

PATHFINDER[®]

PLAYER COMPANION™



Magic Tactics Toolbox

Rods of the Inner Sea

Rods are varied magic items with the significant benefit that they require no special training or innate ability to use. The examples below, chosen from the broad range of rods available, exemplify a few general categories.

IMMOVABLE ROD



Immovable rods are among the most common of rods, in large part because of their relatively low cost. The power of the rod is activated by pressing the small button built into one end. Many speculate that the mechanical nature of triggering the rod's effects indicate an origin in the mysterious Silver Mount near Starfall in Numeria. If this is the case, the original technological *immovable rods* have been lost to the mists of time, as all known versions of this type of rod are powered purely through magic.

ROD OF LORDLY MIGHT



The most powerful rods are often heavier than a typical 5-pound bar of metal, and may have numerous powers activated by buttons or acts of will. The *rod of lordly might* is a well-known example of magic items of this type, though it is much more common in stories and legends than in the grip of actual rulers. In addition to having six buttons—each activating a different power—a *rod of lordly might* can harm foes with a touch, heal its wielder, create fear, and be used as a magic mace.

METAMAGIC ROD



There are scores of different kinds of metamagic rods, each containing the power of a specific metamagic feat and able to add that effect to a spell as it is cast up to three times per day. These rods function with any kind of magic, allowing arcane, divine, and psychic spellcasters to benefit from their use, and require nothing more than an act of will as the spell is cast to be activated. While some spellcasters create metamagic rods that specifically include visual clues as to the power they contain, most are plain.

ROD OF RULERSHIP



Many of the most expensive rods are specifically designed to emulate the appearance of a royal scepter, decorated with precious gems and ornate layers of gold and other valuable metals. The *rod of rulership* is an iconic example of such rods. Once extremely important treasures to the rulers of ancient Taldor, the decline of that empire resulted in many of these rods being pushed to the absolute limit of their power, granting hours of massive loyalty before crumbling into dust.

ROD OF ALERTNESS



A *rod of alertness* is a typical example of a macelike rod, which can be used as (and even mistaken for) a simple magic weapon. Such rods are often activated through physical actions, such as striking a foe or placing the rod in a specific place. *Rods of alertness* are popular among the wealthiest Mendevian crusaders, as they can serve as weapons while granting bearers the ability to detect magical and alignment auras and see invisible foes. When planted in the ground, a *rod of alertness* also grants the power of *prayer*.

ROD OF THE PYTHON



Some rods are strongly representational, with a decorative head or the entire rod carved to appear to be a specific creature or person. These rods are often crafted by shamans in the Mwangi Expanse, and the *rod of the python* is a common example. The fact that the rod draws upon arcane magic to create an effect that is thematically tied to nature (the rod can become a python), and that it can only be used by those of good alignment, lends credence to the idea the first such rod was crafted by Old-Mage Jatembe.

ROD OF ENEMY DETECTION



Many rods forgo weaponlike elements, pointless ornamentation, and activating triggers in favor of simple, silent utility. The *rod of enemy detection* is a good example of such items, as it functions in response to the will and concentration of the wielder. Rods of this type are frequently found in the courts of major nobles and merchants in the Padishah Empire of Kelesh, where viziers and advisors use the rods' subtle powers to locate assassins and determine if courtiers and emissaries are concealed foes.

ROD OF WONDERS



Though most rods fall into one of a few broad categories, the versatility and flexibility of such magic items ensures that some will always refuse easy classification. A good example of a type of rod that is unlike any other type is the *rod of wonder*. Each *rod of wonder* has a unique appearance, with many including bizarre stylized images of butterflies, fire, rainbows, and plants. Though *rods of wonder* can be found throughout the Inner Sea region, no one ever seems willing to admit to having crafted them.

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ON THE COVER



Feiya and Seoni team up to defeat an ogre mage using two very different magic tactics in this dynamic illustration by artist Rayph Beisner.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Combat</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Occult Adventures</i>	OA	<i>Ultimate Magic</i>	UM

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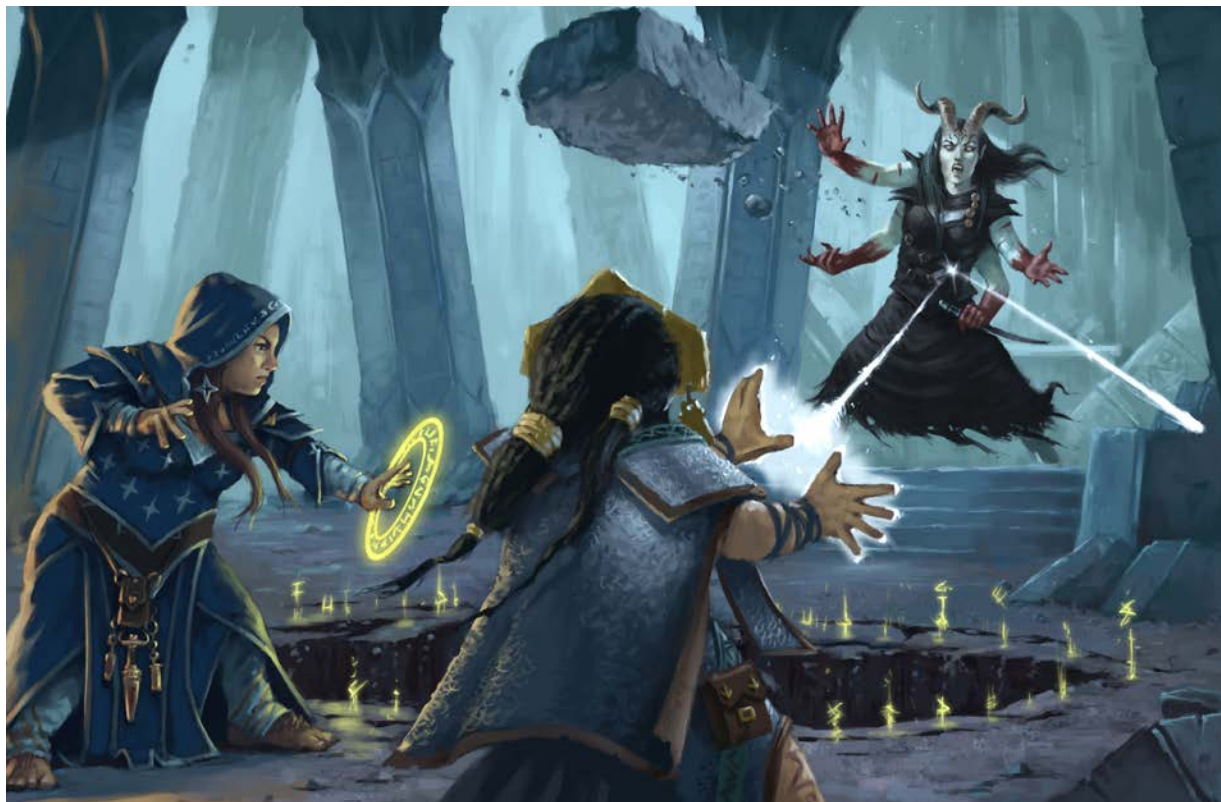
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Introduction

Golarion is alive with magic. From the genie-built paradises of Jalmeray to witch-ruled Irrisen to the magically scarred Mana Wastes, magic both natural and artificial has shaken the very foundations of Golarion, and its inhabitants continue to magically shape the world today. Whether slinging spells at enemies; reciting the rituals necessary to unleash magic that has been locked away within scrolls, staves, or wands; or harnessing the magical might of mystic weapons or wondrous items, adventurers build and adjust their tactics around the presence and availability of magic, be it arcane, divine, or psychic in origin. Ultimately, all such varieties of magic have similar traits and qualities, but the process by which a cleric of Abadar, a sorcerer with a draconic bloodline, or an occultist who collects relics from a bygone era harnesses magic differs dramatically, as described below.

Arcane Magic: Eldritch power slumbers in unlikely places, and the ability to command the arcane requires equal parts raw talent and personal drive to seek out and explore one's untapped arcane potential. Because of the personal, individualistic nature of the arcane, a plethora of diverse arcane spellcasting traditions exist, and in seeking to understand and improve their powers, many arcane spellcasters dabble in myriad other exploratory pursuits, such as alchemy, archaeology, and astronomy. When seeking to understand their powers, all arcane spellcasters turn to one of two places: the universe around them or the forces within them. Wizards and witches both acquire their power

by exploring the universe around them—wizards through careful study, and witches with the careful guidance of a mysterious patron. Bards, bloodragers, skalds, and sorcerers instead seek to understand the arcane potential that sleeps inside of them, whether by uncovering a latent bloodline or by improving and perfecting their natural abilities and talents. Even alchemists and investigators, who do not cast spells, tap into their arcane potential to infuse their concoctions with potency.

Divine Magic: Belief is the heart of divinity, and to wield divine magic is to embrace an idea with such fervor that the believer's innate potential ignites into a blazing reservoir of faith-fueled magic. Mortals can access divine magic through many sources, not all of which are well understood. Gods and demigods are the spring from which most divine magic flows, but anything that inspires faith can likewise suffuse a spellcaster with divine powers, whether it's a philosophy, primal force, or even a question or mystery. Although many believe that divine magic is limited to powers that bless the devotee's allies or hinder her enemies, divine magic is just as encompassing as arcane or psychic magic. The tenets of a caster's beliefs often limit the divine magic she can manifest, however, such that there is an inherent difference between the divine powers of a cleric of Shelyn and of a druid belonging to the Green Faith. Antipaladins, clerics, inquisitors, paladins, and warpriests all draw their power from their faith in and worship of a specific god, while druids, hunters, oracles,

rangers, and shamans gain their abilities from devotion to more abstract forces or philosophies. Divine magic can be lost entirely, should the spellcaster violate the fundamental beliefs or tenets from which her powers stem, including disobeying her deity's teachings, infringing upon her ethos, or disregarding other commandments imparted to her by her dogma.

Psychic Magic: Sparks of a cosmic flame burn within the souls of every living creature, and the ability to manifest psychic magic is a matter of fanning the embers of one's inner flame until they ignite into a roaring fount of psychic power. All mortal souls stem from this radiant source—called the Cosmic Fire by some versed in esoteric theory—and as a result, anyone able to metaphysically tap into it using her composite being as a conduit is capable of psychic apotheosis. Yet despite all creatures possessing the potential to become psychic spellcasters, few ever do. Tapping into the Cosmic Fire is difficult; it requires the ability to view the world not as it appears with the five senses, but as it might truly be if one were to look behind the veil of the material world. Such introspection is often relegated to the realm of gods and outsiders, and thus this state of mind is difficult for mortals to achieve. However, many esoteric traditions promise to reveal the best way to set the mind apart from emotions and immediate concerns. Psychics, mediums, and mesmerists employ one of several specific strategies to access psychic magic, such as focusing latent energy in the surrounding environment or superseding their conscious minds with a single, all-encompassing thought or desire. On the other hand, kineticists, occultists, and spiritualists are connected to external forces, such as elements, objects, or phantoms. While these focuses are different, they are all methods for drawing upon psychic forces, allowing mortal minds to shape and control the ephemeral energies that move the material realm.

ARCANE DISCOVERIES

No class spends more time studying the various types of magic than wizards. Arcane discoveries are described on page 86 of *Pathfinder RPG Ultimate Magic*.

Faith Magic: Select one spell granted by a domain belonging to the god you worship. This spell must be at least 2 levels lower than the highest-level wizard spell you can cast. When you first prepare your spells for the day, you can prepare this spell once, using a spell slot 1 level higher than the spell's actual level. This is cast as a divine spell.

Psychic Preparation: You have learned a limited way to access psychic magic (*Pathfinder RPG Occult Adventures* 144). When you first prepare your spells for the day, you can prepare one spell as a psychic spell. This spell must be at least 2 levels lower than the highest-level wizard spell you can cast, and takes a slot 1 level higher than the spell's actual level. When you cast this spell, it operates as a psychic spell, including using emotional and thought components in place of somatic and verbal components, and only having expensive material components.

RULES INDEX

The following new rules options in this Pathfinder Player Companion are located on the indicated pages, alongside several other options.

Spells are organized by theme in each section of the book, as noted below under Other Rules Options. Each set of spells covers a range of classes and spell levels, providing new options for a wide variety of classes.

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Magical Augmentation

By definition, magic is the use of eldritch forces to alter reality, changing one thing into another for the spellcaster's benefit. However, many forms of magic are specifically designed to improve the abilities of existing creatures, objects, or traits, rather than creating new effects whole cloth.

GENERAL TACTICS

Though the specific themes of how best to augment tools and allies differ from one culture to the next, magical augmentation features some universal staples available to any character. A large number of low-level spells can assist adventurers in the form of potions or wands. With the Use Magic Device skill, monks and sorcerers with no armor training can cast *mage armor* or *shield* for defense. *Barkskin* is particularly efficient, adding a natural armor bonus

most characters lack. A number of adventuring parties use wands as their primary resource for healing, freeing divine casters for other magic, or even forsaking dependence on a divine caster.

Some spells transform characters in efficient and specific ways, perhaps using *deadly juggernaut*^{UC} to make an inquisitor stronger with every melee kill or using *ant haul*^{APG} to increase the carrying capacity of a mount or eidolon. Other spells add or increase bonuses that imbue a character or compensate for his weaknesses. It is important to remember that, in most cases, only the highest bonus of a given type applies. Unless an effect states otherwise, only circumstance, dodge, racial, and untyped bonuses stack with one another. Even then, not all circumstance or racial bonuses stack, and dodge or untyped bonuses from the same source (such as multiple castings of the same spell) generally don't stack.

ADVANCED TACTICS

At higher levels, the increased options available result in two economies for improving characters in combat. The first is the number of types of bonuses available as the pool of spells and magical items grows. Using the right spell on the right character is important. A barbarian wielding a two-handed weapon makes better use of *bull's strength* than her friends with a sword and shield or two weapons. Clever combinations of effects can make a single character more versatile or powerful, such as combining the morale bonus of *heroism* with the luck bonus of *divine power*. Also important are spells that have multiple effects. *Eagle's splendor* not only increases a bard's social skills, but is also an effective +2 bonus to his saving throw DCs.

The second factor is the economy of actions. *Contingent action*^{ACG} allows characters to prepare combat actions minutes in advance. During combat, spells and abilities that affect multiple targets are increasingly valuable. Effects such as *blessing of fervor*^{APG} impact multiple combatants with a single action, and dramatically affect the outcome of combat. At the pinnacle of efficient spell tactics are spells that affect multiple combat statistics for multiple allies, such as *haste*, which provides additional actions, increases AC, and imparts other benefits for multiple allies.

FEATS

Because magic is a part of everyday life for adventurers on Golarion, many of them adapt their skills to accommodate the presence of spellcasting and magical items. Such modification can take the form of the following feats, each of which alters an ability that affects or is affected by magic.



ACUTE SHOT

When magic aids your ranged attacks, you rarely miss.

Prerequisites: Far Shot, Precise Shot.

Benefit: Whenever you gain a magic bonus on an attack roll with a ranged weapon, you can deduct any range penalties from your damage roll, instead of your attack roll.

Additionally, when you gain a magic bonus on a ranged attack roll, you can deal sneak attack damage to a target that has concealment (but not total concealment) as long as the attack otherwise qualifies to deal sneak attack damage. The maximum number of sneak attack dice you can use in this way is equal to the value of your magic bonus on attack rolls.

BRISK SPELL (METAMAGIC)

Your movement spells make allies swifter than normal.

Prerequisite: Dex 13+.

Benefit: You can alter spells that grant a creature a movement type it doesn't normally have to increase the speed for that movement type by 10 feet. A brisk spell uses a spell slot equal to the spell's normal spell level.

ELDRITCH ASSAULT

You make deadly strikes when magic cloaks your location.

Prerequisites: Blind-Fight, Improved Initiative.

Benefit: Whenever you attack from total concealment provided by a magical source (such as the *displacement* or *invisibility* spells), the first attack roll you make each round that is a critical threat is automatically confirmed as a critical hit.

ENCOURAGING SPELL (METAMAGIC)

Your inspiration provides your allies with greater support.

Prerequisites: Cha 13, Diplomacy 6 ranks.

Benefit: Any morale bonus granted by an encouraging spell is increased by 1. An encouraging spell uses up a spell slot 1 level higher than the spell's actual level.

PRACTICED RITUALIST

You are an experienced leader among ritual casters.

Prerequisites: Knowledge (arcana, history, planes, and religion) 1 rank.

Benefit: You gain a +2 bonus on skill checks to perform occult rituals, and on Intelligence checks to learn the method of casting an occult ritual (*Pathfinder RPG Occult Adventures* 208). If you are a ritual's primary caster, the DC for saving throws against the ritual's effects is 2 higher. If the ritual has a minimum number of required secondary casters, that number is decreased by 1.

SCALE AND SKIN

When you are changed by magic, your skin also toughens.

Prerequisite: Con 13.

Benefit: Whenever a transmutation spell or spell-like ability affects you, your natural armor bonus increases by 1. If you have no natural armor bonus to Armor Class, treat your

natural armor bonus as 0 for the purposes of this feat. The bonus to your natural armor bonus increases by 2 if the caster level of the effect is 10th or higher.

VAST SPELL (METAMAGIC)

Your spells cover targets across a larger area.

Prerequisite: Caster level 3rd.

Benefit: You can alter a spell that targets a number of creatures no more than 30 feet apart, such as *haste*. The maximum distance apart of those you target with the spell increases to 60 feet. A vast spell uses up a spell slot 1 level higher than the spell's actual level.

SPELLS

Magic users on every continent use flexible and reliable spells to change their allies, their enemies, their environment, or themselves. Disparate traditions manifest the following spells in unique ways. For example, a student of the ancient empire of Thassilon's magic uses *particulate form* (page 6) to change allies into minuscule pieces of flesh, while the oracles of Qadira use the same spell to change their friends into grains of colored sand. Any character with the appropriate class and level can cast the spells detailed below, regardless of culture or ethnicity.

BONE FISTS

School necromancy; **Level** bloodrager 2, cleric 2, druid 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (the knucklebone of a dire animal)

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

Targets 1 creature/level, no two of which can be more than 30 feet apart

Duration 1 minute/level

Saving Throw none (harmless); **Spell Resistance** no

The bones of your targets' joints grow thick and sharp, protruding painfully through the skin at the knuckles, elbows, shoulders, spine, and knees. The targets each gain a +1 bonus to natural armor and a +2 bonus on damage rolls with natural weapons, and they are treated as having armor spikes, with which they are proficient.

FLASH FORWARD

School conjuration (teleportation); **Level** alchemist 4, antipaladin 4, bard 4, bloodrager 4, inquisitor 4, magus 4, medium 4, occultist 4, paladin 4, psychic 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (a single gear or bit of clockwork)

Range personal

Target you

Duration instantaneous

Saving Throw none (harmless); **Spell Resistance** no

You cheat the laws of time and enter into combat before reverting back to your original position. As part of the action to cast the spell, you make a charge attack against an enemy. You make this charge attack normally, accounting for terrain,

obstacles, attacks of opportunity, attack rolls, and damage rolls. At the end of your charge action, you instantly teleport back to your original location as a free action. Any damage or conditions dealt by you or to you during this action are real and remain when you return to your original location.

PARTICULATE FORM

School transmutation; **Level** cleric 7, occultist 5, psychic 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (a pinch of fine sand)
Range close (25 ft. + 5 ft./2 levels)
Targets 1 creature/level, no two of which can be more than 30 feet apart
Duration 1 round/level (D)
Saving Throw none (harmless); **Spell Resistance** no
 The targets' physical forms undergo a bizarre transformation. They look and function normally, but are composed of countless particles that separate and reconnect to remain whole. Each target gains fast healing 1 and is immune to bleed damage, critical hits, sneak attacks, and other forms of precision damage. The value of this fast healing increases by 1 at caster levels 10th, 15th, and 20th. Any target can end the spell effect on itself as a swift action; the target then regains 5d6 hit points and can attempt an additional saving throw against any one disease or poison affecting it (at the original save DC), ending that disease or poison with a successful saving throw.

PHASIC CHALLENGE

School transmutation; **Level** cleric 8, psychic 8, shaman 8, sorcerer/wizard 8, spiritualist 6, witch 7
Casting Time 1 standard action
Components V, S, M (a scrap of a knight's banner)
Range short (25 ft. + 5 ft./2 levels)
Targets two creatures within 60 feet of one another; see text
Duration 1 round/level (D)
Saving Throw Will negates (see below); **Spell Resistance** yes
 You select one enemy and one willing ally as targets. The enemy gains a new Will saving throw at the beginning of each turn, and on a successful saving throw the spell ends. Both targets remain visible and audible, and can see and hear other creatures, but cannot physically interact with any creature save one another. Spells or weapon attacks from the affected creatures impact only each other, though spells might affect terrain or other factors not related to other creatures. If one of the creatures becomes unconscious or dies, or if the effect is dispelled, the effect ends for both of them.

SPELLCURSE

School necromancy [curse^{UM}]; **Level** antipaladin 2, cleric 3, inquisitor 2, occultist 4, psychic 3, shaman 4, witch 3
Casting Time 1 standard action
Components V, S, M (a fragment of a destroyed magical item)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes
 You disrupt any spell energy affecting your target, causing that energy to crackle with power and harm the target. The target takes 1d6 points of damage for each spell with a duration of 1 round or greater currently affecting it. The spells themselves are not dispelled or modified.

WARP METAL

School transmutation [earth]; **Level** bloodrager 4, cleric 4, druid 4, medium 4, occultist 4, psychic 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a twisted wire)
Range close (25 ft. plus 5 ft./2 levels)
Targets 1 Small wooden object/level, all within a 20-ft. radius; see text
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)
 You cause metal to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a successful Strength check to open, at your option). A vehicle grinds to a halt and ceases to operate. Warped ranged weapons are useless. A warped melee weapon imposes a -4 penalty on attack rolls.
 You can warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.
 Alternatively, you can unwarped metal (effectively warping it back to normal) with this spell. *Make whole*, on the other hand, does nothing to repair a warped item.
 You can combine multiple consecutive castings of *warp metal* to warp (or unwarped) an object that is too large for you to warp with a single casting. Until the object is completely warped, it suffers no ill effects.

CHARACTER OPTIONS

Magic is pervasive, and many characters find new and interesting ways to use it to boost their existing abilities.

DROVIER (DRUID ARCHETYPE)

Droviars view their allies and adventuring companions as a herd or pack to be protected and directed, with variations on that theme ranging from culture to culture. The orcs of Belkzen see droviars as alpha predators, offering tribal warriors totemic power in exchange for obedience in combat. The elves of the Mwangi Expanse regard them as spokespeople for the jungle, adopting aspects that help preserve and defend the land.

Nature's Bond (Ex): A drovier must take the Animal domain with this ability, or the Eagle or Wolf animal domains from pages 34 and 36 respectively of *Pathfinder RPG Ultimate Magic*.

This ability modifies nature's bond.

Communal Aspect (Su): At 4th level, a drovier can imbue her allies (including herself) with an aspect of a

wild animal. As a standard action, she chooses an animal totem and grants the abilities of that totem to every ally within 30 feet. This otherwise functions like the spell *animal aspect*^{UC}. She can use this ability for 10 minutes per druid level each day. This duration does not need to be consecutive, but it must be used in 10-minute increments. If she uses the ability to grant a new aspect, any previous aspect immediately ends. At 20th level, the drovier can use this ability at will.

At 6th level, the drovier's communal aspect ability grants the benefits of the spell *greater animal aspect*^{UC}. The drovier can still choose only one aspect to grant her allies. At 8th level, the drovier can choose to grant her allies the benefits of the spell *aspect of the falcon*^{APG} instead of an animal aspect. At 10th level, the drovier can choose to grant her allies the benefits of the spell *aspect of the bear*^{APG} instead of an animal aspect. At 12th level, the drovier can choose to grant her allies the benefits of the spell *aspect of the stag*^{APG} instead of an animal aspect. At 14th level, the drovier can choose to grant her allies the benefits of the spell *aspect of the wolf*^{APG} rather than an animal aspect.

This replaces wild shape.

INVESTIGATOR AND ROGUE TALENTS

Investigators, ninja, and rogues (including the rogue from *Pathfinder RPG Pathfinder Unchained*) can choose the following talents to improve their skill at magical augmentation. Though each talent is prominent in a different region, any investigator, ninja, or rogue who meets a talent's prerequisites can take any of the following talents.

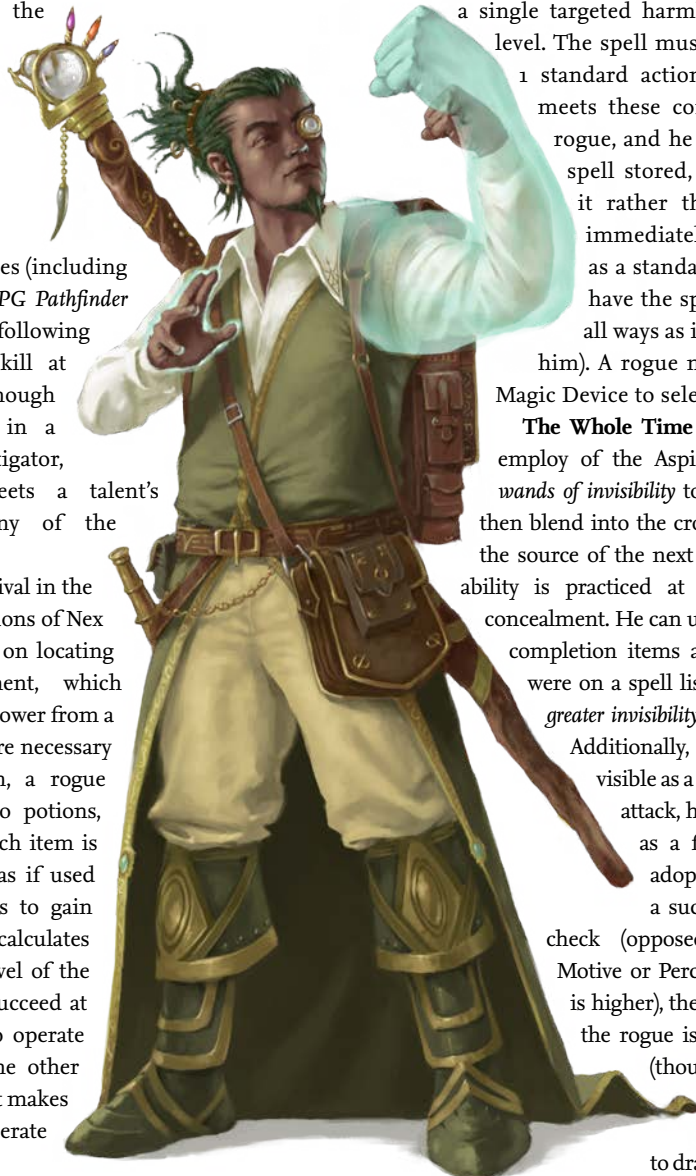
Eldritch Conduit (Su): Survival in the Mana Wastes between the nations of Nex and Geb can depend heavily on locating sufficient magical equipment, which sometimes involves stealing power from a wand or scroll to power a more necessary one. As a full-round action, a rogue with this talent can use two potions, two wands, or two scrolls. Each item is expended or loses a charge as if used normally. The rogue chooses to gain the magical effect of one, but calculates its effects using the caster level of the other. The rogue must still succeed at a Use Magic Device check to operate scrolls or wands unless some other ability allows him to do so, but makes only one skill check to operate both items.

Just a Face in the Crowd (Su): The rabble-rousers of Galt can blend into a crowd and are able to hide and spot others who appear to be hiding. The rogue gains a bonus equal to half his class level on Disguise and Perception checks when 10 or more creatures of his size are within 30 feet of him.

Occult Dungeoneer (Su): Street thieves in Absalom expect wares to be securely locked, and sometimes it takes high-quality tools and magic training to ensure there's a meal at the end of the day. A rogue with this ability can use spell-trigger and spell-completion items as if the following spells were on a spell list to which he has access: *detect secret doors*, *detect traps*, *knock*, *locate object*, and *obscure object*. If the spell-trigger device allows a wielder to apply his own caster level (such as with a staff), the rogue may use his class level as his caster level. The rogue may also use *knock* as a supernatural ability once per day, using his rogue level as his caster level.

Spell Storing (Su): The rogue can store within himself a single targeted harmless spell of up to 2nd level. The spell must have a casting time of 1 standard action. Anytime a spell that meets these conditions is cast on the rogue, and he does not already have a spell stored, he can choose to store it rather than have it take effect immediately. Anytime afterward, as a standard action, the rogue can have the spell take effect (acting in all ways as if it had just been cast on him). A rogue must have 1 rank of Use Magic Device to select this talent.

The Whole Time (Su): Mercenaries in the employ of the Aspis Consortium often use *wands of invisibility* to attack protected targets, then blend into the crowd to escape or disguise the source of the next attack. A rogue with this ability is practiced at attacking from magical concealment. He can use spell-trigger and spell-completion items as if the following spells were on a spell list to which he has access: *greater invisibility*, *invisibility*, and *vanish*^{APG}. Additionally, if the rogue becomes visible as a result of a weapon or spell attack, he can sheathe his weapon as a free action and instantly adopt a neutral posture. With a successful Bluff or Disguise check (opposed by witnesses' Sense Motive or Perception checks, whichever is higher), there is no obvious sign that the rogue is the source of the attack (though a lack of any other reasonable candidate can still lead observers to draw the correct conclusion).



Magical Damage

Magic is an incredibly flexible power; those who wield it can create effects as subtle as a breeze and as invisible as an odor—or annihilate enemies with a barrage of deadly energies.

GENERAL TACTICS

Many enemies have specific weaknesses or vulnerabilities to certain types of damage that are best exploited by magic. Magic weapon special abilities such as *corrosive*^{APG}, *flaming*, *frost*, and *shock* are the most common means of harnessing magical damage, as these enhancements can be placed upon virtually any weapon available on Golarion. More experienced adventurers often favor the *corrosive burst*^{APG}, *flaming burst*, *icy burst*, *shocking burst*, and *thundering* special abilities, while those with a grudge to settle against a particular kind of hated foe employ the *bane* special ability.

A great number of wondrous items have the ability to deal magic damage to opponents without the need for any special training. Included among them are *beads of force* as well as the various kinds of *necklaces of fireballs*, both of which require

nothing more than a simple toss to activate. Likewise, *elixirs of dragon breath*^{UE} and *elixirs of fire breath* need only be imbibed to impart explosive energy attacks to their drinker.

Although alchemical items aren't truly magical in nature, the effects they produce allow even those without the capacity for spells to deal magic damage. Few adventurers set off into the wilderness without several vials of acid and alchemist's fire in their possession, and, while more expensive than either, liquid ice^{APG} is invaluable when used against foes vulnerable to cold. Against evil outsiders and the undead, holy water burns like acid, and oozes quickly begin dissolving when exposed to alkali flasks^{UE}.

ADVANCED TACTICS

Characters with an affinity for magic or who can reliably activate scrolls, wands, and staves may favor the tactics below.

Few magical effects can compete with martial skill in terms of single-target damage, but magical damage shines when it can be loosed upon numerous enemies simultaneously. Spells such as *burning hands*, *chain lightning*, *cone of cold*, *fireball*, and *lightning bolt* allow spellcasters (most often arcane spellcasters) to deal significant damage to multiple foes. Among divine spellcasters, clerics' ability to channel positive or negative energy can easily wreak havoc upon droves of enemies vulnerable to those types of energy.

Although most conjuration spells focus on conjuring creatures or objects, a fair number of them are capable of unleashing tremendous amounts of damage by moving energy or objects to harm the spellcaster's foes, or by moving creatures or objects into harm's way. Spells from the evocation school draw upon large quantities of magical energy to create flashy effects, most often in the form of bursts of magical damage. Arcanists, sorcerers, and wizards are known for the sheer amount of destruction they can cause using evocation spells, but clerics, druids, oracles, and psychics are also capable of using such spells to produce spectacularly destructive effects.

FEATS

The following feats enable characters with an aptitude for spellcasting to enhance the effects of their damage-dealing spells and abilities.

BURNING AMPLIFICATION

You can expend some of the energy of your fire spells to make the flames linger long enough to cause your opponents to catch ablaze.

Benefit: Whenever you cast a spell with the fire descriptor, you can take a –1 penalty on the spells' attack rolls and reduce the spell's saving throw DC by 1 to cause any target that is dealt fire damage to catch on fire (*Pathfinder*



RPG Core Rulebook 444). The targets do not take burning damage for catching on fire until their next turn, and each target can attempt a Reflex saving throw to put out the fire before being damaged each round. Rather than the normal DC 15 Reflex saving throw to put the fire out, the target must succeed at a Reflex saving throw with a DC equal 10 + the spell's level + the modifier of your spellcasting ability score). You must choose to use this feat before making an attack roll or before your targets attempt their saving throws. This feat has no effect on spells that neither allow a saving throw nor require an attack roll.

CHANNELING VARIANCE

You alter your channeled energies based on your god's tenets.

Prerequisites: Domain class feature, channel energy class feature, must worship and receive spells from a deity.

Benefit: Choose one variant channeling ability (*Pathfinder RPG Ultimate Magic* 28). The chosen ability must match one of your deity's domains, subdomains, or areas of concern. Three times per day when you channel energy, you can apply the modifications of the chosen variant channeling ability to your channeled energy, including reductions to the damage dealt or healing performed by your channeled energy.

If you already have a variant channeling ability, this feat instead allows you to channel energy without the modifications of your chosen variant channeling ability (including reductions to the damage dealt or healing performed by your channeled energy) three times per day.

Special: This feat can be selected twice. The second time you do, you can use Channeling Variance whenever you channel energy instead of just three times per day.

CHILLING AMPLIFICATION

Your cold spells render their targets sluggish.

Benefit: Whenever you cast a spell with the cold descriptor, you can take a -1 penalty on attack rolls made with the spell and reduce the spell saving throw's DC by 1 to cause any target that is dealt cold damage by the spell to have its movement speed reduced by 5 feet and become unable to take 5-foot steps. This effect lasts for 1 round + 1 round per 3 spell levels of the spell. You must choose to use this feat before making an attack roll or before your targets attempt their saving throws. This feat has no effect on spells that neither allow a saving throw nor require an attack roll.

EXPANDED METAKINESIS

You can augment the destructive force of your kinetic blast in new ways.

Prerequisites: Kinetic blast^{OA} class feature, metakinesis^{OA} class feature.

Benefit: Select one of the following metamagic feats: Disrupting Spell^{APG}, Ectoplasmic Spell^{APG}, Furious Spell^{OA}, Merciful Spell^{APG}, or Piercing Spell^{UM}. By accepting 1 point of burn, you can alter your kinetic blast as if using the selected metamagic feat.

Special: This feat can be chosen multiple times. Each time, you select a different metamagic feat.

EXTRA VARIANCE

You can augment your channeled energy in new ways.

Prerequisites: Channeling Variance or variant channeling ability, channel energy class feature.

Benefit: You gain one additional variant channeling ability that matches one of your deity's domains, subdomains, or areas of concern. Three times per day, you can apply the modifications of this variant channel energy, reducing the damage dealt or healing performed by your channeled energy as normal. You cannot apply more than one variant channeling ability to your channeled energy at once.

Special: You can select this feat multiple times. Each time you do, you gain another variant channeling ability. If you have chosen Channeling Variance twice, you can use any variant channeling ability chosen with this feat whenever you channel energy.

MANIFOLD STARE (COMBAT, STARE)

Your hypnotic gaze causes tremendous pain in its victims.

Prerequisites: Mesmerist level 3rd, painful stare^{OA} class feature.

Benefit: You can trigger your painful stare one additional time per round.

Special: This feat can be taken once by a 3rd-level mesmerist, and again when he reaches 9th and 15th levels. Its effects stack. A mesmerist can take this feat in place of a bold stare improvement^{OA}.

SHOCKING AMPLIFICATION

Your electricity spells tire their targets.

Benefit: Whenever you cast a spell with the electricity descriptor that targets one or more creatures, you can take a -1 penalty on attack rolls made with the spell and reduce the spell's saving throw DC by 1 to cause the target closest to you that is dealt electricity damage by the spell to become fatigued for 1 round. This cannot cause a creature that is already fatigued to become exhausted. You must choose to use this feat before making an attack roll or before your target attempts its saving throw. This feat has no effect on spells that neither allow a saving throw nor require an attack roll.

SPELLS

The following spells give spellcasters additional ways to rain terrible destruction upon their foes.

BITING WORDS

School evocation [language-dependent, sonic]; **Level** bard 1, bloodrager 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

Your voice becomes suffused with magic so that you can harm your opponents with but a word. As a standard action, you can target one

opponent within 30 feet with a ranged touch attack by speaking to it, dealing an amount of damage equal to 1d6 + your Strength or Charisma modifier, whichever is higher. The damage dealt is bludgeoning, piercing, and slashing damage and can be reduced by damage reduction. Each attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

You can attack with *biting words* by shouting instead of speaking intelligibly. When doing so, the amount of damage dealt by the attack is reduced to 1d4 + 1/2 your Strength or Charisma modifier (whichever is higher), but the spell doesn't count as having the language-dependent descriptor for that attack.

BOUNCING BOMB ADMIXTURE

School transmutation; **Level** alchemist 3

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round

Saving Throw Will negates (harmless); **Spell Resistance** no

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of the next bomb you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (a formula with "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw your next bomb, choose one target that would normally be hit by the bomb's splash damage. The target is affected as if it suffered a direct hit from the bomb instead.

RELEASE THE HOUNDS

School conjuration (summoning); **Level** bard 5, druid 5, shaman 5, sorcerer/wizard 5, summoner 5, with 5

Casting Time 1 standard action

Components V, S, M/DF (shards of a canine's fang)

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

Effect one pack of canines

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons a pack of canines that respond to the spellcaster's commands and act in perfect unison, causing them to function like a swarm. The pack uses the statistics for a winter wolf (*Pathfinder RPG Bestiary* 280), except it loses its breath weapon, the cold subtype, and its cold special attack and gains the swarm subtype, a swarm attack that deals 3d6 points of damage, and the distraction special attack (DC 17). Whenever the pack damages an opponent with its swarm attack, it can immediately attempt a trip combat maneuver check against that creature with its trip special attack. The pack does not gain any damage reduction or immunity to damage and can be attacked by effects that target a specific number of creatures, though such attacks deal 1/4 the normal amount of damage (25%) and effects that don't deal hit point damage are only 25% likely to work.

CHARACTER OPTIONS

The following allow some classes to improve their competency with magical weapons and damage-dealing spells.

ADVANCED WEAPON TRAINING (FIGHTER)

Rather than broadening their martial skills, some fighters focus their talents on harnessing the innermost secrets of their magical weapons. Advanced weapon training options replace the fighter's choice of additional weapon training groups at 9th, 13th, and 17th levels and are described in full on pages 18–19 of *Pathfinder Player Companion: Weapon Master's Handbook*.

Item Mastery: The fighter gains an item mastery feat (see pages 30–31 and pages 26–27 of *Weapon Master's Handbook*) as a bonus feat, which functions with any magic weapon he wields, even if the magic weapon does not meet the feat's normal requirements. He must meet all of the feat's prerequisites.

Warrior Spirit (Su): The fighter can forge a spiritual bond with a weapon that belongs to the associated weapon group, allowing him to unlock the weapon's potential. Each day, he designates one such weapon and gains a number of points of spiritual energy equal to 1 + his weapon training bonus. While wielding this weapon, he can spend 1 point of spiritual energy to grant the weapon an enhancement bonus equal to his weapon training bonus. Enhancement bonuses gained by this advanced weapon training option stack with those of the weapon, to a maximum of +5.

The fighter can also imbue the weapon with any one weapon special ability with an equivalent enhancement bonus less than or equal to his maximum bonus by reducing the granted enhancement bonus by the amount of the equivalent enhancement bonus. The item must have an enhancement bonus of at least +1 (from the item itself or from warrior spirit) to gain a weapon special ability. In either case, these bonuses last for 1 minute.

BLOODLINE MUTATIONS (BLOODRAGER AND SORCERER)

Although heirs to similar arcane bloodlines may share commonalities, the unique circumstances in which a bloodline enters a bloodrager or sorcerer's lineage can result in the manifestation of particularly strange or unusual bloodline powers known as mutations. Whenever a bloodrager or a sorcerer gains a new bloodline power, she can swap her bloodline power for a bloodline mutation whose prerequisites she meets. Once this choice is made, it cannot be changed, and a bloodrager or sorcerer cannot swap a bloodline power that she has altered or replaced with an archetype for a bloodline mutation. A bloodrager need not be in a bloodrage to use her bloodline mutation powers.

Alternatively, a bloodrager or sorcerer can select a bloodline mutation in place of a bloodline bonus feat, provided her class level is at least equal to the level of the bloodline ability the mutation normally replaces.

Blood Havoc: Whenever you cast a bloodrager or sorcerer spell that deals damage, add 1 point of damage per die

rolled. This benefit applies only to damaging spells that belong to schools you have selected with Spell Focus or that are bloodline spells for your bloodline. This ability replaces the sorcerer's 1st-level bloodline power or the bloodrager's 4th-level bloodline power.

Blood Intensity: Whenever you cast a bloodrager or sorcerer spell that deals damage, you can increase its maximum number of damage dice by an amount equal to your Strength or Charisma modifier, whichever is higher. This otherwise functions as—and does not stack with—the Intensified Spell^{UM} feat. You can use this ability once per day at 3rd level and one additional time per day for every 4 caster levels you have beyond 3rd, up to five times per day at 19th level. This ability replaces the sorcerer's 3rd-level bloodline power or the bloodrager's 8th-level bloodline power.

Blood Piercing: When you cast a bloodrager or sorcerer spell that deals damage, creatures affected by the spell reduce their energy resistance and spell resistance against the spell's effects by an amount equal to your Strength or Charisma modifier, whichever is higher. You can use this ability once per day at 4th level and one additional time per day for every 5 caster levels you have beyond 3rd, up to four times per day at 18th level. This ability replaces the sorcerer's 9th-level bloodline power or the bloodrager's 4th-level bloodline power.

HAVOCKER (WITCH ARCHETYPE)

Although most witches are guided to subtle curses and debilitating hexes by their mysterious patrons, some are instead taught the secrets of harnessing raw, destructive elemental power.

Patron Element: A havocker's patron grants her the ability to devastate her foes with a specific element. At 1st level, rather than selecting a standard patron and gaining patron spells, the witch selects a specific kineticist element (*Pathfinder RPG Occult Adventures* 14), which represents the shadowy forces from which she gains her familiar and class powers. The havocker gains the elemental focus and kinetic blast class features with the associated element, using her witch level as her effective kineticist level. If the havocker takes levels in another class that grants an elemental focus, the elemental focuses must be the same type, even if that means that the elemental focus of one of the classes must change. Subject to GM discretion, the havocker can change her former elemental focus to make them conform.

This ability alters the witch's familiar and replaces the witch's 1st-level hex.

Infusion: At 2nd level and every 4 witch levels thereafter, the havocker gains an infusion wild talent from the list of options available based on her elemental focus, functioning as the kineticist ability of the same name. A havocker must meet the prerequisites of the infusion wild talent and can't accept burn (but see the spellburn ability below).

This ability replaces the witch's hexes from 2nd level on, major hex, and grand hex.

Spellburn: Beginning at 2nd level, a havocker can channel stored spell energy into her kinetic blast to increase the blast's overall utility and power. To use her infusions, the havocker must lose a prepared witch spell to apply the infusion to her kinetic blast. Any spell sacrificed is required to have a spell level equal to or greater than the infusion's effective spell level. The havocker cannot accept additional burn if the infusion would allow her to do so.

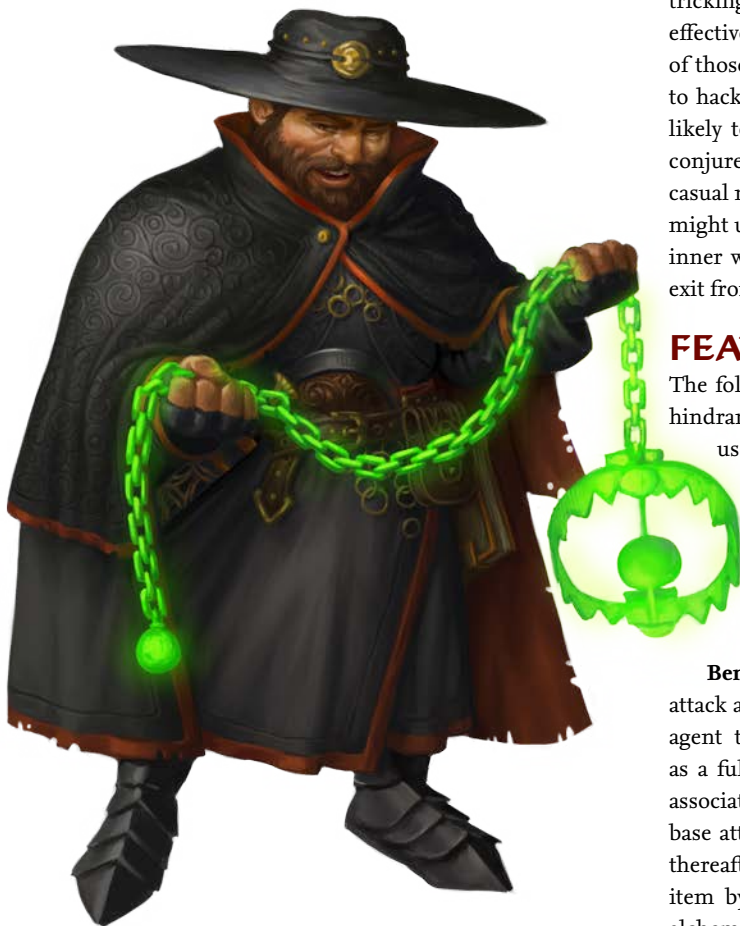


Magical Hindrances

You don't always have to destroy your enemies. Sometimes all you need is to inconvenience them enough to make sure they can't achieve goals. Magical hindrances come in two distinct forms: battlefield control and traps. Effects such as temporary walls and pits are means of shaping the landscape of a combat, determining where foes can stand and blocking line of sight and line of effect, while magically etched sigils and symbols can serve as traps waiting to be sprung. Magical hindrances represent ways to alter a fight, whether by forcing enemies into inopportune positions or buying your party time to regroup from an unexpected threat.

GENERAL TACTICS

Even without powerful spells, characters can use alchemical items to hinder enemies and manipulate the battlefield. Simple items such as smokesticks can break up lines of sight, and tanglefoot bags can be thrown at foes to mire them where they stand. Magic items and spells allow for more varied and effective ways to manipulate the physical makeup of a battlefield. Spells like *obscuring mist* and *sleet storm* block the vision of most enemies, along with various types of illusory magic. PCs and NPCs alike can use such effects to set up ambushes or obscure deadlier hindrances.



Magical traps are a staple of most dungeons, and some enterprising spellcasters employ them even in the midst of combat. Illusory magic can trick a creature into wandering haplessly into a pit. Symbols and runes can be magically enhanced to create a plethora of different effects, ranging from explosions to the erosion of the victim's sanity. Be aware of such possibilities, and make sure those skilled at handling such nefarious traps set the stage for your battles!

ADVANCED TACTICS

On their own, spells such as *fog cloud* and *obscuring mist* do simply hamper the vision of affected enemies. By combining the casting of such a spell with another hindrance—pit spells being a fantastic example—the entire battlefield can change in an instant, with enemies none the wiser. A coordinated use of readied actions can force foes into danger; one spellcaster could create a damaging area (such as using *cloudkill* to poison a foe), while another spellcaster who has readied an action employs a magical hindrance (such as a *wall of iron*) to box in the foe near the hazard.

Deploying and activating traps is the hardest part of using them. While many spellcasters can cast *explosive runes* or *sepia snake sigil*, true mastery of these spells is more about tricking someone into activating them. One of the most effective ways to set up such traps is to prey on the emotions of those who will eventually trigger them. An enemy forced to hack through a *wall of ice* while chasing you is far more likely to investigate symbols on the true wall beyond the conjured ice than it would be if it entered the area in a more casual manner. Similarly, a wizard who falls down a pit trap might unsuspectingly read a set of *explosive runes* lining the inner walls of the pit, believing they might reveal a secret exit from the pit.

FEATS

The following new feats manipulate the ways that magical hindrances can be managed in combat, allowing for new uses of existing effects.

ALCHEMICAL STRIKE (COMBAT)

By focusing all your attention into a single attack, you vastly increase the effectiveness of thrown alchemical items.

Prerequisites: Throw Anything, base attack bonus +6.

Benefit: You can throw a single alchemical item as a full-attack action, increasing the effectiveness of the alchemical agent thrown. When throwing a single alchemical item as a full-attack action, you increase the DC of any effects associated with that alchemical item by 2. When your base attack bonus reaches +11 and every 5 points of bonus thereafter, increase the saving throw DC of the alchemical item by an additional 2. This feat does not apply to an alchemist's bombs.

Special: An alchemist can take this feat in place of an alchemist discovery. He does not need to meet its prerequisites. The alchemist uses his class level, rather than the base attack bonus granted by the alchemist class, to calculate his total base attack bonus for the purposes of determining the bonus granted by this feat.

DISCONCERTING STARE (COMBAT, STARE)

Your painful stare unnerves your target, making it oblivious to its surroundings.

Prerequisites: Mesmerist level 5th, painful stare^{OA} class feature.

Benefit: When you trigger your painful stare, the target must succeed at a Will save (DC = 10 + 1/2 your mesmerist level + your Charisma modifier) or take a –6 penalty on Disable Device and Perception checks and a –2 penalty on Reflex saves for the next minute. If the target has the trap finding or trap sense class ability and fails this save, the target also loses the benefit of that ability (or abilities) for 1 minute.

HINDRANCE DISMISSAL

You’ve mastered the art of dismissing certain spells when they become a problem for you or your allies.

Benefit: You can dismiss any pit spell (such as *create pit*^{APG}, *hungry pit*^{APG}, *spiked pit*^{APG}, and similar spells with “pit” in their names) or wall spell (such as *wall of fire*, *wall of ice*, and similar spells with “wall” in their names) you cast. The spells must have a duration of at least 1 round. This ability follows the normal rules for dismissing spells, allowing you to dismiss conjured pits and walls as a standard action.

Normal: Several pit and wall spells cannot be dismissed without the use of this feat.

SPELLS

The following spells create hindrances that can be used to cordon off areas of the battlefield or unseen traps that can redirect movement.

ROAMING PIT

School conjuration (creation); **Level** cleric 6, druid 6, psychic 6, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M (powered diamond dust worth 10 gp)

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

Effect mobile 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration 1 round/level

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

This spell functions as *create pit*^{APG}, except the pit is capable of movement. As a move action, you can direct the pit to move up to 20 feet, though it must always remain on a horizontal surface large enough to accommodate its area. If the pit’s movement causes it to share a space with a creature on the same horizontal surface, that creature must succeed at a Reflex saving throw or fall into the pit. Any creature that avoids falling into the pit when it reaches its new destination moves to the nearest safe space. Creatures that fall into the pit move with it if it is relocated.

WALL OF BONE

School necromancy; **Level** antipaladin 4, bloodrager 4, cleric 4, psychic 4, sorcerer/wizard 4, spiritualist 4

Casting Time 1 standard action

Components V, S, M (a polished humanoid femur)

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

Effect solid wall of humanoid bones with an area of up to one 5-ft. square/level

Duration 1 minute/level

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

This spell creates a vertical wall of skeletal arms that attaches itself to any solid surface. The wall of bone works identically to *wall of stone* except as noted above and in this spell description. The *wall of bone* is 1 inch thick per 4 caster levels and composed of up to one 5-foot square per level. The wall created must be vertical, and must rest upon a firm foundation. It cannot be used to bridge a chasm, for instance, or to act as a ramp. Each 5-foot square of the wall has hardness 4 and 7 hit points per inch of thickness. A section of wall whose hit points drops to 0 is breached. If a creature tries to break through the wall with a single attack, the DC of the Strength check is equal to 15 + 2 per inch of thickness.

For each creature adjacent to the wall, the skeletal hands attempt a combat maneuver check to grapple it. The skeletal hands do not provoke attacks of opportunity. They make their attacks at the start of your turn, when the wall is summoned, or when an enemy first moves adjacent to the wall. The skeletal hands’ CMB is equal to your caster level, and they can grapple a Huge or smaller creature with no penalty.

If the wall successfully grapples a foe, that foe takes 1d6 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The wall cannot move or pin foes. Each round the wall succeeds at a grapple combat maneuver check, it deals 1d6 additional points of damage. The CMD of the wall, for the purposes of escaping the grapple, is equal to 10 + its CMB.

RODS OF HINDRANCE

Because they can be used with no special training, rods are a popular form of magic item for characters looking to boost their arsenals with eldritch options. Rods that help control the battlefield are especially popular, and many are created by the Arcanamirium in Absalom as a result of its long history of arming the city’s defenders against sieges.

GRAVITIC FORCE ROD

AURA strong transmutation	CL 15th	PRICE 60,000 GP
		WEIGHT 4 lbs.

This heavy leaden rod is carved with a series of glyphs that resemble Terran writing. It has a single activation stud at its base. A creature can activate the rod by pressing the stud or by placing the rod on the ground. Once activated, the rod creates a field of intensified gravity within a 100-foot radius. Creatures within the area weigh twice as much as normal, can move only at half speed, can jump only half as far as normal,

and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by two steps (from good to poor, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Fly check.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
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Craft Rod, *reverse gravity*

ROD OF HINDERED HEALING		PRICE 30,000 GP
AURA moderate necromancy	CL 7th	WEIGHT 4 lbs.

This black steel rod is capped by a circular pattern of pristine human finger bones. While held by a living creature, the rod radiates a moderate aura of negative energy that affects magical healing within a 60-foot radius of the wielder. Living creatures within this area must succeed at a DC 16 Will saving throw whenever they are subject to magic healing or receive only half the normal amount of healing.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
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Craft Rod, *inflict critical wounds*

ROD OF PERILOUS PITS		PRICE 25,000 GP
AURA faint enchantment	CL 5th	WEIGHT 4 lbs.

This rod roughly resembles a torch with a small brass cage at the end. The wielder can cast any spell of 3rd level or lower into the rod. The rod can contain one spell at a time; casting a new spell into it replaces the older one. As long as a spell is contained within the rod, the brass cage glows as brightly as a candle. The wielder of a *rod of perilous pits* can use the rod when casting a pit spell (*create pit*^{APG}, *hungry pit*^{APG}, and similar spells with “pit” in their names). Doing so changes that spell’s casting time to a full-round action (or adds 1 round, if the casting time is already at least 1 full round). After successfully casting the pit spell, the rod’s wielder can choose to manifest the contained spell inside the summoned pit. The contained spell manifests at the bottom of the pit, but does so after creatures have attempted their initial saves to avoid falling in. This allows the caster to center spells with a duration of instantaneous (such as *fireball*) or spells with longer durations (such as *stinking cloud*) within the pit.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP
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Craft Rod, *create pit*^{APG}, creator must be a caster of at least 12th level

ROD OF SPELLSIGHT		PRICE 12,000 GP
AURA strong divination	CL 13th	WEIGHT 6 lbs.

This beautiful ivory rod is embedded with countless sapphires and covered with intricate designs inlaid in silver. The vision of a *rod of spellsight*’s wielder is unaffected by any magical cloud, fog, mist, smoke, or vapor effect. This allows the wielder to see through the effects of *fog cloud*, *obscuring mist*, and even *incendiary cloud*. The rod does not protect the wearer against blinding effects such as *blindness/deafness* or the blinding effect of *glitterdust*.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Rod, *gust of wind*, *true seeing*

CHARACTER OPTIONS

Some characters focus on hindering their foes to a much greater degree than is typical, mastering one or more specific forms of battlefield control.

DIMENSIONAL EXCAVATOR (ALCHEMIST ARCHETYPE)

Alchemists are often drawn to the Mana Wastes to study the strange energies and interactions that can be found there. Though many overeager alchemists ultimately disappear during research expeditions, more cautious scholars of alchemy in Alkenstar are content to simply read the notes left behind by their more adventurous kindred. Some of these scholars have discovered and recorded ways to cause their bombs to create minor tears in the fabric of reality, forming extradimensional pits to vex their foes.

Extradimensional Extract (Su): The intense study a dimensional excavator applies to dimensional forces causes him to treat his class level as 2 lower when qualifying for alchemist discoveries other than those granted by Precipitous Discoveries (see below). At 4th level, the dimensional excavator adds *create pit*^{APG} to his list of extracts known, treating it as a 2nd-level alchemist extract. He can create an extract of this spell, which can then be thrown as a ranged attack, targeting a creature or square. If it strikes a square, the pit manifests in that area and all nearby creatures are affected normally. If a creature is struck, the pit manifests in the creature’s location, and the struck creature must succeed at a Reflex save with a –2 penalty or fall into the pit.

This alters the discovery ability, and replaces the discovery gained at 4th level.

Precipitous Discoveries (Su): At 6th level, a dimensional excavator can choose to learn an additional pit spell in place of learning a new discovery. The alchemist must be able to use an extract of the appropriate level to select a pit spell as an extract. He can add the following spells to his extracts known, and use them as per the extradimensional extract ability: *spiked pit*^{APG} (3rd-level extract), *acid pit*^{APG} (4th-level extract), *hungry pit*^{APG} (5th-level extract).

This alters the discovery ability.

PATIENT AMBUSER (HUNTER ARCHETYPE)

Wandering the wilds of Golarion, some hunters eschew the bond of innate teamwork with their animal companions. Instead, these hunters master the creation and deployment of intricate ranger traps (*Pathfinder RPG Ultimate Magic* 64), often using themselves or their animal companions to lure foes into their snares.

Class Skills: A patient ambusher adds Disable Device to her list of class skills.

This alters the hunter’s class skills.

Trapfinding: A patient ambusher adds 1/2 her hunter level on Perception checks to locate traps and on Disable Device skill checks (minimum +1). A patient hunter can use Disable Device to disarm magic traps.

This ability replaces nature training.

Trap: At 3rd level, a patient ambusher learns how to create a snare trap. The patient ambusher can use this and other learned traps a total number of times per day equal to 1/2 her patient ambusher level + her Wisdom modifier.

This ability replaces the hunter tactics class feature.

Learned Traps: At 3rd level and every 3 hunter levels thereafter, a patient ambusher can learn a new type of trap. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The patient ambusher cannot select an individual trap more than once.

This ability replaces teamwork feats.

Launch Trap: At 10th level, a patient ambusher can affix a magical ranger trap to an arrow, a crossbow bolt, or a thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the hunter had set the trap in that square, except the DC is 5 lower than normal. If the trap is fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (attempting a saving throw, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trap starts when it is created, not when it is used.

This ability replaces raise animal companion.

SPELL TRAPPER (MAGUS ARCHETYPE)

Spell trappers are found in lands where hunting and magic are abundant, particularly the deserts of Thuvia and the harsh lands of Geb and Nex. They forsake much of their arcane skill and martial knowledge in exchange for the ability to conjure magical traps to hinder their foes.

Class Skills: A spell trapper adds Disable Device to his list of class skills in place of Knowledge (planes).

This alters the magus's class skills.

Diminished Arcana: A spell trapper treats his effective magus level as 3 lower when determining which arcana he can select. A spell trapper can choose to learn a new trap (see Spell Traps below) in place of learning a new magus arcana.

This modifies the magus arcana ability.

Spell Traps (Sp): At 4th level, a spell trapper learns how to craft magical traps in exchange for the use of spell slots. These traps work as ranger traps (*Ultimate Magic* 64), except they always count as spell-like abilities. A spell trap is always considered magical, and is treated as a spell with a spell level equal to 1/3 the spell trapper's class level. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full hour that passes after it is set. Upon gaining this ability, the spell trapper automatically knows the snare trap.

Setting a spell trap is a full-round action that provokes attacks of opportunity. If attacked during the course of conjuring a trap, the spell trapper must attempt a concentration check, as though damaged while casting a spell. A trap fills a single 5-foot square, and cannot be placed

in the same area as another spell trapper trap or a magical trap such as a *glyph of warding*. Spell trappers need access to a material component pouch to craft spell traps (unless they have the Eschew Materials feat) and must sacrifice a spell slot to create the trap. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and saving throws to avoid it are equal to 10 + 1/2 the spell trapper's magus level + the spell slot level sacrificed to create the trap. All spell traps are **Trigger** location, and **Reset** none.

This ability replaces spell recall.

Distant Trapping (Sp): At 10th level, a spell trapper can create spell traps at a distance. She can create her traps at close range (25 feet + 5 feet per 2 caster levels) as a full-round action that provokes attacks of opportunity.

This replaces the fighter training ability.



Magical Knowledge

Knowledge is power, and obtaining knowledge through magical means is often easy and quick. With an entire school of magic dedicated to divining information, mystic methods for answering questions abound.

GENERAL TACTICS

Magic items that allow any character to gain information generally fall into one of two categories: those that improve existing senses or abilities, and those that reveal information that is otherwise unavailable to the user.

In the former category, many inexpensive magic items—such as *elixirs of vision*, *eyes of the eagle*, and *goggles of minute seeing*—magically sharpen the user's senses. Items such as a *helm of comprehend languages and read magic* or *spectacles of understanding*^{UE} expand the wearer's ability to decipher unfamiliar texts. Items that enhance the wearer's Charisma or Charisma-based skills, such as a *circlet of persuasion*, improve the wearer's likelihood of gathering information in a crowd.

Several magic items in the latter category enable the user to uncover deception; the *candle of truth* and the *inquisitor's monocle*^{UE} are inexpensive options. *Deathwatch eyes*^{UE} allow the wearer to assess the health of allies and enemies at a glance, and can even pierce some disguises or illusions (such as an undead masquerading as a living creature). *Physician's spectacles*^{ACG} immediately identify poisons and diseases, while *treasure hunter's goggles*^{UE} provide the wearer with a suite of useful divinations.

ADVANCED TACTICS

Spellcasters have many options at their disposal for gaining magical knowledge. Some of the most useful divination spells are, fortunately, low-level spells. Cantrips and orisons such as *detect magic*, *detect poison*, and *sift*^{APG} can be used repeatedly, and divinations such as *detect undead*, *diagnose disease*^{UM}, and *see invisibility* can prevent various nasty surprises. Characters with the ability to use scrolls and wands—including through the Use Magic Device skill—can easily access many handy low-level divination spells.

Magical divinations that directly ascertain truth are useful, but sometimes unreliable. *Augury*,

divination, *object reading*^{OA}, and *scrying* all have a chance of failure, while knowledgeable outsiders conjured with the *planar ally* and *planar binding* spells are often fickle or demanding. Powerful spells such as *commune*, *commune with nature*, *discern location*, and *legend lore* all provide information without risk of error, and scrolls of these spells can be useful additions to any spellcaster's repertoire.

Certain magic or alchemical items allow for a better use of skill unlocks (presented in *Pathfinder RPG Pathfinder Unchained* and *Pathfinder RPG Occult Adventures*) to gain information. Mundane or alchemical items such as *aura goggles*^{OA}, a *talking board*^{OA}, or *magnetized paper*^{OA} are useful for characters who want the most from their skill unlocks, as are the magical versions of these items, such as a *magic talking board*^{OA} or a *witching rod*^{OA}.

SPELLS

The following spells can help uncover knowledge or protect previously gained knowledge.

AKASHIC COMMUNION

School divination; **Level** bard 3, medium 3, mesmerist 4, occultist 3, psychic 3, shaman 3, sorcerer/wizard 4, spiritualist 4, witch 3

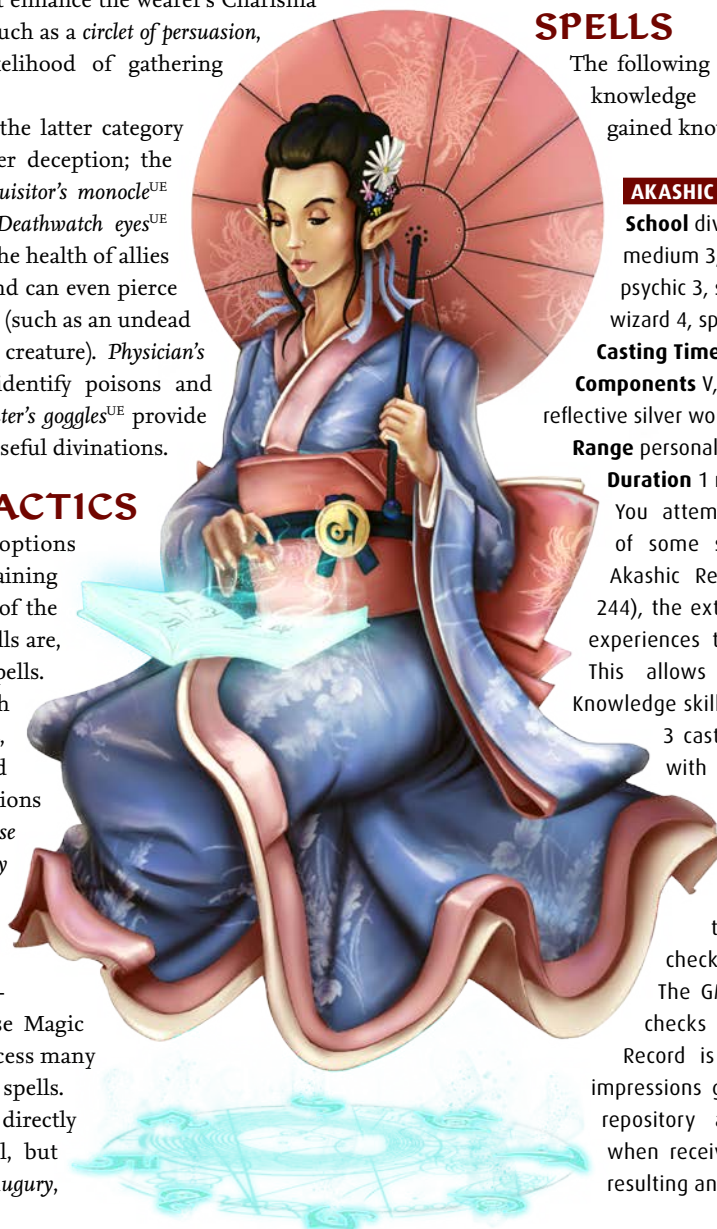
Casting Time 10 minutes

Components V, S, M/DF (a square of reflective silver worth 100 gp)

Range personal

Duration 1 minute/level

You attempt to obtain a glimpse of some specific event from the Akashic Record (*Occult Adventures* 244), the extraplanar repository of all experiences that have ever occurred. This allows you to attempt one Knowledge skill check of your choice per 3 caster levels you have, each with a +10 insight bonus. You are treated as trained in any Knowledge skills used for these checks, and can use this spell to reroll a Knowledge skill check you have already failed. The GM rolls these Knowledge checks in secret, as the Akashic Record is incredibly remote, and impressions gleaned from the distant repository are sometimes skewed when received. On a natural 1, the resulting answer is wildly inaccurate.



This spell provides experiential guidance based on your ability to understand the flashes of insight gleaned from the Akashic Record, rather than the perfect knowledge available to those who travel to the extraplanar repository of knowledge. If you lag, discuss the answers, or go off to do anything else, the spell ends. Once you have used this spell to gain information on a specific topic or event, you cannot use it for Knowledge checks regarding that topic or event again until you have gained a caster level.

BIND SAGE

School conjuration (calling); **Level** occultist 5, psychic 5, shaman 5, sorcerer/wizard 4, summoner 4, witch 5

Casting Time 10 minutes

Components V, S

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

Target one caulborn (*Pathfinder RPG Bestiary* 3 48)

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no and yes; see text

This variant of *planar binding* is specifically used to call one of the most knowledgeable types of outsiders: the immortal and prophetic caulborn (*Pathfinder RPG Bestiary* 3 48). This spell calls a single caulborn into a specially prepared trap. The caster of this spell can compel a bound caulborn only to provide information (using its Knowledge skills or *detect thoughts*); attempts to compel the caulborn to fight, guard a location, or perform some other task automatically fail.

This spell otherwise functions as *planar binding*. The most effective gifts for a caulborn are unique books or intelligent creatures upon whose thoughts the caulborn can feed. The true names of caulborn are nearly impossible to discover, as they are not inherently individualistic, but certain reclusive scholar communities in Kaer Maga may know titles by which specific caulborn can be called.

SECLUDED GRIMOIRE

School conjuration (summoning); **Level** magus 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S

Range touch

Target spellbook touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell sends a spellbook into a random but safe location on the Ethereal Plane, where it remains indefinitely. When you cast this spell, the target spellbook dissolves into quickly fading lines of energy and runes that reflect all of the spells stored within. Thereafter, you can retrieve the spellbook by concentrating as a standard action, causing it to reappear in your hands. You cannot cast this spell on another spellbook if you currently have a spellbook in the Ethereal Plane. No other creatures or objects accompany the spellbook you send away, and the duration of any spells currently affecting the spellbook continue normally.

MAGIC ITEMS

The following magic items are useful to characters who seek to expand their collection of knowledge or uncover hidden information.

LORE NEEDLE		PRICE 4,000 GP
SLOT head	CL 3rd	WEIGHT —
AURA faint transmutation		

This thick silver needle is approximately 6 inches long and can be carefully inserted into the brain of a willing or helpless target in order to magically expand the target's knowledge. Implanting a *lore needle* takes 10 minutes and requires a successful DC 15 Heal check. A user can insert the needle into her own head with a successful DC 25 Heal check. On a failure, the needle deals 2 points of Constitution damage and 2 points of Intelligence damage to the target and is not implanted. A creature with an implanted *lore needle* can, up to three times per day when attempting a Knowledge check, apply to that check its bonus on any other single Knowledge skill in which it is trained.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>modify memory</i>	

MONSTER KILLER'S FOLIO		PRICE 16,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint divination and evocation		

This collection of gruesome anatomical diagrams is bound in leather that shifts slightly under the reader's fingertips. The book's many illustrations provide information about how to best wound a variety of creature types, and the book emits light equivalent to that of a candle within 5 feet, allowing it to be read in the dark. The owner can use this folio to gain a +5 bonus on Knowledge checks to identify a creature's special powers or vulnerabilities. A *monster killer's folio* has a tendency to quickly open to the appropriate page when consulted, as though eager to provide information that will lead to violence. Additionally, once per day the book can be used to cast *discovery torch*^{UC}.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, <i>discovery torch</i> ^{UC} , <i>know the enemy</i> ^{UM}	

ROD OF SUBTLE MENACE		PRICE 12,305 GP
SLOT none	CL 5th	WEIGHT 5 lbs.
AURA faint enchantment and transmutation		

This crude shaft of blackened steel functions as a +1 *light mace*. Those who can see the wielder of the rod feel a vague sense of being in danger. This ominous aura is faint but encourages others to avoid angering the wielder, although they may not realize why. When holding the rod in her hand, the wielder can attempt an Intimidate check in place of a Diplomacy check when trying to gather information and always counts as larger than its target for the purpose of Intimidate checks.

CONSTRUCTION REQUIREMENTS	COST 6,152 GP
Craft Magic Arms and Armor, Craft Rod, <i>bane</i>	

SACCADIC FOCUSING PRISM		PRICE
		2,400 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint divination		

When this large, clear prism is held between the user and a text, it allows the user to read that text quickly and still obtain a complete understanding. The time needed to read any nonmagical text with a *saccadic focusing prism* is reduced to one-tenth the time the user would normally require. The time required to gain a benefit from any magical text (such as a *tome of clear thought* or a *manual of war^{UE}*) is halved. This has no impact on the time required to learn spells or extracts from written sources.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP
Craft Wondrous Item, <i>comprehend languages</i> , <i>haste</i>	

SIGIL CHALK		PRICE
		2,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate divination		

This short stick of grayish chalk is flecked with mithral. When the chalk's bearer succeeds at a Knowledge check to identify a monster's special powers or vulnerabilities, he can take a standard action to draw a 1-foot-wide runic shape in the air that represents the monster's type. This rune floats around the user's head for 1 hour, moving with the user. The hovering rune provides the user a +1 insight bonus on attack rolls and skill checks against creatures of the type represented by the rune. It doesn't impair the user's vision or movement in any way. The rune cannot be harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A rune's Armor Class against touch attacks is equal to 10 + the user's Dexterity modifier.

If the user fails an attack roll or skill check against a creature of the type represented by his hovering rune, he can dismiss the rune as an immediate action to gain a +2d4 competence bonus on the attack roll or skill check retroactively, which may turn the failure into a success. Each stick of *sigil chalk* may be used to draw five runes. A single user can have a number of hovering runes equal to his Intelligence modifier (minimum 1) simultaneously, but each must represent a different creature type.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>gallant inspiration^{APG}</i> , <i>true strike</i>	

CHARACTER OPTIONS

No characters seek the truth more fervently than inquisitors and investigators, who often specialize in specific forms of knowledge gathering.

CRYPTID SCHOLAR (INVESTIGATOR ARCHETYPE)

Cryptid scholars research monsters that lurk secretly at the edge of civilization, developing a deep expertise regarding their anatomy, habits, and ecology. Most cryptid scholars are affiliated with the University of Lepidstadt, but spend more time away performing field work than they do consorting with their fellow scholars (many of whom find a cryptid scholar's

peculiar specialty suspicious at best). Although competent as lone monster hunters, cryptid scholars excel when they have associates with whom to share their insights.

Intuitive Monster Lore (Ex): A cryptid scholar adds his Wisdom modifier on Knowledge skill checks in addition to his Intelligence modifier when attempting skill checks to identify the abilities and weaknesses of creatures. At 5th level, a cryptid scholar can take 10 on such checks, even when threatened or distracted.

This ability replaces poison lore and poison resistance.

Opportune Advice (Ex): At 4th level, when the cryptid scholar succeeds at a Knowledge check to identify a monster's special powers or vulnerabilities, he can take a move action to share his insights with his allies. Allies within 30 feet who can hear the cryptid scholar gain a +1 insight bonus to their ACs and on saving throws against extraordinary, supernatural, and spell-like abilities used by creatures of the same type and all the same subtypes as the monster identified. This bonus lasts for a number of rounds equal to the cryptid scholar's Intelligence modifier (minimum 1) or until he uses *knowledgeable strike* (see below), whichever comes first. This bonus increases by 1 at 8th level and every 4 investigator levels thereafter (to a maximum of +5 at 20th level). A creature cannot benefit from *opportune advice* regarding more than one specific kind of monster at a time.

Once the cryptid scholar has used this ability to provide a bonus against a specific kind of monster, he can't grant a bonus against that same kind of monster again for 24 hours, unless he expends one use of *inspiration* when taking a move action to use this ability.

This ability replaces *studied combat*, and the cryptid scholar cannot choose investigator talents that add effects to *studied combat* or *studied strike*.

Knowledgeable Strike (Ex): At 4th level, the cryptid scholar can direct allies to exploit a monster's weaknesses. If the cryptid scholar ends his *opportune advice* early as a move action, each ally within 30 feet who can hear the cryptid scholar deals additional damage on its next successful unarmed, natural, or weapon attack against that specific kind of monster within 1 round. The additional damage is 1d6 at 4th level and increases by 1d6 for every 4 investigator levels thereafter (to a maximum of 5d6 at 20th level). The damage of *knowledgeable strike* is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to *knowledgeable strike*. Ranged attacks gain this additional damage only against a target within 30 feet. The ally must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. *Knowledgeable strike* cannot be used against a creature with *concealment*.

This ability replaces *studied strike*.

URBAN INFILTRATOR (INQUISITOR ARCHETYPE)

Masters of secretly gathering information to further their faith's ends, urban infiltrators excel at operating within

an unfriendly society or infiltrating an enemy cult. This archetype is popular among Cult of the Dawnflower inquisitors operating in Taldor, but it is available to any inquisitor who prefers subtle investigation to forthright zeal.

Class Skills: An urban infiltrator adds Disable Device, Knowledge (history), Knowledge (local), and Knowledge (nobility) to her list of class skills in place of Knowledge (dungeoneering) and Knowledge (nature).

This alters the inquisitor's class skills.

Gifted Detective (Ex): An urban infiltrator adds her Wisdom modifier as well as her Charisma modifier on Bluff and Disguise skill checks and on Diplomacy checks to gather information. Attempting a Diplomacy check to gather information never takes an urban infiltrator more than 1 hour.

This ability replaces monster lore.

A Thousand Faces (Su): At 11th level, an urban inquisitor gains the ability to change her appearance at will, as if using the *alter self* spell.

This ability replaces stalwart.

SAGAS

Sagas are a form of lore-keeping and tale-telling common in Irrisen and the Lands of the Linnorm Kings. Specialized applications of a skald's raging song ability, sagas function much like bardic masterpieces (*Pathfinder RPG Ultimate Magic* 21) but are available only to skalds. Sagas are never purely artistic constructs; they are designed to preserve lore or commemorate historical figures, and are usually based in fact. Sagas therefore require ranks in Knowledge (history) as a prerequisite, as well. Bards can learn sagas, using their bardic performance ability instead of raging song.

LAY OF SCHOLAR-KING (ORATORY, SING)

Your tale of a scholarly king sharpens your intellect, but makes others treat you with contempt.

Prerequisites: Knowledge (history) 2 ranks, Perform (oratory) or Perform (sing) 4 ranks.

Cost: Feat or 2nd-level skald spell known.

Effect: You tell the sad tale of studious and introspective King Jarguut, son of Ethered. King Jarguut ruled the Linnorm Kingdom of Raemerrund, but his kingdom fractured when the thanes would not respect his intellect. While you maintain the performance, you can add your Charisma modifier (minimum +1) to Intelligence-based skill checks in addition to your Intelligence modifier, but you take your Intelligence bonus as a penalty on all Charisma-based skill checks (minimum -1).

Use: 1 raging song round per round.

Action: 1 minute.

SAGA OF THE WITCH QUEEN (ORATORY, SING)

Your tale of Baba Yaga's inexorable return allows you to unerringly locate your target.

Prerequisites: Knowledge (history) 7 ranks, Perform (oratory) or Perform (sing) 15 ranks.

Cost: Feat or 5th-level skald spell known.

Effect: You tell the epic tale of the Baba Yaga, the Queen of Witches, who founded Irrisen after winning the Winter War. Once each century, she deposes one of her daughters as queen of Irrisen to install another daughter in her place. For 1,400 years, each reigning queen has known that her mother's return was a certainty. When you complete the performance, you name a creature you have seen or who once owned an item you have in your possession, and you immediately know the creature's location, as per *discern location*. At the same time, the creature learns your name and that you have determined its current whereabouts.

Use: 10 raging song rounds.

Action: 10 minutes.



Magical Penalties

Using magic to penalize foes is often a far more effective tactic than simply trying to whittle down an enemy's hit points. Magical penalties—unlike magical hindrances described earlier—directly impact enemies' ability to act effectively in combat. A *ray of enfeeblement* immediately reduces the strength of a struck target, whereas a hindering spell such as *create pit* is effective only if the enemy lacks the means to avoid it.

GENERAL TACTICS

Most common among penalizing magic effects are those that deal ability damage or inflict negative conditions on enemies. As an example, *cause fear* is a 1st-level spell that inflicts the frightened condition on creatures in its area of effect that fail their saves. *Hideous laughter* inflicts a unique condition that similarly debilitates a targeted creature. The most appropriate spell depends on the immediate need of the caster—whether it's buying time by making her foes flee, or immobilizing foes up close.

Many enchantment effects and spells also fall into the category of penalizing magic. *Dominate monster* can swiftly turn the tide of battle by changing enemies into allies. Similarly, mind-controlling effects can be combined with a silver tongue in unique ways. For example, an enemy hill giant likely has sufficient Fortitude to overcome directly applied poison, but a magically dominated hill giant might be deceived into quaffing a poisonous substance—and convinced to voluntarily fail its Fortitude save—while under the mistaken impression that it's drinking a healing draught.

ADVANCED TACTICS

The thoughtful application of magical penalties can be critical to managing the flow of battle. The use of *slow* is a prime example, as the optimal target for this spell entirely depends on its intended effect. Using *slow* as a means of staggering opponents is effective against both spellcasters and frontline melee enemies, as it forces them to choose between attacking and moving. Casting *slow* on an enemy group to remove *haste*'s benefits has diminishing returns against spellcasters, who typically receive the benefits of extra movement only during their actions, but deprives melee opponents of the additional attacks and faster speed with which to close on enemies granted by *haste*.

Curses represent a long-term penalty, dispelled only by additional magic that often occurs outside of combat. Spells such as *bestow curse* and *blindness/deafness* create massive shifts in the combat dynamic, and if used on PCs, they represent a longer-term problem that needs to be resolved. Selecting which targets to inflict these long-lasting effects on is important; while blindness may debilitate a fighter, a fighter is more likely to succeed at the Fortitude save to negate the blindness. Instead, deafening a supporting enemy caster, while saving enchantment and mental

manipulation magic to overcome brawnier opponents may be the stronger choice.

PENALIZING RODS

Because they can be used with no special training, characters who want to expand their magical penalty options often look to penalty-themed rods. Rods that impose penalties on foes are often seen as powerful magic weapons, and are tightly controlled in some nations or restricted to ownership by a specific social class. However, booming markets in penalizing rods can be found in Absalom, Kaer Maga, Katapesh, and Katheer.

ROD OF MINOR CURSES		PRICE 20,000 GP
AURA faint necromancy	CL 5th	WEIGHT 4 lbs.

This rod functions as a *+1 light mace* and resembles the distorted femur of some monstrous creature. Up to three times per day when the wielder damages a creature with the rod, as a free action, the wielder can force the target to attempt a DC 14 Will save. On a failure, the creature suffers a minor curse. The wielder selects which of the following curses affects the target: -2 penalty to Strength (target's Strength cannot be reduced below 1); -1 penalty on attack rolls, saves, ability checks, and skill checks; or target has a 20% chance to begin each round with the staggered condition. On a successful critical hit, the wielder can inflict two distinct curses if the target fails its save. Otherwise, a target can be subject to only one curse at a time.

Curses inflicted from the *rod of minor curses* last for 5 minutes. They can also be removed with any spell that can remove the effects of *bestow curse*.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Craft Magic Arms and Armor, Craft Rod, *bestow curse*

ROD OF TANGLING ECTOPLASM		PRICE 18,000 GP
AURA faint evocation	CL 5th	WEIGHT 5 lbs.

This lengthy rod looks like a walking cane with a stylized crystal skull at its top. As a standard action up to three times per day, the wielder can slam the base of the rod into the ground while designating a target within 60 feet. Grasping hands of ectoplasm manifest from the ground surrounding the target in a 5-foot radius. Creatures within the radius must succeed at a DC 14 Reflex save or they are entangled by the grasping hands and unable to move more than 10 feet from the affected area (as if snared by a net with a trailing rope). Creatures moving through the ectoplasm must also succeed at a Reflex save or be entangled. As a standard action, a creature entangled by the ectoplasm can attempt an additional DC 14 Reflex save to attempt to escape and end the effect. The summoned ectoplasm lasts for 10 rounds before disappearing.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Rod, *ectoplasmic snare*^{OA}

CURSE SPELLS

Curse is a spell descriptor first introduced on page 137 of *Pathfinder RPG Ultimate Magic*. Curses are often permanent effects and usually cannot be dispelled, but they can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

ALAZNIST'S JINX

School evocation [curse^{UM}]; **Level** antipaladin 4, bard 4, cleric 6, inquisitor 5, occultist 5, psychic 6, shaman 5, sorcerer/wizard 6, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

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

You inflict a curse similar to the spell burn spellblight (*Pathfinder RPG Ultimate Magic* 97) on a creature. Each time a spellcaster who is afflicted with this curse casts a spell or uses a spell-like ability, her skin seems to burn as though she were on fire. With a successful concentration check (DC = 15 + double the spell level of the spell cast or spell-like ability used), the spellcaster can ignore the pain of the effect, but if she fails, she loses the spell or spell slot and is staggered for a round.

Unlike with the spell burn spellblight, the burning sensation is a tangible effect, visible during the act of spellcasting as an incorporeal, violet flame surrounding the caster.

FLEXILE CURSE

School transmutation [curse^{UM}]; **Level** bard 3, cleric 5, inquisitor 3, psychic 5, sorcerer/wizard 5, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

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

You curse your target with a withering aura that degrades its armor and shield (if any). This reduces the hardness, armor bonus, and enhancement bonus of any armor or shield worn by the target by 1. For every hour the target wears a suit of armor or a shield, the hardness, armor bonus, and enhancement bonus are reduced by an additional 1. If the armor or shield's hardness is reduced to 0, anytime the target of the curse is struck while wearing that item, there is a 20% chance that it gains the broken condition. If the enhancement bonus of magic suit of armor or shield is reduced to 0, the armor or shield loses any other special abilities it had.

If the target removes the suit of armor or shield (even if it's broken or has been drained of all enhancement bonuses), the armor or shield regains its hardness, armor bonus, and enhancement bonus at the rate of 1 per 2 hours. A suit of armor or shield broken by this curse that regains its full hardness ceases to be broken. A magic suit of armor or shield that lost its special abilities regains them when its enhancement bonus is fully restored.

IRREGULAR SIZE

School transmutation [curse^{UM}]; **Level** antipaladin 3, bloodrager 4, cleric 3, medium 2, mesmerist 3, occultist 3, shaman 3, sorcerer/wizard 4, spiritualist 4, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

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

You curse a creature so one set of its limbs (typically its arms, legs, or wings) shrivels in size.

Arms: The creature counts as one size category smaller for the purpose of determining the size of weapon it can wield. If the creature is capable of making natural attacks with its arms, the damage dealt by those attacks decreases as though the target were one size category smaller than its actual size.



Legs: The creature's base speed decreases by 10 feet (to a minimum of 5 feet) and its Strength score counts as 4 lower for the purpose of determining its carrying capacity.

Wings: The creature's Fly speed decreases by 10 feet (to a minimum of 5 feet), the damage dealt by any wing attacks decreases as though the target were one size category smaller than its actual size, and its fly maneuverability decreases by a step (to a minimum of clumsy).

ITCHING CURSE

School necromancy [curse^{UM}]; **Level** antipaladin 1, bard 1, druid 1, inquisitor 1, occultist 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one living creature with 5 HD or fewer

Duration 1 hour/level (D)

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

You curse the target with a distracting, unbearable itch. Unless the target scratches as a move action, it takes a -1 penalty on attack rolls, saving throws, skill checks, and ability checks.

KALISTOCRAT'S NIGHTMARE

School transmutation [curse^{UM}];

Level alchemist 2, bard 2, cleric 3, inquisitor 2, investigator 2, magus 2, occultist 2, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, M
(a copper piece)

Range touch

Target creature touched

Duration 1 hour/level (see text)

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

You temporarily curse a creature so its touch lessens the value of coins it touches. While under the effects of this curse, whenever the target touches a coin of higher value than copper piece, that coin changes into a copper piece. The change takes place over the course of the following minute, allowing the target to interact with multiple coins before the effect of the curse becomes apparent. The affected coins are permanently transmuted from their previous material (typically gold or silver) into copper coins, though *remove curse* (which can affect up to 50 coins with a single casting) or a similar spell can restore them to their previous material.

LOST LEGACY

School enchantment [curse^{UM}, mind-affecting]; **Level** bard 6, cleric 7, inquisitor 6, occultist 6, psychic 7, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S, DF/F (a holy symbol of a dead or forgotten deity, or flag of a fallen or forgotten nation)

Range touch

Target creature touched

Duration permanent

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

You inflict a powerful curse on a touched creature that causes others to quickly forget positive aspects of their interactions with the target. The target cannot attempt a Diplomacy (or wild empathy or similar ability) check to improve the attitude of other creatures. Any creature that normally has an attitude of friendly or helpful toward the target must succeed at a Will save at the spell's normal saving throw DC each time it interacts with the target, or its attitude becomes indifferent. Once this curse is removed, creatures coming back into contact with the target regain their pleasant memories of it. If their attitudes toward the target have not been reduced from indifferent, their original attitudes are restored.

CHARACTER OPTIONS

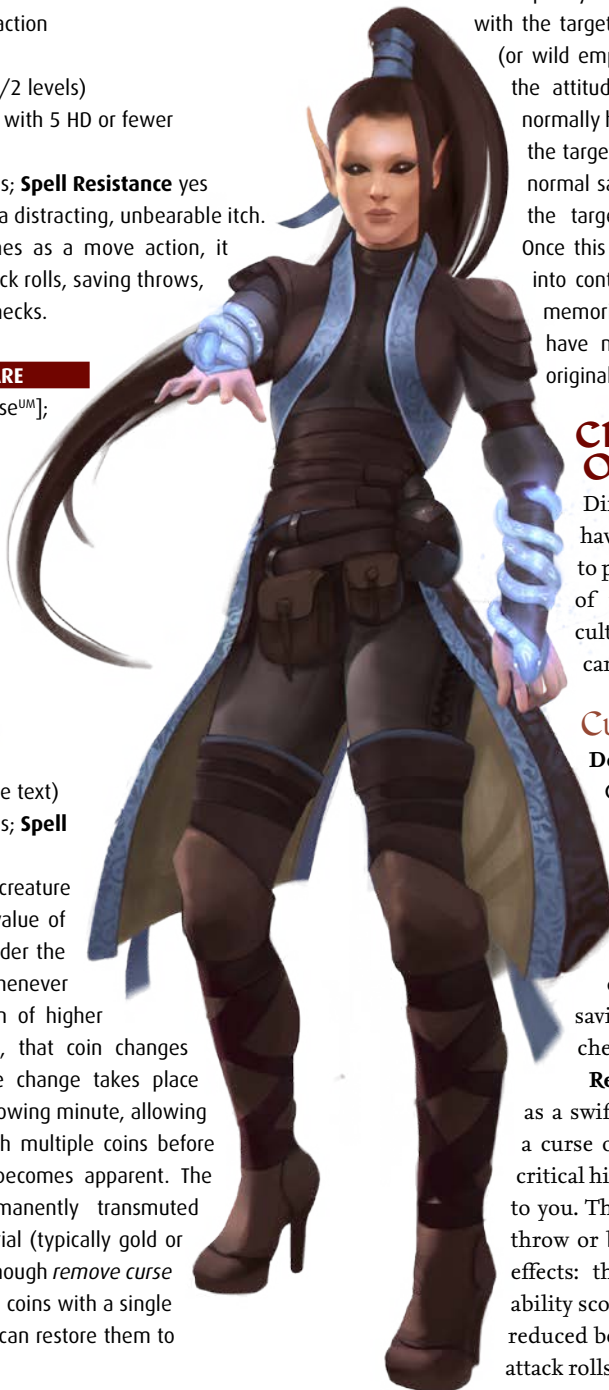
Different cultures and character classes have developed a variety of magical ways to put foes at a disadvantage. Though some of these options originated in specific cultures, characters from any background can select them.

CURSE (WARPRIEST BLESSING)

Deities: Andirifkhu, Calistria, Desna, Graffiacane, Magdh.

Hexing Attack (minor): You can touch one weapon and enhance it to inflict a minor curse on the next target it strikes. The struck target must succeed at a Will saving throw or take a -2 penalty on attack rolls, saving throws, skill checks, or ability checks (warpriest's choice) for 1 minute.

Retributive Curse (major): At 10th level, as a swift or immediate action, you can inflict a curse on any adjacent creature that scores a critical hit against you or deals precision damage to you. The target must succeed at a Will saving throw or be cursed. Select one of the following effects: the target takes a -2 penalty to one ability score of your choice (the ability cannot be reduced below 1); the target takes a -2 penalty on attack rolls, saving throws, ability checks, and skill



checks; each turn, the target has a 25% chance of taking no action (otherwise, it acts normally).

This curse lasts for 1 hour. A creature can be subjected to only one instance of retributive curse at a time. This otherwise functions as *bestow curse*.

DIVINE SCOURGE (CLERIC ARCHETYPE)

Some divine servants take on the role of dealing out unique punishments on behalf of their deities, taking pleasure in carrying out their sacrosanct duties. Such divine scourges are most common among worshipers of Abadar (meting out punishment to lawbreakers in concert with local courts), Calistria (punishing those truly deserving of vengeance), and Zon-Kuthon (seeing punishment as an applied form of pain and suffering). Divine scourges make a point of inflicting long-lasting maladies and curses on those deserving of such fates under the tenets of the scourges' religions.

Curser (Ex): A divine scourge must take the curse subdomain (*Pathfinder RPG Advanced Player's Guide* 88) as a domain, regardless of the actual domains offered by her deity. The divine scourge does not receive a second domain.

This ability alters domains.

Divine Hexes: At 3rd level and every 4 cleric levels thereafter, a divine scourge can select the following hexes from the witch^{APG} class hex list, up to a maximum of five hexes at 19th level: blight, cursed wound (*Pathfinder Player Companion: Blood of the Moon* 15), evil eye, misfortune, scar^{UM}, slumber, and unnerve beasts^{UM}.

At 11th level, a divine scourge can instead select from the following list of major hexes: agony, hoarfrost^{UM}, infected wounds^{UM}, nightmares, and retributions.

The divine scourge uses her Wisdom modifier instead of her Intelligence modifier to determine the save DCs of her hexes. Any hex that refers to using her Intelligence modifier to determine its duration or effect instead uses her Charisma modifier for that purpose.

This ability replaces channel energy.

OVERSEER (SHAMAN ARCHETYPE)

While all shamans use their connection to the spirits of the world to draw upon otherworldly magic powers, the shamans of the Lands of the Linnorm Kings have a unique tradition in which they use the power of patron spirits to directly control their enemies. Such overseers may assume roles as religious leaders and protectors of their tribes, turning foes into short-term allies for the tribe's greater good. Other overseers become tyrants who enforce their will upon the weak for personal gain. In combat, an overseer manages the battlefield by debilitating foes using her hexes and specialized spells.

Controlling Magic (Su): The overseer adds the following spells to the list of spells she can cast using spirit magic: *charm person* (1st), *hideous laughter* (2nd), *hold person* (3rd), *crushing despair* (4th), *feblemind* (5th), *mass suggestion* (6th), *power word blind* (7th), *irresistible dance* (8th), and *dominate monster* (9th).

This ability replaces the spirit magic spells gained from the shaman's spirit.

Spirit Surge (Ex): At 3rd level, an overseer gains the ability to cast any of her mind-affecting spells that target a single creature through her spirit animal. When she's using this ability, the selected spell's range becomes touch, and she must deliver the spell through the spirit animal via the spirit animal's deliver touch spells supernatural ability. The shaman's effective caster level for these spells is 2 higher than her normal caster level. The overseer can deliver any other spells via the deliver touch spells spirit animal ability.

This alters the deliver touch spells spirit animal ability.

TOXICOLOGIST (DRUID ARCHETYPE)

Druids protect the natural environs of the world, and sometimes that requires forcibly expelling those who would pollute, despoil, or otherwise harm such areas. Single battles may not be enough to win the war, so some druids specialize in the stealthy application of insidious poisons to their targets. In the verdant depths of the Mwangi Expanse or the Valashmai Jungle of Tian Xia, many druids work to root out their enemies by means of powerful toxins, believing word of their foes' horrifying deaths will deter others from attempting similar desecrations of the natural world.

Expanded Repertoire (Ex): A toxicologist adds the following extracts and spells to her druid spell list as druid spells of the listed spell level: *poisoned egg* (1st level, *Pathfinder Campaign Setting: Inner Sea Gods* 238), *transmute potion to poison*^{APG} (2nd level), *stinking cloud* (3rd level), *toxic giff*^{UM} (4th level), and *cloudkill* (5th level). A toxicologist can channel stored spell energy only into summoning spells she has prepared ahead of time.

This ability alters spells and replaces spontaneous casting.

Natural Poison Lore (Ex): A toxicologist has a deep understanding of and appreciation for poisons. At 2nd level, she cannot accidentally poison herself when applying poison to a weapon and cannot accidentally poison an animal companion or summoned creature when applying poison to its claws (though poison obviously should not be applied to a creature's bite).

This ability replaces wild empathy and woodland stride.

Expert Poisoner (Su): At 4th level, a toxicologist increases the DCs of any spells she casts with the poison descriptor by 1.

This ability replaces trackless step and resist nature's lure.

Toxic Shaper (Su): A toxicologist never gains the ability to use wild shape to transform into an elemental or plant. At 8th level, a toxicologist can transform into a Small or Medium vermin. When she takes this form, her wild shape functions as *vermin shape I*^{UM}. At 10th level, a toxicologist can transform into a tiny or large vermin. When she takes this form, her wild shape functions as *vermin shape II*^{UM}.

This ability alters wild shape.

Magical Subterfuge

Although most know and fear the devastation magic can cause, many spellcasters' greatest strength lies not in blunt destruction but in subtle distortions and deceptions.

GENERAL TACTICS

Whether one is using magic to gain proficiency or augment practiced skill, supplementing one's deceptive abilities with magic is often the deciding factor between success and failure in crucial moments.

Charming: Often the best way to infiltrate an enemy compound is to arrive under the pretense of friendship, and the proper spells and magic items can disguise even the most hated foes as friends. Enchantments from the charm subschool are favored for this role, especially

charm animal and *charm person*, though a *honeytongue elixir* (*Pathfinder Player Companion: Pathfinder Society Primer* 24) likewise can enable its imbiber to talk her way past even the most cautious and suspicious of guards.

Divination Countermeasures: In a world where magic is common, infiltrators must be prepared to defend themselves against detection by magical sensors and divination. By far the most effective spell for the job is *nondetection*, which makes detection via most divination spells and effects difficult for even skilled spellcasters.

Out of Sight: Most spells and items used in magical espionage focus on hiding the infiltrator from sight, and involve illusory magic. While there is always use for a well-stocked disguise kit, the *disguise self* and *disguise other*^{UM} spells allow a character to assume nearly any appearance, including those impossible to create by hand. For those seeking to hide rather than disguise themselves, *blend with surroundings* (*Pathfinder Player Companion: Dirty Tactics Toolbox* 30), *invisibility*, and *vanish*^{APG} easily fool mundane vision; similarly, *negate aroma*^{APG} can foil tracking via scent and *elixirs of hiding* improve their imbiber's overall ability to conceal themselves.

ADVANCED TACTICS

While espionage and intelligence gathering have inherent risks, spellcasters with the right combination of spells can ensure that their presence is nearly impossible to detect.

Enchantments: Even when detected, spellcasters with an arsenal of enchantments need not fear being exposed, as they are able to completely alter their foes' perceptions and mental abilities. Putting foes to sleep with powerful spells like *deep slumber* and *cloak of dreams*^{APG}, altering their memories with *modify memory*, and forcing them to act as accomplices via *suggestion* or *geas/quest* all help ensure that even the most daring acts of subterfuge are able to go off without disruption.

Illusions: The ability to fool the mind with cunning illusions that addle a viewer's senses is among the most powerful tools one can have during an infiltration, and as a result, spells like *illusory wall*, *major image*, and *programmed image* are staples in the toolboxes of experienced magic-wielding espionage agents. Powerful illusions that aren't easily broken, such as *greater invisibility*, or that cloak multiple subjects, such as *sphere of invisibility*, are likewise useful.

Polymorph Effects: Although effective, illusions can be thwarted by a common person with an exceptional will. As a result, infiltrators in need of a more convincing disguise value magic that physically alters its subject. Such choices must be made carefully, for while few patrons question a cat wandering about a tavern, assuming forms that lack the hands to open doors or steal documents makes espionage more difficult.



SPELLS

The following spells enhance spellcasters' ability to go undetected by enhancing their powers, protecting or hiding their movements, or interfering in different ways with their foes' senses.

EARSEND

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

Casting Time 1 standard action

Components V, S, M (butterfly wing)

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

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no
You cause one of your ears to tear itself free of your body and transform into a fly-like magical creature you control. This functions like *skinsend*^{DM}, except your ear is a Fine construct with a fly speed equal to your base speed and a bonus on Fly checks equal to half your caster level. Your sense of hearing functions from your animated ear as if it were connected to your head, allowing you to hear as well as you normally could from your animated ear's vantage point.

HIDDEN BLADES

School illusion (glamer); **Level** alchemist 2, antipaladin 2, bard 2, inquisitor 2, magus 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a shard of glass)

Range touch

Target weapon or ammunition touched; see text

Duration 10 minutes/level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

You render a target weapon or up to 50 pieces of ammunition invisible, granting the wielder a +20 bonus on Sleight of Hand checks made to conceal the weapon or ammunition and a +5 circumstance bonus on Bluff checks to feint with the weapon or ammunition.

IMPENETRABLE VEIL

School abjuration; **Level** bard 6, mesmerist 6, psychic 9, sorcerer/wizard 9, spiritualist 6, witch 9

Casting Time 1 standard action

Components V, S, M (dust from the Dimension of Dreams worth 1,250 gp)

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You enchant the target so it is nearly impossible to detect by both magical and mundane means, granting it the following benefits. The target gains a bonus on Stealth checks equal to half

your caster level, and can use Stealth to hide from all creatures attempting to perceive it, even when it lacks concealment or cover. It can attempt a Stealth check to avoid detection from creatures using blindsight, blindsense, or any ability that functions as either (such as lifesense or tremorsense). Furthermore, the target leaves no trail and cannot be tracked unless it chooses to leave a trail. If a creature attempts to discern the target's presence or location using divination magic (including magic items with a divination aura such as a *crystal ball*), that creature must succeed at a caster level check with a DC equal to the target's Stealth bonus to discern any information about the target, and on a failed check cannot do so for the spell's duration.

INNOCUOUS SHAPE

School transmutation (polymorph); **Level** alchemist 4, psychic 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a handful of dandelion seeds)

Range touch

Target living creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell transforms a creature into a Medium or smaller animal or humanoid of no more than 1 Hit Die. If you use this spell to cause the target to take on the form of an animal, the spell functions as *beast shape II*. If the form is that of a humanoid, the spell can function as *alter self*, *youthful appearance*^{DM}, or both, such that you can transform a creature into a generic, youthful humanoid of any type.

Any creature that interacts with the target of this spell must succeed at a Will saving throw (using the DC of the spell) or view the target in the most innocuous possible light. On a failed saving throw, the creature views all of the target's actions as inoffensive and no cause for concern unless the target becomes an obvious threat. The creature can otherwise act normally, and feels no compunction to obey or ignore the target; it simply assumes none of the target's actions are dangerous or malicious unless shown evidence that proves otherwise.

LESSER NONDETECTION

School abjuration; **Level** alchemist 2, antipaladin 2, inquisitor 2, ranger 3, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a drop of mercury)

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

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell functions like *nondetection*, except it blocks the effects of only divination spells and effects that target an area, rather than you or an object in your possession specifically. For example, *lesser nondetection* doesn't ward you against a spellcaster who is attempting to scry on you with the *scrying* spell or find an object in your possession with *locate object*, but it does protect

you against effects that target an area you happen to be in, such as detect spells or *clairaudience/clairvoyance*.

PHANTASMAL REMINDER

School illusion (phantasm) [mind-affecting]; **Level** antipaladin 3, bard 4, mesmerist 3, psychic 3, shaman 4, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 round (see text)

Saving Throw Will disbelief, then Fortitude partial; see text;

Spell Resistance yes

You create a memory loop of a successful attack made against the target, forcing its conscious mind to recall the details of the attack in such excruciating detail that its physical body is racked by the recollection. This spell can affect only a creature that has taken damage since the end of your last turn. The target first can attempt a Will save to recognize the attack as unreal. If it fails that saving throw, the target must succeed at a Fortitude save or take an amount of damage equal to $1d6 \times$ your caster level (maximum 10d6). Because the damage is a quasi-real memory of existing wounds, this damage can't be reduced or prevented (such as by the *shield other* spell).

If the target of a *phantasmal reminder* attack succeeds at the Will save to disbelieve the memory loop and either has natural telepathy or is wearing a *helm of telepathy*, the memory of damage automatically rebounds to affect you. You must immediately attempt a Will save to disbelieve; if you fail, you take half the spell's damage yourself.

SYMBOL OF DISTRACTION

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric 6, mesmerist 6, occultist 4, psychic 6, sorcerer/wizard 6, witch 6

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

Range 0 feet; see text

Effect one symbol

Duration see text

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

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of distraction* instead become fascinated by the symbol for 10 minutes per caster level. Unlike *symbol of death*, *symbol of distraction* has no hit point limit; once triggered, a *symbol of distraction* simply remains active for a duration of 10 minutes \times your caster level. All fascinated creatures move toward the *symbol of distraction*, trying to remain within the symbol's area of effect. If the symbol leads affected creatures into a dangerous area, each fascinated creature can attempt an additional Will saving throw, with success indicating it is no longer fascinated. If a creature's view of the symbol is completely blocked, it is immediately freed of the symbol's effect.

TOUCH OF SLUMBER

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric 5, druid 5, psychic 6, shaman 5, sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S, M (a bit of seaweed)

Range touch

Target nonhostile creature touched

Duration instantaneous

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

This spell functions only against a creature with an attitude toward you of indifferent or better, and only if the target is not hostile toward you or your visible allies. A target touched by you (this touch usually requires a successful melee touch attack) must succeed at a Will saving throw or fall asleep for 2d6 hours. While asleep, the creature is helpless. For 1 minute after the creature is affected, any loud noise or rough contact causes it to awaken immediately. Thereafter, slapping or wounding an affected creature awakens it, but normal noise does not. Awakening a creature is a standard action (this is an application of the aid another action).

CHARACTER OPTIONS

From the intrigues and border disputes between Taldor and Qadira to the endless saber rattling and covert infiltrations that characterize the cold war between Chelax and Andoran—not to mention the jockeying between organizations such as the Aspis Consortium and the Pathfinder Society—the Inner Sea region is a hotbed of clandestine operations. As a result, those able to slip quietly into a secure location and reemerge with its secrets are in high demand. The following archetypes and class options help characters with a bent toward espionage and infiltration excel in their field of choice.

QUESTIONER (INVESTIGATOR ARCHETYPE)

Dabblers in arcane magic and masters of stealth and guile, questioners are investigators who often find themselves mucking about in cases for less-than-savory clientele or that require an extra bit of subtlety. Although questioners are found in nearly every major city in the Inner Sea region, Ustalav has the highest concentration; many belong to the famed Sleepless Detectives, while others have trained to evade the notice of that acclaimed agency.

Inspiration for Subterfuge (Ex): A questioner can use inspiration on any Knowledge, Linguistics, or Stealth checks he attempts without expending a use of inspiration, provided he's trained in that skill.

This ability alters inspiration.

Spells: A questioner casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a questioner must have an Intelligence score equal to at least $10 +$ the spell's level. The saving throw DC against a questioner's spell is equal to $10 +$ the spell's level + the questioner's Intelligence modifier.

Like other spellcasters, a questioner can cast only a certain number of spells of each spell level per day. He knows the same number of spells and receives the same number of spell slots per day as a bard of his investigator level, including for cantrips. In addition, he receives bonus spells per day if he has a high Intelligence score.

At 5th level and every 3 investigator levels thereafter, a questioner can learn a new spell in place of one he already knows, using the same rules as a bard. In effect, the questioner loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell the questioner can cast.

A questioner need not prepare his spells in advance. He can cast any bard spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

This ability replaces alchemy.

Know-It-All (Ex): At 2nd level, a questioner receives a +1 bonus on skill checks for all Knowledge skills in which he is trained. This bonus increases by 1 at 5th level and every 3 investigator levels thereafter, to a maximum of +6 at 17th level. If he has the perceptive tracking^{ACG} investigator talent, he also adds this bonus on Perception checks to find and follow tracks. At 5th level, the questioner gains the eidetic recollection^{ACG} investigator talent as a bonus talent, ignoring its prerequisites.

This ability replaces poison lore.

Restricted Talents: A questioner selects investigator talents as normal, except he cannot select the alchemist discovery investigator talent.

This ability alters investigator talents.

Investigator Talents: The following investigator talents complement the questioner archetype particularly well: expanded inspiration^{ACG}, inspirational expertise^{ACG}, perceptive tracking^{ACG}, rogue talent^{ACG}, and underworld inspiration^{ACG}.

ROGUE TALENTS

Throughout the Inner Sea region, countless rogues use clever magical tricks and charms in the course of their exploits, and they must be able to counter those same tricks. The following rogue talents are also available to the rogue class from *Pathfinder RPG Pathfinder Unchained*.

Dampen Presence: A rogue who selects this talent gains Dampen Presence (*Pathfinder Player Companion: Dungeoneer's Handbook 10*) as a bonus feat. The rogue does not need to meet the feat's prerequisites. The rogue is also considered to have the Skill Focus (Stealth) feat for the purpose

of satisfying the prerequisites of any feat that lists Dampen Presence as a prerequisite.

Innocent Facade (Sp): Once per day, a rogue with this talent can use *innocence*^{APG} as a spell-like ability, using her rogue level as the spell's caster level. A rogue must have the minor magic talent before selecting this talent. An investigator can select the innocent facade rogue talent in place of an investigator talent. She must have the underworld inspiration^{ACG} investigator talent before selecting this talent, instead of minor magic.

Rapid Perception (Su): A rogue with this talent can attempt a Perception check to intentionally search for a specific item or creature as a swift action instead of a move action. If she is intentionally searching for an invisible creature, the creature's bonus on its Stealth check from its invisibility is halved. An investigator can select this

rogue talent in place of an investigator talent.

She must have the expanded inspiration^{ACG} investigator talent before selecting this talent.

Scry Slip (Su): Whenever a rogue with this talent is targeted by a scrying effect that allows a Will save, the caster of the divination must succeed at a caster level check (DC = 15 + the rogue's class level). This talent wards the rogue and any objects she is holding or carrying. An investigator can select this talent in place of an investigator talent.

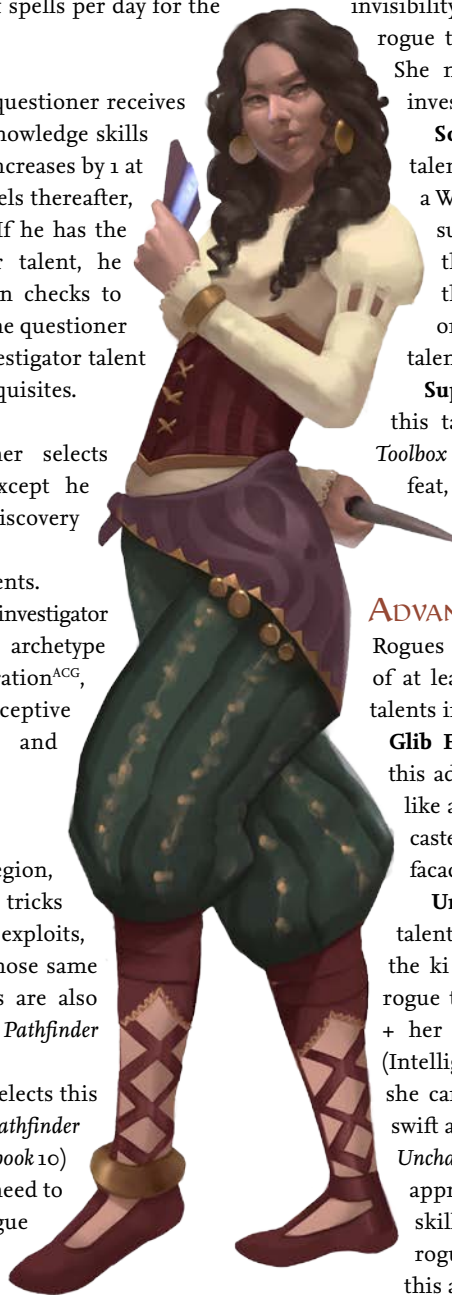
Superior Sniper: A rogue who selects this talent gains Expert Sniper (*Dirty Tactics Toolbox 10*) as a bonus feat. If she already has this feat, she can instead select any feat that lists Expert Sniper as a prerequisite, as long as she meets the feat's prerequisites.

ADVANCED ROGUE TALENTS

Rogues and rogues from *Pathfinder Unchained* of at least 10th level can select these advanced talents in place of a talent.

Glib Facade (Sp): Once per day, a rogue with this advanced talent can use *glibness* as a spell-like ability, using her rogue level as the spell's caster level. A rogue must have the innocent facade rogue talent before selecting this talent.

Unlock Ki (Ex): A rogue with this advanced talent increases the number of points in the ki pool that she gains from the ki pool^{UC} rogue talent to be equal to 1/2 her rogue level + her highest mental ability score modifier (Intelligence, Wisdom, or Charisma). In addition, she can spend 2 points from her ki pool as a swift action to gain the skill unlocks (*Pathfinder Unchained 82*) for one skill of her choice as appropriate for her number of ranks in that skill. This benefit lasts for 1 minute. The rogue must have a ki pool before selecting this advanced talent.



Blood Hexes

The spilling of blood can unleash significant magic power, and many cultures on Golarion have developed ways of accessing that power. Some among the winter witches of Irrisen and the dervishes of Casmaron can use magic powered by inflicting significant wounds to curse their enemies. More sinister versions of these hexes can be found in the shadowy realms of Nidal and among the criminal blood magicians of Tian Xia. While these disparate magical traditions employ different terms for the tactic, a curse powered by the subject's own blood loss is commonly known as a blood hex.

Blood hexes take many forms, but all obey some basic rules that apply to each blood hex feat. Blood hex feats are available to any character who meets the feat's prerequisites. Blood hex feats work only against targets you have dealt hit point damage to recently, with the exact time frame and any

requirements for how you deal the damage outlined in each feat. The saving throw DC of a blood hex is always equal to $10 + 1/2$ your character level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest). You can target a creature with the same blood hex at most once every 24 hours, whether it is affected by the blood hex or not. You can use a number of blood hexes per day equal to the number of blood hex feats you have, plus one additional use per day at 4th level and every 4 character levels thereafter. You can use the same blood hex multiple times, as long as you don't exceed your total uses of blood hexes for the day.

Shamans and witches can take a blood hex feat in place of a regular hex and sometimes gain additional effects when they use a blood hex, but must still deal hit point damage to a creature in order to use the blood hex. A shaman or witch can use blood hexes an unlimited number of times per day,

but still cannot target the same creature with the same blood hex more than once every 24 hours. All blood hexes with a duration of 1 round can be extended normally using the cackle hex or the chant hex.

The effects of a given blood hex doesn't stack with themselves, even if the blood hex is used by different sources, but a creature can be cursed with any number of different blood hexes at one time. A blood hex is a supernatural curse^{UM} effect, and counts as a hex for the purposes of abilities that work against hexes.

ABEYANCE (BLOOD HEX)

You can disrupt your opponent's connection to its own magical power.

Prerequisites: Int 13, Spellcraft 5 ranks, Use Magic Device 1 rank.

Benefit: As a standard action, you can drain the innate magical ability of a creature you've dealt damage to with a metal weapon since the beginning of your last turn. That creature must succeed at a Will save or be unable to access any spell-like abilities it can use more than once per day, until it is healed of all hit point damage, or up to a maximum duration of 1 minute.

Special: If a shaman or witch uses this blood hex, the target is unable to use any of its spell-like abilities for the hex's duration.

BLUNT BLADE (BLOOD HEX)

With a single curse, you make your rival less fearsome in combat.

Prerequisites: Int 13, base attack bonus +6, Use Magic Device 1 rank.



Benefit: As a standard action, you can curse the accuracy of an enemy you have dealt damage to in the last minute. The target must succeed at a Fortitude save or it automatically fails to confirm all critical threats. This effect lasts for 1 round.

Special: If a shaman or witch uses this blood hex, the target is unable to deal precision damage or sneak attack damage for the hex's duration.

BULL'S EYE (BLOOD HEX)

Your ranged attacks unerringly seek those you have cursed.

Prerequisites: Dex 13, Int 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run, base attack bonus +4, Use Magic Device 1 rank.

Benefit: As a standard action, you can curse a creature you've dealt damage to with a ranged weapon attack since the beginning of your last turn. The target must succeed at a Reflex save, or you don't take penalties on ranged weapon attacks against the creature for the first range increment and you ignore any bonus to the creature's Armor Class from cover. The creature still benefits from total cover. This effect lasts for 1 minute.

Special: A shaman or witch with this blood hex can use it against a target she has damaged with any ranged attack since her last turn, and applies its benefits to any ranged attack she makes against an affected creature.

CATARACT (BLOOD HEX)

You can curse the eyes of a wounded enemy.

Prerequisites: Int 13, Perception 5 ranks, Use Magic Device 1 rank.

Benefit: As a full-round action, you can curse a creature you've dealt damage to since the beginning of your last turn. The creature must succeed at a Fortitude save or its eyes become milky and its vision is obscured. For 1 round, any target the creature makes a ranged touch attack against gains concealment for the purposes of that attack.

Special: A shaman or witch with this blood hex can use it against any creature she has dealt damage to in the past minute. A shaman or witch can use this blood hex as a standard action.

CONSUMPTION (BLOOD HEX)

You cause your rivals to spend additional precious resources while wounded.

Prerequisites: Int 13, Use Magic Device 5 ranks.

Benefit: As a full-round action, you can curse a creature you've dealt damage to since the beginning of your last round to use certain powers quickly. The creature must succeed at a Fortitude save or if it uses any of the following class abilities during the next minute, it must spend at least two daily uses or rounds of that ability: arcane pool^{UM}, arcane reservoir^{ACG}, bardic performance, bloodrage^{ACG}, bomb^{APG}, inspiration^{ACG}, ki pool, mental focus^{OA}, mesmerist trick^{OA}, phrenic pool^{OA}, rage, or raging song^{ACG}.

Special: A shaman or witch can use this blood hex as a standard action.

EXTRA BLOOD HEX

Your ties to blood hexes are much stronger than those of most other practitioners.

Prerequisites: Int 15, two or more blood hex feats, Spellcraft 5 ranks, Use Magic Device 5 ranks.

Benefit: You can use blood hexes two additional times per day.

Special: You can take this feat more than once. Each time you do, you can use blood hexes two additional times per day. A character with this feat who takes levels in shaman or witch can immediately replace this feat with any blood feat for which she meets the prerequisites.

FALTER (BLOOD HEX)

You curse the blood of your foes, forcing them to falter in their subsequent actions.

Prerequisites: Int 13, Spellcraft 5 ranks, Use Magic Device 5 ranks.

Benefit: As a standard action, you can curse an enemy you've dealt damage to since your last turn. That target must succeed at a Will save or be unable to take a 5-foot step, delay an action, or ready an action for 1 round.

Special: A shaman or witch with this blood hex can use it against any creature she has dealt damage to in the past minute. A creature affected by this blood hex used by a shaman or witch also has its movement rate halved for the blood hex's duration.

HINDER (BLOOD HEX)

You curse a bleeding opponent with uncertainty.

Prerequisites: Int 13, Use Magic Device 5 ranks.

Benefit: As a standard action, you can curse an enemy you've damaged with a melee attack in the last minute to become hesitant. The target must succeed at a Reflex save or take a -10 penalty on any initiative check it makes in the next minute.

Special: If a shaman or witch uses this blood hex, the target is unable to take a full-attack action for 1 round. This effect can be extended with the cackle hex.

UNCERTAINTY (BLOOD HEX)

When you draw a foe's blood in combat, that creature begins to doubt its skills.

Prerequisites: Int 13; Bluff, Diplomacy, and Intimidate 5 ranks.

Benefit: As a full-round action, you can diminish the confidence of a creature you've dealt damage to within the last minute. That creature must succeed at a Will save or take a -6 penalty on skill checks for one of the following skills of your choice: Bluff, Diplomacy, or Intimidate. This ability lasts until the subject is healed of all hit point damage, up to a maximum of 1 hour.

Special: A shaman or witch with this blood hex can use it as a standard action. Additionally, if a shaman or witch uses this blood hex, the target takes the penalty on Bluff, Diplomacy, and Intimidate checks.

Magic Item Mastery

If secrets lie hidden even within common merchant's stalls and other mundane places, then certainly even greater mysteries exist within the myriad magical artifacts and relics that can be found within eldritch markets, ancient ruins, forgotten dungeons, and the vaults of dragons and undead horrors.

Magic item mastery feats like those presented below allow both spellcasters and mundane characters to coax hidden powers from their items, provided they have the personal fortitude to do so. For more information on magic item mastery feats, refer to pages 26–27 of *Pathfinder Player Companion: Weapon Master's Handbook*.

ABILITY MASTERY (ITEM MASTERY)

You can augment your inherent abilities with transmutation magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude saving throw bonus +4.

Benefit: Once per day, you can focus your thoughts for 10 minutes on a suit of magic armor or a wondrous item that has a transmutation spell of 2nd level or higher listed in its construction requirements and that occupies a slot on your body. At the end of the meditation, you gain a +2 enhancement bonus to one ability score of your choice. This benefit lasts for 24 hours. You must wear the item in order to gain this benefit; if the item is removed before this feat's benefit ends, the benefit is immediately lost and cannot be regained until 24 hours have passed since the feat's last activation. You can gain only one benefit from this feat at a time.

CONCEALMENT MASTERY (ITEM MASTERY)

You can use illusion magic items to conceal your presence, or possibly even your true nature.

Prerequisites: Stealth 3 ranks, Use Magic Device 3 ranks, base Fortitude saving throw bonus +3.

Benefit: You can cause an item that has an illusion spell of 1st level or higher listed in its construction requirements to cast *vanish*^{APG}. If you have 7 ranks in both Stealth and Use Magic Device, you can instead cause an item that has an illusion spell of 2nd level or higher listed in its construction requirements to cast either *invisibility* or *undetected alignment*. You can use this feat once per day, plus an additional time per day when your base Fortitude save bonus reaches +9 and +12.

FORCE SHIELD MASTERY (ITEM MASTERY)

You can create barriers of force with abjuration magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude saving throw bonus +3.

Benefit: You can cause an item that has an abjuration spell of 1st level or higher listed in its construction requirements to create a magical effect that functions like *shield*, except the

shield bonus to AC gained is equal to 1/3 your base Fortitude save bonus (minimum +1). You can use this feat once per day, plus an additional time per day when your base Fortitude save bonus reaches +6, +9, and +12.

IMPLEMENT MASTERY (ITEM MASTERY)

You can use your implements to unlock secrets of mastering relics and other items of power.

Prerequisites: Implements^{OA} class feature, mental focus^{OA} class feature.

Benefit: For the purposes of using item mastery feats, you treat your implements as magic items with all spells that you know from each implement's associated implement school functioning as their effective construction requirements. When using an implement to activate an item mastery feat, you can spend a number of points of mental focus equal to half of the feat's base Fortitude save bonus prerequisite to activate the feat without counting the use against the item mastery feat's total number of daily uses.

Special: An occultist who has this feat can select item mastery feats in place of focus powers, provided he meets the feats' prerequisites.

RACIAL ITEM MASTERY (ITEM MASTERY)

You can use certain magic items to fuel your innate powers.

Prerequisites: Use Magic Device 6 ranks, base Fortitude saving throw bonus +3.

Benefit: You can focus on an item associated with your race to use a racial spell-like ability that you have without expending any uses per day from that spell-like ability. A racial spell-like ability is any spell-like ability that you have gained from a racial trait, from a feat or trait that lists your race as a prerequisite, or from a class option or archetype that is available only to members of your race. You must use an item with a spell in its construction requirement that belongs to the same school and is at least of the same level as the spell-like ability that you wish to use. You can use this feat once per day, plus an additional time per day when your base Fortitude save bonus reaches +9 and +12.

RESISTANCE MASTERY (ITEM MASTERY)

You can protect yourself from harm by using abjuration magic items.

Prerequisites: Use Magic Device 3 ranks, base Fortitude saving throw bonus +3.

Benefit: Once per day, you can meditate for 10 minutes in order to use magic armor or a wondrous item that has an abjuration spell of 2nd level or higher listed in its construction requirements and that occupies a slot on your body to gain a defensive benefit. This benefit can be either a +1 resistance bonus on all saving throws or 5 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic). This benefit lasts for 24 hours.

You must wear the item in order to gain this benefit; if the item is removed before this feat's benefit ends, the benefit is immediately lost and cannot be regained until 24 hours have passed since the feat's last activation. The resistance bonus granted by this feat increases by 1 or the energy resistance increases by 5 when your base Fortitude save bonus reaches +6, +9, and +12. You can gain only one benefit from this feat at a time.

RESTORATION MASTERY (ITEM MASTERY)

You can heal more than just injuries of the flesh.

Prerequisites: Heal 5 ranks, Use Magic Device 5 ranks, base Fortitude saving throw bonus +3.

Benefit: You can cause an item that has a conjuration (healing) spell of 2nd level or higher listed in its construction requirements to cast *lesser restoration*. If you have 9 ranks in both Heal and Use Magic Device, you can instead cause an item that has a conjuration (healing) spell of 3rd level or higher listed in its construction requirements to cast either *remove blindness/deafness* or *remove paralysis*. You can use this feat once per day, plus an additional time per day when your base Fortitude save bonus reaches +9 and +12.

SYMBOLIC MASTERY (ITEM MASTERY)

You can channel the power of the gods through symbols of their faiths, using it as a weapon.

Prerequisites: Use Magic Device 4 ranks, base Fortitude saving throw bonus +2.

Benefit: A number of times per day equal to your base Fortitude save bonus, you can cause a holy symbol of a deity you worship and whose alignment is the same as yours to unleash a harmful magical attack called a symbolic bolt. This attack can be delivered via touch or a ray, as a standard action. A melee symbolic bolt requires a melee touch attack that doesn't provoke attacks of opportunity, and a ranged symbolic bolt is a ranged attack with a range of 30 feet. A symbolic bolt deals damage equal to $1d6 + 1/2$ your total number of ranks in the Use Magic Device skill. You choose the type of damage dealt by your symbolic bolt each time you use this feat from those offered by the cleric domains granted by the deity whose holy symbol you use. The types of damage (and the cleric domains that grant them) are acid (Earth, Magic, Rune), cold (Darkness, Magic, Rune, Void, Water, Weather), electricity (Air, Magic, Rune, Weather), fire (Destruction, Fire, Magic, Rune), negative energy (Death, Destruction, Void), positive energy (Glory, Healing, Repose, Sun), sonic (Magic, Rune, Weather), and untyped (any). If a symbolic bolt is used to deal untyped damage, the bolt's damage is reduced to an amount equal to $1d3 + 1/2$ your total number of ranks in Use Magic Device.

When you create a symbolic bolt, it originates from the hand holding the holy symbol and appears only briefly, so



you have a hand free anytime you're not attacking with a symbolic bolt. The feat Weapon Focus (ray) doesn't apply to symbolic bolts, but you can take the feat Weapon Focus (symbolic bolt) and apply it to both melee and ranged symbolic bolts. Spells that target a single weapon (such as *magic weapon*) can't affect symbolic bolts, nor can a symbolic bolt have magic weapon special abilities. Abilities and feats that affect all weapon attacks function as normal with symbolic bolts.

WEAPON EVOKER MASTERY (ITEM MASTERY)

You rack opponents with eldritch power coursing from your magic weapons.

Prerequisites: Use Magic Device 2 ranks, base Fortitude saving throw bonus +3.

Benefit: As a swift action while wielding a magic weapon with a weapon special ability that deals extra acid, cold, fire, electricity, or sonic damage on a hit, you deal an additional $1d4$ points of damage of the same type with each hit you make with that weapon for 1 round.

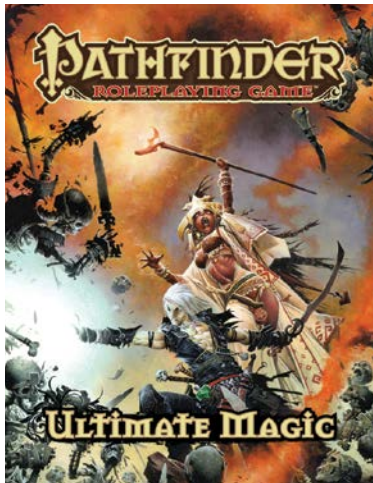
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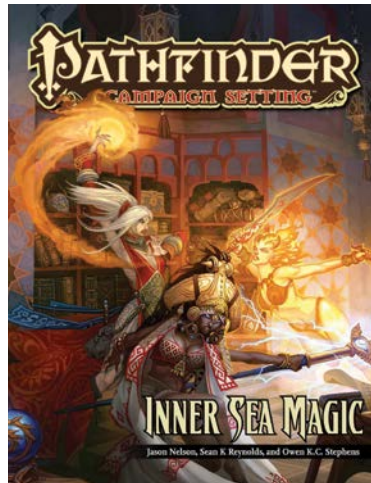


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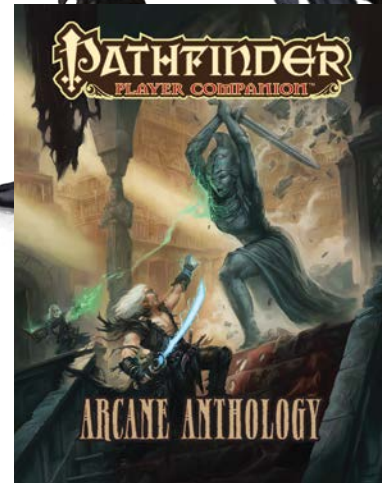
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Master Your Magic

Magic can do anything, but good tactics are the key to using it effectively. Hone your methods of spellcasting to a razor edge with *Pathfinder Player Companion: Magic Tactics Toolbox*! This handy volume includes effective spell strategies to augment allies, control the battlefield, or just blast foes—along with plenty of new spells and other rules options designed to work with these eldritch tactics.

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- ▶ A multitude of new abilities, including investigator and rogue talents, metamagic feats and other types of spell-augmenting feats, and bloodline mutations.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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