powerful and versatile the spells they can craft. Even now, we likely only know a fraction of all of the runes in existence, though most of the easily uncovered runes have already been found. Many magical researchers in Thassilon spent their lives in search of an undiscovered rune—for much like a new word or principle of grammar, a new rune could open up endless new possibilities when combined with what we already know.

Even with all of our research, we still do not fully understand runes—though we were rudely interrupted by a large meteor, which must be taken into account when acknowledging this failure. From our work with the rune giants, we found that they contained a shared immortal essence among them, and that our rune magic could inscribe itself upon that essence permanently. After all these years, the native Varisians of the modern day are sometimes born with magical runes, reminiscent of those we inscribed upon ourselves back in the days of Thassilon. This lends more proof to Xin's theory that runes are the language of creation, and shows both how powerful and how dangerous they are. This magic can inscribe itself upon entire lineages, and any error could persist upon creation for tens of thousands of years.

Sihedron

As part of his theory, Xin chose the seven runes that he considered the most powerful. They each were the word for one of the seven branches of magic. Poor Xin also insisted that they served as synonyms for the seven ruling virtues of Azlant, though perhaps he ought to have recognized that Azlant's rule, even then, was not so virtuous. These seven symbols were arranged around a seven-pointed star, which became known as a Sihedron. You'll find examples of this symbol all over the ruins of Thassilon, used for decoration, as symbols of allegiance, or just to look impressive. The truth is that most of these carvings have no magic. They're simply there for appearance's sake! I can say appearances are important, though

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some of the people of modern Varisia seem to think we may have overdone it a bit. Well, I'm not sure I can argue. Any society that carves multi-story faces of their rulers on the sides of mountains can't be expected to know the meaning of temperance.

Sin Magic

The practice of sin magic is the use of runes, guided by strict rules to prevent arcane mishaps. It is critical not to disregard these rules, my darlings! A mistranslated or errant phrase is far more than a simple gaffe when the very fabric of reality reacts to what you said. Runes do exactly what you tell them to do, not what you want them to do!

These rules were formulated with the assumption that sin was the key to empowering runes, though in the end, that wasn't as accurate as we had thought. The magic is not inherently evil, but those who are unprepared for the power it invokes in them can easily assume that it is. Listen closely, so that the emotions attached to each of the Sihedron's runes do not overwhelm you.

Envy (Green): The Cutting Eye. Variations of this rune are still common in modern abjuration magic, where it is represented vertically as more of a shield or barrier. This rune tends to invoke a very powerful awareness of the wielder's weaknesses, to allow the wizard to best protect them. Yet the awareness of one's flaws often turns a weak soul bitter.

Sloth (Blue): The Reclined. Appearing as a person or object laying in a position of relaxation, this horizontal symbol represents the magic of the conjurer. The rune usually invokes a sense of restfulness and peace in the wielder, accompanied by the knowledge that no one person can do everything, and that sometimes the right course of action is not to interfere. It is little surprise that this emotion can prove addictive when used repeatedly.

Greed (Yellow): The Precious Gleam. Adopted by modern Varisians to connote something of value, this rune resembles a small object held gently between index finger and thumb. The rune often

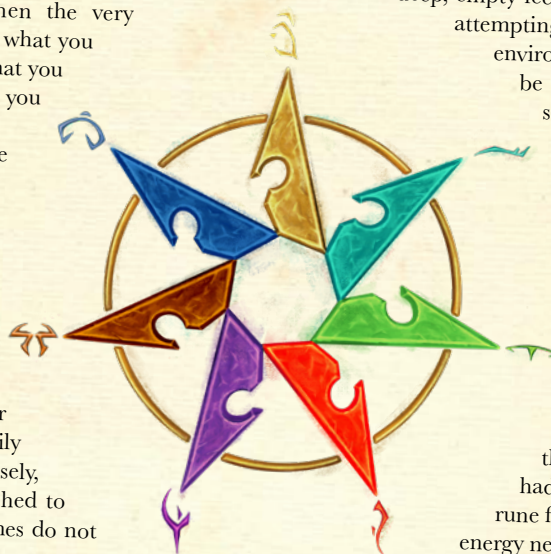
invokes a terrifying sensation of need, a knowledge that the world's problems are titanic, and that one's current form or resources aren't enough to make a difference. Unsurprisingly, this feeling can quickly turn to fear, and hoarding for a disaster that never comes.

Gluttony (Indigo): The All-Encompassing. Used in necromancy, this symbol supposedly resembles a person with arms full—personally, it looks to me like a gaping maw. This rune invokes a deep, empty feeling, generated by the spell attempting to pull in power from the environs. While this power can be used for helpful means, such as restoring life to an injured friend, it can cause a wizard to feel the need to consume and consume, with nothing ever feeling like enough.

Wrath (Orange): The Vengeful Glare. Alderpash would always claim this was the look of an enraged human, though I always thought it had the look of horns. The rune fills you with the emotional energy needed to properly empower the art of evocation and the restless need to burn off that energy immediately. I personally have other ideas on effective outlets, but it seems that most people equate these feelings with violence.

Pride (Violet): The Crescent Scepter. The rune of illusion appears almost like a cradle holding a small flame or crystal. Unlike envy, the rune invokes an awareness of a wizard's virtues, filling them with the overblown belief that they can do or be anything. It can make one believe absurdities, but this certainty can convince others of these lies, as well.


Lust (Red): The Heart's Hook. I can speak the most on this one, for I once used it as my personal symbol, and the key component of my enchantment magic. I talk so blandly of the other runes, yet I am overwhelmed by even just the memory of my own power. Imagine what it is to dominate another's every thought because they desired you beyond rationality. To know that they would do anything for you—kill their brethren, sacrifice all they'd worked for. I was so easily lost.





TRUE NAMES

The magic of true names rests on the principle that if you know someone's name, you have power over them. After all, to name a thing is to describe that thing—but to accurately describe a thing, you have to understand it, and if you understand it, you can control it.



Rarity: Rare

The older and more complicated a thing is, the more likely it has more than one name. A single person acquires many names: names they inherit, names they're given at birth, names they choose, and nicknames bequeathed by others. The magic of true names, however, postulates there's a final, secret name—a true name known to no one, or to only a few—that best represents us in all our complexity.

True names might have been assigned by the gods when the cosmos was created or generated by natural processes, and are unique like fingerprints. Most people never learn theirs, and they might not even be aware they have one, but masters of this magic spend countless hours in study divining these names, recording them in long lists, and using them to summon, command, dispel, or otherwise dominate their enemies.

THE NATURE OF NAMES

For the purposes of true name magic, names are divided into three categories: public names, private names, and true names. Public names are what we call something when we don't have a more specific name. They're often just words—like “grass” or “a giraffe”—but they also include aliases and nicknames. A public name can be given without consent, which is how spellcasters who rely on names work magic on those they don't know, improvising a nickname or simply referring to the target with a noun, like “elf.”

Private names include most birth names, given names, and chosen names. They're not necessarily a secret, but at the same time not everyone knows them. They're confidential, and knowing them means you can better understand—and influence—the individual. Places, animals, and other objects can be given private names by individuals and communities. A mountain is just a mountain, but when those who live nearby see in it the image of a protective goddess and begin to call it the Stone Mother, that mountain has now gained a private name known only to this community.

A person, place, or thing might have many public or private names, but it can have only one true name, which perfectly represents its essence. Depending on their culture, individuals may not even be aware of theirs;

a child who grows up in a society without knowledge of true names could live their whole life relying solely on private names and never even suspect they have a true name, let alone know what it is! But in cultures where this magic is common, most people know their true name and take steps to protect it. They keep their true name secret, revealing it only to their most trusted loved ones. An individual might first be told their true name by someone knowledgeable in magic, who finds it for them via research. But in other societies, individuals are given their true name by their soulmate, who knows this name without being told. Knowing your own true name gives you a deep, introspective insight into yourself that allows you to understand your own motivations and psychology, helping you self-actualize and avoid dissociation and anomie.

True names, by definition, encapsulate everything an individual is and has ever been. They are the essential kernel of a person, and that means they do not change. But life, magic, and the world are mysterious and unpredictable! There are a few individuals who go through an experience so transformative that they become, for all practical purposes, a different person at the end of the story than they were at the beginning—and when they change, their true name changes with them.

NAMELESS THINGS

Sometimes an aberration, celestial, fiend, monitor, spirit, or other creature enters the cosmos from another plane or another universe altogether—one where the laws of magic are different. If this creature comes from a place where true names don't exist or are optional, it may have no true name at all. Loremasters refer to these creatures as nameless things and no one is sure they even exist; some scholars argue that as soon as something without a name enters the cosmos, it is assigned a name in the same way every other living creature is. But if nameless things do exist in your game, give them the following rare ability.

Nameless Thing This creature has no true name. It can't be targeted by any magical effect performed at a distance without line of effect, such as *scrying* or *sending*. It has a +2 circumstance bonus on saves against other magical effects.

LEARNING TRUE NAMES

True names can be discovered or learned in many ways. A few rare secret societies might have “namers” among their number whose sole job is to teach long lists of true names to fellow members through rote memorization and practice. But for most, the discovery of a true name is the result of extensive research—though the form that research requires is difficult to predict.

True names are sometimes found recorded in the personal diaries or grimoires of long-dead spellcasters. Organizations known for combating certain types of creatures compile lists of the few true names of their enemies they’ve managed to uncover. The true names of angels, demons, and similar creatures can rarely be found in prayers dedicated to that entity or in chants that protect against them. Occultists sometimes use deep meditative trances—potentially assisted by hallucinogenic drugs—to cast their minds through the cosmos and receive a true name through bizarre epiphanies. Those who serve and understand nature also know that the true name of primal and First World entities is encoded into the world itself—in tree rings, geological strata, and the pattern of snow on the ground—just waiting to be deciphered by someone who knows what to look for. For a lucky few, a true name just comes to them spontaneously as a sign they’ve found their soulmate. All these are examples of information that can be uncovered using the research subsystem (*Gamemastery Guide* 154–155).

USING THE RESEARCH SUBSYSTEM

When finding the true name of a specific individual is key to the story and time is short, use the research subsystem. Set the level of the library equal to the level of the creature whose true name the PCs are trying to find. Consider the types of strange and fanciful libraries you might use for such a story. For instance, imagine the player characters are searching for the true name of a phistophilus (also known as a contract devil), in order to rescue an NPC from the consequences of an infernal contract. You might build an infernal library in Cheliax or some other region where knowledge of devils is common, or maybe even in Hell itself! Such a library might have guardians and traps aplenty, but also the potential to learn even more true names from the various contracts therein.

SIMPLIFIED NAME RESEARCH

Sometimes the GM doesn’t have time to create a library or use the research subsystem, but nonetheless would like a PC to be able to research the name of a particular entity for story reasons. In that case, they

can use the Learn Name downtime activity below. Since the knowledge of a true name essentially puts that creature at the namer’s mercy, this activity can’t reveal true names by default, but it might lead to clues regarding a creature’s true name.

LEARN NAME

RARE **DOWNTIME** **SECRET**

You spend a week trying to discover and learn a creature’s name. The exact form of your effort varies depending on the skill you use, the resources you have available, and other circumstances. Decide if you are searching for the name of a specific individual or for names in general. If you’re looking for the name of an individual, you must be able to clearly identify that individual; for example, “the general leading the invasion” is enough, but “the person who killed the duchess” isn’t, if you don’t know who killed the duchess. If you’re searching for names more generally, name one creature type.

The GM chooses a DC, typically based on the level of the creature in question. If you’re seeking names more generally, the DC is typically based on the level of the creature whose name the GM decides to provide, usually a creature from the chosen type of your level or lower. The GM might modify the DC of the task based on the resources you have available, or on using an unusually appropriate or inappropriate skill, or on other circumstances. Attempt a check with a skill that could be used to Recall Knowledge about the creature’s type. After attempting to Learn a Name, you typically can’t try to learn the name of the same individual again unless you gain access to a substantial new source of information, as determined by the GM.

Critical Success You find one or more private names of the specific individual you chose, or the private name of a creature with the type you chose and a level equal to the task level. You also find hidden fragments of their true name and, at the GM’s discretion, you might find a clue leading to an adventure where you can learn the rest of the true name.

Success As critical success, except you find only one private name and don’t find hidden fragments of their true name.

Critical Failure If you were searching for the name of a specific individual, you find no new information and that individual becomes aware of your efforts. If you were searching for a general name of a specific type, you find a creature’s name or names likely to get you in trouble, possibly the names of a different type of creature entirely.

USING TRUE NAMES

Certain spells, feats, and items have the true name trait. This trait means they require you to know a creature’s true name to use them. But even without these specialized abilities, knowing a creature’s true

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name gives you certain advantages. If you know a creature's true name, you have a +2 circumstance bonus to the following checks.

- Checks to Recall Knowledge about the creature
- Arcana, Nature, Occultism, or Religion checks relating to the creature, such as Deciphering its Writing, Identifying its Magic, or Learning its Spells
- Deception, Diplomacy, and Intimidation checks used on or related to the creature, such as to Coerce it, Gather Information on it, or Impersonate it

NAMER'S CODEX

Namers have hidden their special techniques, spells, and items for millennia.

NAMING SKILL FEAT

REVEAL TRUE NAME ◆◆

RARE **AUDITORY** **CONCENTRATE** **EMOTION** **GENERAL** **MENTAL** **SKILL** **TRUE NAME**

Prerequisites trained in Intimidation and at least one of Arcana, Nature, Occult, and Religion

You attempt to get a creature to do as you wish by

threatening them with your knowledge of their true name. You must know and speak the creature's true name and say what you want the creature to do. Attempt an Intimidation check against the target's Will DC.

Critical Success The target does as you say out of a sense of self-preservation, and will not harm itself in any way. It becomes unfriendly (if it wasn't already unfriendly or hostile) but continues to comply for up to 1 day. The target is too scared of you to retaliate or flee, certain you would find them wherever they might go.

Success As critical success, but once the target becomes unfriendly, they avoid you and might act against you in an indirect manner, such as alerting your enemies to your location.

Failure The target refuses to comply and typically flees your presence to avoid your further use of their true name. If they were not already unfriendly or hostile, they become unfriendly. They avoid you in the future and are likely to take indirect action against you.

Critical Failure The target refuses to comply and becomes hostile, if it wasn't already. If they perceive you as weak, they might attack you; otherwise, they likely flee to avoid your further use of their true name.

NAMING SPELLS

CATCH YOUR NAME

SPELL 6

RARE DIVINATION

Traditions arcane, divine, occult, primal

Cast ☞ somatic; **Trigger** A creature on your plane speaks your private or true name; **Requirements** You know your own true name.

Saving Throw Will

You learn a private name (but not the true name) of the creature who spoke your name, as well as their precise location, unless they succeed at a Will save to negate the effect. You are aware any time the trigger conditions are met as long as you have the spell prepared or in your repertoire. There is no way to distinguish one trigger of this spell from another without actually casting the spell. This can become a nuisance if you are so famous that your name is regularly on others' lips.

COMPEL TRUE NAME

SPELL 4

RARE AUDITORY ENCHANTMENT INCAPACITATION LINGUISTIC MENTAL TRUE NAME

Traditions arcane, divine, occult, primal

Cast ☞☞ verbal

Range 30 feet; **Targets** 1 creature whose true name you know

Saving Throw Will; **Duration** varies

You instruct the target to do something, compelling obedience by calling it by its true name. Your instructions can't be self-destructive. Though this spell has the linguistic trait, this applies only to the instructions; the creature doesn't need to know its own true name to be affected. The target must attempt a Will saving throw.

Critical Success The target is unaffected, is temporarily immune to further castings of this spell by you for 1 week, and learns your true name.

Success The target is unaffected, is temporarily immune to further castings of this spell by you for 1 day, and learns a fragment of your true name (see the Fragmentary Names sidebar at right).

Failure The target does as you command. The spell has a duration of 10 minutes, or until the target has completed a finite instruction or the instructions become self-destructive. The creature is temporarily immune to further castings of this spell by you for 1 hour.

Critical Failure As failure, but the spell's duration is 8 hours, and the creature is not temporarily immune.

INVOKE TRUE NAME

CANTRIP 1

RARE CANTRIP ENCHANTMENT TRUE NAME

Traditions arcane, divine, occult, primal

Cast ☞ verbal

Range 30 feet; **Targets** 1 creature whose true name you know

You speak the true name of a creature to more surely affect

FRAGMENTARY NAMES

Sometimes characters know only pieces of a creature's true name, not the whole thing. You don't gain the benefits listed under Using True Names if you only have fragments of the name, but you can still try to use abilities with the true name trait, though it's very dangerous. If your true name ability requires you to attempt a check, reduce your degree of success by one step. If your ability requires the named creature to attempt a saving throw, improve their degree of success by one step. For example, Invoke True Name would do nothing, since its effects would be canceled out. If the true name ability also has the incapacitation trait and the creature is high enough level, these effects combine, reducing your degree of success by two steps or improving their degree of success by two steps.

it with your magic. Until the end of the current turn, the target is flat-footed against your spells and takes a -2 circumstance penalty to saving throws against your spells. In addition, the first time this turn the target takes damage from one of your spells, it has weakness to that damage equal to double the level of *invoke true name*.

NAMING ITEMS

TRUE NAME AMULET

ITEM 5+

RARE INVESTED MAGICAL

Usage worn amulet; **Bulk** -

This amulet bears the true name of a single creature with a level no higher than the item's level. These amulets are typically made of gold and engraved, but could be made of anything, including simple clay. The name is clearly visible, though only to you, and only while you have the amulet invested.

If you can read the language in which the name is written, that creature always takes the effects of *invoke true name* against your spells (with a spell level equal to half the item's level, rounded up). In addition, when the creature uses any magical effect against you, you can immediately attempt to counteract it using Arcana, Nature, Occult, or Religion for the counteract check and the *true name amulet's* level to determine the counteract level. Legendary amulets bearing the true names of creatures of level 21+ may exist.

Type lesser true name amulet; **Level** 5; **Price** 150 gp

Type moderate true name amulet; **Level** 10; **Price** 850 gp

Type greater true name amulet; **Level** 15; **Price** 5,500 gp

Type major true name amulet; **Level** 20; **Price** 55,000 gp

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WELLSPRING MAGIC

Wellspring magic wells up within characters so mightily that it can overwhelm them and explode out of their control. Characters with wellsprings can recover spells throughout the day, powering through countless battles, but the overwhelming flow of magic could form a violent surge at any moment.

Rarity: Rare

Your wellspring, by definition, lies outside your full control. The inherent contradiction is that you have greater potential for power, but you can't use it exactly as you wish. Regardless of whether you see it as a boon or a curse, it demands of you a degree of surrender if you're to use your magic at all.

A magic wellspring often comes as an intrinsic part of the caster's own magic, whether granted or inherited. Characters can also receive wellsprings of magic as gifts from powerful entities or when they're released from other sources of potent magical energy. Being nearby when an artifact is destroyed or a powerful magical being dies can, rarely, leave a permanent wellspring in a character.

Choosing the wellspring mage archetype below gives you the abilities related to this type of magic. This is a class archetype, chosen at 1st level as explained below. Consider what source will be most satisfying for your character, and think about how they feel when experiencing the influx of wellspring magic. Does the wellspring feel like a true part of your being? Like an unwanted outsider working its will through you? Like a problem to be solved? An aspect of yourself to come to terms with? As noted in the archetype, high-stress situations cause the wellspring magic roll. You can work with your GM to refine what sorts of situations might be high-stress for you that wouldn't be for other characters.

USING WELLSPRING MAGIC

Wellspring magic is most often appropriate for oracles who struggle to handle seemingly endless magic sent from the gods unasked, and for sorcerers with exceptional raw power but not exceptional discipline. More rarely, a particularly interested muse might give a bard a wellspring of irresistible creative energy in exchange for using it to humiliate or cast down a rival fey lord at exceptional personal risk. Summoners very rarely experience wellsprings because of the nature of their link to their eidolon, but when they do, the wellspring is most often connected to a magical essence associated with the eidolon. When sent by an entity such as a god, this power is generally an ambitious gamble to further one or more far-reaching schemes.

MULTICLASS VARIANT

As a variant, a GM can consider applying wellspring magic to characters with the oracle or sorcerer multiclass dedication to represent struggling to control their new powers. If used this way, you might allow players who wish to represent their character mastering the surging power to remove the wellspring mage archetype when they gain an appropriate level without retraining.

AREAS OF WELLSPRING MAGIC

A GM might implement wellspring magic in areas where there is an overload of magic or where magic is unstable. When using it in this way, you can apply chosen effects of the wellspring mage archetype to all spellcasters in the area, or even give the archetype to spellcasters in the area as a temporary free archetype.

The ravaged Mana Wastes might be a good place to use this style of wellspring magic. For other planes, the extraplanar First World, home of the fey, and the chaotic Maelstrom are excellent candidates.

WELLSPRING MAGE (CLASS ARCHETYPE)

The source of your magic buckles against your control, always pressing to be released.

WELLSPRING MAGIC

1ST

You regain magic power quickly, but it can be difficult for you to control. You must select Wellspring Mage Dedication as your 2nd-level class feat.

Prerequisites: You must have a class that casts spells with a spell repertoire.

Wellspring Mage Adjustments: You learn spells as normal for your class, but change your spontaneous spellcasting in the following ways.

You can cast fewer spells each day unless you gain more spells thanks to your wellspring. Reduce your number of spell slots of each spell level by 1. Reduce the number of cantrips you gain from your class by 1.

A wellspring of magic fills you with power that's not fully under your control. When you roll initiative for a non-trivial combat encounter, as well as in other high-stress situations of the GM's choice, magic wells up within you. Attempt a DC 6 flat check.

Critical Success You temporarily recover an expended spell slot of any level of your choice. The temporary spell slot lasts for 1 minute, and if you don't use it by then, you experience an immediate wellspring surge (page 250).

Success As critical success, except you randomly determine the level of spell slot from among your top three spell levels (or all your levels of spell slots if you have fewer than three). The slot lasts 3 rounds instead of 1 minute.

Failure You generate a wellspring surge, with a spell level chosen randomly among your top three levels of spell slots (or all your levels if you have fewer than three).

You can gain a temporary spell slot no more than twice per day. If you would gain a temporary spell slot for a level that has no expended spell slots, there's no effect. If you use a temporary slot to cast a spell with a duration, the spell ends whenever you would have lost the slot if its duration hasn't yet elapsed. If you roll for wellspring magic while you currently have a temporary spell slot, you automatically fail the flat check.

Additional Feats: 8th Energetic Resonance (*Advanced Player's Guide* 139), Spell Relay (*Advanced Player's Guide* 139), 10th Surging Might (*Advanced Player's Guide* 80), 16th Scintillating Spell (*Advanced Player's Guide* 141), 18th Echoing Spell (*Advanced Player's Guide* 141)

WELLSPRING MAGE DEDICATION FEAT 2

RARE ARCHETYPE CLASS DEDICATION

Prerequisites wellspring magic

There's no longer a limit on how many temporary spell slots you can gain per day from wellspring magic.

Special You can't select another dedication feat until you gain two other feats from the wellspring mage archetype.

WELLSPRING CONTROL FEAT 4

ARCHETYPE FORTUNE

Prerequisites Wellspring Mage Dedication

When you generate a wellspring surge, roll twice on Table 5-2 (page 250) and take the result of your choice. This doesn't apply when you cause another creature to generate a wellspring surge.

URGENT UPWELLING FEAT 6

ARCHETYPE

Prerequisites Wellspring Mage Dedication

Frequency once per 10 minutes

Trigger An enemy reduces you to 0 HP, an enemy critically hits you, or you critically fail a saving throw against an enemy's effect.

Defeat lets you to tap into your wellspring. Attempt the flat check for wellspring magic. If you critically succeed, you can choose to forgo gaining a temporary spell slot to instead have the triggering enemy undergo a wellspring surge. This surge functions just as it would for you, the only difference being that it emits from the enemy.

INTERFERING SURGE

ABJURATION ARCHETYPE

Prerequisites Wellspring Mage Dedication

Trigger A creature you can see Casts a Spell.

Requirements You have an unexpended spell slot and can see the triggering spell's manifestations.

You overcharge the triggering spell with magic. You expend a spell slot and attempt to counteract the triggering spell using the energy of the expended slot. If the triggering spell is in your repertoire and the spell slot you expended was a high enough level to cast it, you take no penalty. Otherwise, you take a -2 penalty to the counteract check if the triggering spell was cast using the same magical tradition you cast, or a -5 penalty if it was cast using a different tradition.

If the triggering spell is successfully counteracted, it creates a wellspring surge from its caster in addition to the normal effects of being counteracted. If it isn't counteracted, your expended spell slot creates a wellspring surge from you.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, primal, or occult).

FEAT 12

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WELLSPRING SURGES

When your wellspring magic goes out of control, it becomes a wellspring surge. Typically, this happens when you fail the flat check from wellspring magic, but other wellspring mage feats have effects that sometimes cause you to generate a wellspring surge, or might even cause your foes to do so.

Roll 1d20 and use Table 5-2: Wellspring Surges below to determine the surge's effect. If the effect calls for a damage type, the GM chooses the type based on the types of spells you know or your current location. The wellspring surge uses your spell DC. You have no control over the way your wellspring surge manifests. You are the point of origin for your wellspring surges,

and you are not excluded from their effects. If you force a foe to generate a surge, they are the origin point of that surge instead.

If your wellspring was granted by a being like a god or muse, the entity's intentions might sometimes alter the results of wellspring surges, or move the point of origin for an area to any point within 30 feet if the GM determines this fits the situation. For example, instead of uncontrolled damage, the entity might choose to damage only creatures opposing its plan, even if they are your allies.

A wellspring surge always has the trait of your magical tradition, plus any traits that appear in parentheses at the end of the surge's effects.

TABLE 5-2: WELLSPRING SURGES

d20	Effect
1	Energy Unleashed (evocation) Raw energy deals 2d6 damage per spell level of the surge (basic Reflex save) in a 10-foot burst.
2	Positive Energy Expulsion (healing, necromancy, positive) Positive energy explodes outward, healing living creatures for 1d8 Hit Points per spell level of the surge in a 20-foot burst. Undead creatures instead take the same amount of positive damage, with a basic Will save.
3	Mass Siphon (transmutation) Creatures and objects within a 30-foot emanation become nearly weightless

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- until the end of your next turn. Nearly weightless creatures can Climb at their land Speed and can Leap as far upward as they could normally Leap horizontally.
- 4 **Magical Nemesis** (conjunction, teleportation) A random creature connected to your magic (or inimical to it) appears within 60 feet. The creature should be of a level approximately equal to the level of an animal summoned by *summon animal* of the spell level, although it can be of any type. The GM determines the specific creature. The creature is unfriendly to you and friendly to your apparent enemies. After 1 minute, the creature can choose either to return where it came from or to remain. It is not summoned or a minion.
 - 5 **Monstrous Transformation** (mental, morph, transmutation) Your head and arms transform into an exaggerated imitation of a creature connected to your magic for 1 minute. The GM determines the creature. You gain a status bonus to weapon and unarmed damage rolls equal to the spell level. At the start of each of your turns while you are transformed, you must succeed at a Will saving throw or be confused until the start of your next turn. On a critical success, you can choose to end the effect entirely, also losing the status bonus.
 - 6 **Sudden Gale** (air, evocation) Weather in a 40-foot emanation is disturbed. Strong winds blow in a random direction for 1 minute. Each creature that starts its turn in the area must succeed at a Fortitude save or fall prone (and be pushed 10 feet on a critical failure), and you must succeed at this save immediately after the surge. Any movement against the wind is difficult terrain, or greater difficult terrain while flying.
 - 7 **Tremor** (earth, evocation) The earth trembles in a 40-foot emanation. Each creature on a surface must immediately succeed at a Fortitude save or fall prone. The surface then becomes difficult terrain for 1 minute.
 - 8 **Oppressive Voice** (divination, mental, nonlethal) The voice of your muse, your deity, an ancestor, or another appropriate entity suddenly overwhelms your mind. You must attempt a Will saving throw. You take 1d4 mental damage per spell level with a basic Will save. On a failure, you're also stunned 1 (stunned 2 on a critical failure).
 - 9 **Trinket Squall** (illusion) Visual illusions of objects related to your magic fall like rain throughout a 40-foot burst for 1 minute, giving concealment in the area. Creatures can attempt to disbelieve this illusion (*Core Rulebook* 298).
 - 10 **Antimagic Eruption** (abjuration) The surge attempts to counteract a random spell active on you and on each creature within a 10-foot burst.
 - 11 **Mental Broadcast** (detection, divination, mental) For 1 minute, everyone within 30 feet of you can hear your surface thoughts.
 - 12 **Verdant Clutch** (conjunction, plant) Plants and vines grow from all surfaces within 20 feet, causing all creatures in the area to be immobilized unless they succeed at a Reflex save. The Escape DC is equal to the spell DC.
 - 13 **Tinge of Terror** (emotion, enchantment, fear, mental) All creatures within 20 feet are affected by powerful fright. They attempt a Will save, becoming frightened 1 on a failure or frightened 2 on a critical failure.
 - 14 **Strike up the Band** (auditory, illusion) For 1 minute, you are followed by orchestral theme music tied to the emotional content of the actions you're performing. This grants you a +2 status bonus to Diplomacy, Intimidation, and Performance checks, a -2 status penalty to Deception checks, and makes certain uses of Stealth virtually impossible. It might have other effects as the GM sees fit.
 - 15 **Life Sap** (necromancy) The surge drains your life force and strength. You become drained 1 and doomed 1, and you are enfeebled 2 for 1 minute.
 - 16 **Ablative Barrier** (abjuration) Energy forms a protective barrier that ablates slowly as creatures in the area take damage. All creatures in a 40-foot burst gain resistance to all damage equal to double the surge's spell level for up to 1 minute. Whenever a creature applies this resistance, the resistance for all affected creatures reduces by 1. The effect ends for all creatures when it reduces to 0.
 - 17 **Luminous Pests** (illusion, visual) Numerous tiny flying creatures formed of bright colorful light, such as bats or hummingbirds, emerge from you, flying in a 30-foot cone. You and all creatures in the cone must succeed at a Will save or be dazzled for 1 minute, or blinded for 1 round and then dazzled for 1 minute on a critical failure.
 - 18 **Emotional Turmoil** (emotion, enchantment, mental) A swirl of conflicting emotions overwhelm you from the surging magic. For 1 minute, attempt a DC 11 flat check at the start of each of your turns. On a success, you gain a +2 status bonus to all attack rolls, saving throws, and skill checks; on a failure, you take a -2 status penalty to them instead.
 - 19 **Sudden Downpour** (evocation, water) Water cascades from above, putting out non-magical fires in a 10-foot burst and attempting to counteract magical fires.
 - 20 **Spell Surge** You immediately cast any spell in your repertoire of the surge's spell level or lower (or from your prepared spells or innate spells if you don't have a repertoire but have been forced to generate a wellspring surge). You must choose a spell that takes 3 or fewer actions to cast.

GLOSSARY & INDEX

This appendix contains page references for key terms appearing in this book, partial definitions for many rules and concepts, and full definitions for most traits appearing in this book. Many entries refer to the *Core Rulebook* and *Advanced Player's Guide* using the abbreviations "CR" and "APG."

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.


abjuration (trait) Effects and magic items with this trait are associated with the abjuration school of magic, typically involving protection or wards. 20

access 193

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

Activate an Item (activity) CR 532-533

adamantine (material) CR 578

Affix a Fulu  (action) Action used to attach a fulu. 158

Affix a Talisman (activity) Activity used to attach a talisman to an item. CR 565

affliction CR 457-458

agile (weapon trait) CR 282

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

alignment (damage type) An umbrella category of damage including chaotic, evil, good, and lawful damage. CR 452

ammunition (magic item) CR 559-561

amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater.

angel (trait) This family of celestials is native to the plane of Nirvana. Most angels are neutral good, have darkvision, and have a weakness to evil damage.

animal companion CR 214-217, APG 144-145

shadow companions 228-229

apex (trait) CR 603-604

aquatic (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater. Aquatic creatures can breathe water but not air.

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. 8-9, CR 299

arcane spell list 80-82, CR 307-309, APG 212

archetype CR 219-231, APG 148-199

cathartic mage (archetype) 194-197

class archetype rules 193

elementalist (class archetype) 206-207

flexible spellcaster (archetype) 209

geomancer (archetype) 212-213

multiclass archetypes 74-77, CR 220-231, APG 151-154

runelord (class archetype) 240-241

shadowcaster (archetype) 226-227

soulforger (archetype) 236-237

wellspring mage (class archetype) 248-249

archetype (trait) This feat belongs to an archetype.

astral (trait) Astral creatures are native to the Astral Plane. They can survive the basic environmental effects of the Astral Plane.

attached (weapon trait) CR 282

attack (trait) CR 446-447

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item or a creature with a strong alignment.

background 28-31, CR 60-64, APG 48-51

basic bounded spellcasting benefits 74

basic spellcasting benefits CR 219

beast (trait) A creature similar to an animal but with an Intelligence modifier of -3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

cantrip (trait) CR 300

Cast a Spell (activity) CR 302-303

catalyst (trait) 168-169

cathartic mage (archetype) 194-197

cathartic magic 194-197

celestial (trait) Creatures that hail from or have a strong connection to the good-aligned planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.

chaotic (trait) Chaotic effects often manipulate energy from chaos-aligned Outer Planes and are anathema to lawful divine servants or divine servants of lawful deities. A creature with this trait is chaotic in alignment. An ability with this trait can be selected or used only by chaotic creatures.

class 33-73, CR 66-213, APG 52-143

class (trait) 193

class archetype A type of archetype chosen at first level that alters your class features. See also archetype. 193

cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

cold iron (material) CR 578

comfort (armor trait) CR 275

common (trait) See also access. CR 13

concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.

conjunction (trait) Effects and magic items with this trait are associated with the conjunction school of magic, typically involving summoning, creation, teleportation, or moving things from place to place. 21

consecration (trait) CR 630

construct (trait) A construct is an artificial creature empowered by a force other than necromancy. Constructs are often mindless; immune to disease, the paralyzed condition, and poison; and may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

consumable (trait) 173-177, CR 559-571, APG 252-259

contingency (trait) Spells with this trait grant you an action during the spell's effects, typically a reaction with a special trigger. They typically have a long duration, such as 24 hours. You can have only one spell with the contingency trait, or one contingency spell, active at a time. If you cast another spell with the contingency trait or contingency, the newer casting supersedes the older.

counteract CR 458-459

curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses.

daemon (trait) A family of fiends spawned on the desolate plane of Abaddon, most daemons are neutral evil. They typically have darkvision and weakness to good damage.

darkness (trait) CR 301

darkwood (material) CR 578

deadly (weapon trait) CR 282

death (trait) CR 461

dedication (trait) CR 219


demon (trait) A family of fiends, demons hail from or trace their origins to the Abyss. Most are irredeemably chaotic evil and have darkvision.

detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.

devil (trait) A family of fiends from Hell, most devils are irredeemably lawful evil. They typically have greater darkvision, immunity to fire, and telepathy.

disarm (weapon trait) CR 282

disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. CR 457-458

Dismiss  (action) CR 305, 534

divination (trait) The divination school of magic typically involves obtaining or transferring information, or predicting events. 22

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. 10-11, CR 299

divine spell list 82-83, CR 309-311, APG 212

downtime (trait) CR 481

dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most are able to use a breath weapon and are immune to sleep and paralysis.

druid (trait) This indicates abilities from the druid class.

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druid elemental order spells 203-205

earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.

eidolon (trait) A creature with this trait is a summoner's eidolon. An item with this trait can be worn by an eidolon. An eidolon can have up to two items invested. 58-66

electricity (trait) Effects with this trait deal electricity damage. Creatures with this trait have a connection to magical electricity.

elemental (trait) Elementals are creatures directly tied to an element and native to the Elemental Planes. Elementals don't need to breathe.

elementalism 198-207

elementalist (class archetype) 206-207

emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

enchantment (trait) Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotion alteration, and other mental effects. 23

energy (damage type) An umbrella category including acid, cold, electricity, fire, force, negative, positive, and sonic damage. CR 452

essences 16-19

ethereal (trait) Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

evil (trait) Evil effects often manipulate energy from evil-aligned Outer Planes and are antithetical to good divine servants or divine servants of good deities. A creature with this trait is evil in alignment. An ability with this trait can be selected or used only by evil creatures.

evocation (trait) Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and elemental forces. 24

expert bounded spellcasting benefits 74

expert spellcasting benefits CR 219

exploration (trait) CR 234

extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.

familiar A Tiny creature mystically bonded to you. CR 217-218, APG 146-147 shadow familiars 229

fatal (weapon trait) CR 282

fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

fey (trait) Creatures of the First World are called fey.

fiend (trait) Creatures that hail from or have a strong connection to the evil-aligned planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

finesse (weapon trait) CR 282

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.

flexible preparation 208-209

flexible spellcaster (class archetype) 209

flourish (trait) CR 157

focus spell 142-145, CR 300-302, 386-407, APG 228-239

druid elemental order spells 200-201

focused (trait) CR 535

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

forceful (weapon trait) CR 282

formula A recipe or instructions required to Craft an item. CR 293-294

fortune (trait) CR 449

free-hand (weapon trait) CR 282-283

fulu (trait) 158-161

fulus (magic item) 158-161

general (trait) CR 255

geomancer (archetype) 212-213

geomancy 210-213

good (trait) Good effects often manipulate energy from good-aligned Outer Planes and are antithetical to evil divine servants or divine servants of evil deities. A creature with this trait is good in alignment. An ability with this trait can be selected or used only by good creatures.

grapple (weapon trait) CR 283

grimoire (trait) 162-163

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

human (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans.

humanoid (trait) Humanoid creatures reason and act much like humans.

They typically stand upright and have two arms and two legs.

illusion (trait) Effects and magic items with this trait are associated with the illusion school of magic, typically involving false sensory stimuli. 25, CR 298

incapacitation (trait) CR 301

incarnate (trait) 132

incorporeal (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1. Corporeal creatures can pass through an incorporeal creature, but they can't end their movement in its space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

inhaled (trait) This poison is delivered when breathed in. CR 550

invested (trait) CR 531

item 154-191, CR 270-295, 530-617, APG 246-265

consumables 173-176, CR 559-571, APG 252-259

fulus 158-161

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magical tattoos 164-165

permanent magic items and runes 179-191, CR 572-576, 580-583, 586-588, 592-617, APG 260-265

personal staves 166-167

spell catalysts 168-169

spellhearts 170-171

treasure tables 156-157, CR 536-542, APG 250-251

using items CR 531-534

lawful (trait) Lawful effects often manipulate energy from law-aligned Outer Planes and are antithetical to chaotic divine servants or divine servants of chaotic deities. A creature with this trait is lawful in alignment. An ability with this trait can be selected or used by lawful creatures only.

ley lines 214-217

light (trait) CR 301

linguistic (trait) An effect with this trait depends on language comprehension.

A linguistic effect that targets a creature works only if the target understands the language you are using.

magic item See also item. 154-191

magical (trait) CR 535

magus (class) 34-49

magus (trait) This indicates abilities from the magus class.

arcane spell list 80-82, CR 307-309, APG 212

conflux spells 40, 143-144

multiclass archetype 75

master bounded spellcasting benefits 74

master spellcasting benefits CR 219

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

metamagic (trait) Actions with the metamagic trait, usually from metamagic feats, tweak the properties of your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability modifiers are -5. They are immune to all mental effects.

minion (trait) Minions are creatures that directly serve another creature.

A creature with this trait can use only 2 actions per turn, doesn't have reactions, and can't act when it's not your turn. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For an animal companion, you Command an Animal; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain a Spell or Sustain an Activation; if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits. If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please. A minion can't control other creatures.

misfortune (trait) CR 449

monitor (trait) Creatures that hail from or have a strong connection to the neutrally aligned planes are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

monk elemental stances 202

morph (trait) CR 301

move (trait) CR 473-476

multiclass (trait) 74-77, CR 219-231, APG 151-154

necromancy (trait) Effects and magic items with this trait are associated with the necromancy school of magic, typically involving forces of life and death. 26

negative (damage type) CR 452

negative (trait) Effects with this trait heal undead creatures with negative energy, deal negative damage to living creatures, or manipulate negative energy.

negative healing A creature with negative healing draws life from negative energy rather than positive energy. It is damaged by positive damage and is not healed by positive healing effects. It does not take negative damage, and it is healed by negative effects that heal undead.

noisy (armor trait) CR 275

nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. 12-13, CR 299

occult spell list 84-85, CR 311-314, APG 212-213

oil (trait) CR 561-562, APG 258

ooze (trait) Oozes are creatures with simple anatomies. They tend to have low mental ability scores and immunity to mental effects and precision damage.

parry (weapon trait) CR 283

personal staves (magic item) 166-167

pervasive magic 218-223

pervasive magic (trait) 219

phantom (trait) A phantom is a soul that has diverged from the River of Souls on the Ethereal Plane before being judged. They typically retain memories of their life before death, but are not undead.

physical (damage type) A grouping of bludgeoning, piercing, and slashing damage. CR 452

plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way; those that manipulate plants have no effect in an area with no plants.

poison (trait) CR 550-554

polymorph (trait) CR 301

positive (trait) Effects with this trait heal living creatures with positive energy, deal positive energy damage to undead, or manipulate positive energy.

possession (trait) CR 635

potion (trait) CR 562-564

prediction (trait) Effects with this trait determine what is likely to happen in the near future. Most predictions are divinations.

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. 14-15, CR 299

primal spell list 86-87, CR 314-315, APG 213

propulsive (weapon trait) CR 283

psychopomp (trait) A family of monitors spawned within the Boneyard to convey souls to the Outer Planes, most psychopomps are true neutral. They typically have darkvision, lifesense, and spirit touch, and they are immune to death effects.

rare (trait) CR 13

reach (weapon trait) CR 283

Refocus (activity) Regain 1 Focus Point. CR 300

revelation (trait) Effects with this trait see things as they truly are.

rune (magic item) CR 580-585

rune, Thassilonian 238-243

runelord (class archetype) 240-241

schools of magic 20-27

scroll (trait) CR 564-565

scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.

secret (trait) The GM rolls the check for this ability in secret. CR 450

shadow (trait) Magic with this trait involves shadows or the energy of the Shadow Plane. Creatures with this trait are natives of the Shadow Plane. They can survive the basic environmental effects of the Shadow Plane.

shadow magic 224-229

shadowcaster (archetype) 226-227

shove (weapon trait) CR 283

silver (material) CR 579

skill (trait) CR 255

sonic (trait) An effect with the sonic trait functions only if it makes sound,

meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.

soul seeds 230-231

soulforged armaments 232-237

soulforger (archetype) 236-237

spell 79, CR 297-306

focus spells 142-145, CR 300-302, 386-407, APG 228-239

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spell descriptions 88-141, CR 316-385, APG 214-227

spell lists 80-87, 203-205 (elemental), CR 307-315, APG 212-213

spell catalysts (magic item) 168-169

spellheart (trait) 170-171

spellhearts (magic item) 170-171

splash (trait) CR 544

staff (trait) See also staves. 166-167, CR 592

stance (trait) 41

staves (magic item) CR 592-595, APG 263-264

personal staves 166-167

structure (trait) CR 596

summoned (trait) A creature called by a spell or effect gains the summoned trait.

A summoned creature can't summon other creatures, create things of value, or cast spells that require a cost. It has the minion trait. If it tries to Cast a Spell of equal or higher level than the spell that summoned it, it overpowers the summoning magic, causing its own spell to fail and the summon spell to end. Otherwise, the summoned creature uses the standard abilities for a creature of its kind. It generally attacks your enemies to the best of its ability. If you can communicate with it, you can attempt to command it, but the GM determines the degree to which it follows your commands.

Immediately when you finish Casting the Spell, the summoned creature uses its 2 actions for that turn. A spawn or other creature generated from a summoned creature returns to its unaltered state (usually a corpse in the case of spawn) once the summoned creature is gone. If it's unclear what this state would be, the GM decides. Summoned creatures can be banished by various spells and effects. They are automatically banished if reduced to 0 Hit Points or if the spell that called them ends.

summoner (class) 50-73

link spells 55-56, 144-145

multiclass archetype 76-77

spell lists 80-87, CR 307-315, APG 212-213

summoner (trait) This indicates abilities from the summoner class.

Sustain a Spell ♦ (action) Extend a spell with a sustained duration. CR 304

Sustain an Activation ♦ (action) CR 534

sweep (weapon trait) CR 283

talisman (trait) CR 565

fulu talismans 158-161

tattoo (trait) 164-165

tattoos (magic item) 164-165

teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

Thassilonian rune magic 238-243

thrown (weapon trait) CR 283

transmutation (trait) Effects and magic items with this trait are associated with the transmutation school of magic, typically changing something's form. 27

trip (weapon trait) CR 283

true name (trait) 245

true names 244-247

two-hand (weapon trait) CR 283

unarmed (weapon trait) CR 283

uncommon (trait) CR 13

undead (trait) Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy and are healed by negative energy, and don't benefit from healing effects.

unique (trait) A rules element with this trait is one-of-a-kind. CR 13

until the next time you make your daily preparations CR 305

versatile (weapon trait) CR 283

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

volley (weapon trait) CR 283

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.

wellspring mage (class archetype) 248-249

wellspring magic 248-251

wizard (trait) This indicates abilities from the wizard class.

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