

Choicer Magick Book One

OGL
3.5 SYSTEM COMPATIBLE



Chris A. Field



CHOICER MAGICK

BOOK ONE

Written by Chris A Field

Cover Illustration by: Shutterstock.Com; Background by Joshua Meadows

Interior Illustrations by: Drbjr Stock, Allan Morris, John Picot, Amanda Webb

All images are copyright their respective creators and are used with permission.

Otherverse Games

www.otherversegames.blogspot.com

Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

The Choicer Magick series is a collection of short sourcebooks detailing the spells used by the Choicer heroes and villains in the *Otherverse America Campaign Setting*. These spells blend ancient pagan traditions with 22nd Century military acumen and the determination of a new country, hardened and tempered by three decades of civil war.

This first volume introduces more than fifty new spells, from trivialities like *fertility control*, which none the less form the basis of the Choicer Covenant's occult technology, to deadly battle spells like *destruction of the heart*, *kinetic kill weapon* or *Persephone's steel*. The *Choicer Magick* line makes an excellent companion to the upcoming *Culture of Choice* mega-sourcebook, which completely revises how Choicer heroes are built and played.



Alchemist Spells

Zero Level

Barbering – cut and style hair with a touch

Draw Forth Menses – induce menstruation in willing female touched

Fertility Control – magically prevent or ensure conception for a day

Ibis' Brilliance – receive a +20 insight bonus on your next Heal check

Pennyroyal Touch – induce an early abortion in a willing creature touched

First Level

Advanced Steel – remove the restrictions on healing for a cyborg creature touched for 1 hour/level

Hypervigilance – make Perception checks when merely within 10 ft of a hidden weapon, even if not actively searching, receive a +2 bonus on Perception checks

Pennyroyal Weapon – conjure a mystical blade that can inflict critical hits against Neverborn

Second Level

Bast's Musk – feline creatures receive a +4 bonus on Acrobatics, Climb and Perception checks as well as some saving throws when within your perfumed aura

Combat Ribbons – transform ritual hand wrappings into light armor that provides DR 5/magic against ballistic damage

Cybernetic Gift – temporarily bestow a cybernetic implant on a willing subject for 1 hour/level

Fourth Level

Annihilate Neverborn – utterly annihilate a targeted Neverborn or inflict massive damage and trap it in undead form even on a successful save

Hasten Birth – bring a pregnancy to term in only 2d12 hours

Fifth Level

Cyber Surgery – implant a cybernetic device in a willing patient

Sixth Level

Lifespawn Mutation – grant touched creature Awakened Heritage as a racial bonus feat

Reinvent Humanity – transform a touched creature's cybernetic implants into new, heritable traits and organs

Bard Spells

Zero Level

Fertility Control – magically prevent or ensure conception for a day

First Level

Declare Coven – declare yourself and up to 12 allies as a mystic coven

Handfasting – bind two supplicants in a ritual marriage that provides a +1 holy bonus on Diplomacy and Profession/Craft checks made together

Horror Blur – your coven temporarily blurs Lifer horror art into illegibility as they pass near it

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Second Level

Horror Burn – Lifer horror art within a 30 ft burst suffers 1d8 fire damage and may catch on fire, along with those holding the art

Nevermeme – Neverborn within a 30 ft burst are *shaken* or possibly *frightened* by guilt

Cleric Spells

Zero Level

Draw Forth Menses – induce menstruation in willing female touched

Fertility Control – magically prevent or ensure conception for a day

Ibis' Brilliance – receive a +20 insight bonus on your next Heal check

Libation – offer alcohol to the gods and goddesses to receive a +2 luck bonus on your next skill check

Pennyroyal Touch – induce an early abortion in a willing creature touched

First Level

Handfasting – bind two supplicants in a ritual marriage that provides a +1 holy bonus on Diplomacy and Profession/Craft checks made together

Hypervigilance – make Perception checks when merely within 10 ft of a hidden weapon, even if not actively searching, receive a +2 bonus on Perception checks

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Neverlock – force a Neverborn into its more human-like state and prevent its transformation to a visibly undead form

Second Level

Near Death Experience – recipient may make a DC 20 Knowledge (religion) when reduced to 0 HP but not killed outright, if successful they return to consciousness with 1 HP

Third Level

Avenging Coven – allies receive morale bonuses on Initiative score, new WILL Saves and morale bonus to AC when a member of their coven is slain

Hasten Birth – bring a pregnancy to term in only 2d12 hours

Hawk Guardian – summon a hawk of solar plasma to defend you or attack on your behalf

No Death By.... – prevents death or harm from a specific, stated cause for 1 round/level

Fourth Level

Feather of Ma'at – a glowing feather glyph on the subject's forehead either protects allies or slows and encumbers enemies, but forbids dishonesty in either case

Godly Beauty – add your ranks in Knowledge (religion) to CHA-based skill checks or discharge the spell to radically augment your ability to channel energy

Neverlock, Mass – as *Neverlock*, but affects one Neverborn/level

Towering Menwhir – raise a standing stone that assists in the casting of earth and summoning magic

Fifth Level

Rage of Sekmet – intense *rage* makes allies especially deadly against Lifer opponents

Sixth Level

Heroic Golden Ram – provide a male warrior with Damage Reduction and Regeneration, as well as combat maneuver bonuses based upon his BAB, up to a maximum DR 4/- and equivalent Regeneration and bonuses

Seventh Level

Call Wicker Man – summon a flaming goliath to fight on your behalf

Eighth Level

God Form – assume a divine form that racially increases all your abilities, grants Damage Reduction 10/ adamantine and interaction bonuses with the invoked deity's worshippers

Pagan Oath – allies who swear to defend the Covenant and uphold pagan ideals are given near invulnerability and defenses against Christian spells for a short time

Ninth Level

Exile to the Outer Void – teleport a target into deep space and prevent its easy return

Midwife's Rain – a vast red rainstorm provides the Neo-Witch Midwife cultural template and its powers to a huge population

New Constellation – create a new stellar group from the body and soul of a fallen hero

Persephone's Steel – become a war-built cyborg with power over life and death

Druid Spells

Zero Level

Barbering – cut and style hair with a touch

Draw Forth Menses – induce menstruation in willing female touched

Fertility Control – magically prevent or ensure conception for a day

Ibis' Brilliance – receive a +20 insight bonus on your next Heal check

Second Level

Bast's Musk – feline creatures receive a +4 bonus on Acrobatics, Climb and Perception checks as well as some saving throws when within your perfumed aura

Lifekill – blast inflicts 3d6+Lifecount damage against Lifespawn creatures

Third Level

Towering Menwhir – raise a standing stone that assists in the casting of earth and summoning magic

Fourth Level

Horned God's Mantle – conjure ghostly antlers that can attack on your behalf

Lifeward – energy field hedges out Lifespawn creatures and damages and sickens those that remain

Sudden Flowering – transmute metal and plastic objects to wood and plant matter

Fifth Level

Awaken Ancient Troll – transform a huge stone or menwhir into a troll that serves you loyally for 1 round/level

Living Structure – transmute a single structure to make it more energy efficient and eco-friendly

Woad and Valor – luminous blue Celtic tattoos grant all members of your coven vastly increased base attack bonus for one round

Sixth Level

Beast of the Summerland – transform an animal

or Ubasti into a mythic creature with a devastating breath weapon

Heart Ripping – bolt of force rips an opponent's heart from his chest, slaying him instantly

Lifespawn Mutation – grant touched creature Awakened Heritage as a racial bonus feat

Seventh Level

Call Wicker Man – summon a flaming goliath to fight on your behalf

Eighth Level

Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground

Ninth Level

Living City – as *Living Structure*, but affects multiple buildings over an area of up to several square miles



Tenth (Epic) Level

Heart Ripping, Mass – As *Heart Ripping*, but affects 1 target/level

Magus Spells

First Level

Escort's Circle – all members of the coven gain bonus on Perception checks and cannot be flanked while fighting collectively

Hypervigilance – make Perception checks when merely within 10 ft of a hidden weapon, even if not actively searching, receive a +2 bonus on Perception checks

Neverlock – force a Neverborn into its more human-like state and prevent its transformation to a visibly undead form

Reload! – instantly refill a touched weapon's ammo clip or recharge its energy cell

Smart Atheme – conjure a dagger of electricity that disrupts smartlight computers and programs

Second Level

Combat Ribbons – transform ritual hand wrappings into light armor that provides DR 5/magic against ballistic damage

Declare Coven – declare yourself and up to 12 allies as a mystic coven

Gardnerian Scourge – inflict superficial slashing damage on an ally to allow them a new WILL Save at a bonus to end mind-affecting effects

Infinite Ammunition – touched weapon's ammo clip or energy cell refills automatically when emptied for 1 round/level

Lifekill – blast inflicts 3d6+Lifecount damage against Lifespawn creatures

Third Level

Avenging Coven – allies receive morale bonuses on Initiative score, new WILL Saves and morale bonus to AC when a member of their coven is slain

Escort's Armory – summon glowing force versions of a Light Ballistic Vest and a pagan melee weapon of choice for your allies

Hawk Guardian – summon a hawk of solar plasma to defend you or attack on your behalf

Fourth Level

Neverlock, Mass – as *Neverlock*, but affects one Neverborn/level

Fifth Level

Coven's Blade – conjure a +2 keen dagger that potentially all members of your coven may attack with once

Covanguard's Alliance – male members of your coven gain the Covanguard cultural template for 1 minute/level

Honored Platoon – conjure a ghostly army of Choicer soldiers to fight for 1 round/level

Military Flight – fly at up to 500 ft/round for 1 minute/level with amazing maneuverability

Sixth Level

Heart Ripping – bolt of force rips an opponent's heart from his chest, slaying him instantly

Inquisitor Spells

First Level

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Ranger Spells

First level

Ibis' Brilliance – receive a +20 insight bonus on your next Heal check

Sorcerer/Wizard Spells

Zero Level

Barbering – cut and style hair with a touch

Fertility Control – magically prevent or ensure conception for a day

Pennyroyal Touch – induce an early abortion in a willing creature touched

Smart Atheme – conjure a dagger of electricity that disrupts smartlight computers and programs

First Level

Escort's Circle – all members of the coven gain bonus on Perception checks and cannot be flanked while fighting collectively

Hypervigilance – make Perception checks when merely within 10 ft of a hidden weapon, even if not actively searching, receive a +2 bonus on Perception checks

Ibis' Brilliance – receive a +20 insight bonus on your next Heal check

Neverlock – force a Neverborn into its more human-like state and prevent its transformation to a visibly undead form

Reload! – instantly refill a touched weapon's ammo clip or recharge its energy cell

Second Level

Bast's Musk – feline creatures receive a +4 bonus on Acrobatics, Climb and Perception checks as well as some saving throws when within your perfumed aura

Gardnerian Scourge – inflict superficial slashing damage on an ally to allow them a new WILL Save at a bonus to end mind-affecting effects

Infinite Ammunition – touched weapon's ammo clip or energy cell refills automatically when emptied for 1 round/level

Lifekill – blast inflicts 3d6+Lifecount damage against Lifespawn creatures

Third Level

Cybernetic Gift – temporarily bestow a cybernetic implant on a willing subject for 1 hour/level

Escort's Armory – summon glowing force versions of a Light Ballistic Vest and a pagan melee weapon of choice for your allies

Fourth Level

Neverlock, Mass – as *Neverlock*, but affects one Neverborn/level

Fifth Level

Call Powered Armor – summon a set of Grade I Powered Armor around yourself or a willing recipient

Covenguard's Alliance – male members of your coven gain the Covenguard cultural template for 1 minute/level
Cyber Surgery – implant a cybernetic implant in a willing patient
Honored Platoon – conjure a ghostly army of Choicer soldiers to fight for 1 round/level
Military Flight - fly at up to 500 ft/round for 1 minute/level with amazing maneuverability

Sixth Level

Lifespawn Mutation – grant touched creature Awakened Heritage as a racial bonus feat
Like an Iron Maiden – transform a target's armor into a lethal prison
Reinvent Humanity – transform a touched creature's cybernetic implants into new, heritable traits and organs

Seventh Level

Call Powered Armor, Greater – summon either a set of Grade III Powered Armor or flight-capable Grade II Powered Armor around yourself or a willing recipient
Cyber Surgery, Offensive – implant cybernetic device in an unwilling creature, who is also fatigued for a number of hours equal to your caster level

Eighth Level

Call Gunmother – summon a powerful Lifespawned creature called a Gunmother to assist or possibly even transfigure you or a female ally
Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground

Ninth Level

Midwife's Rain – a vast red rainstorm provides the Neo-Witch Midwife cultural template and its powers to a huge population
Persephone's Steel – become a war-built cyborg with power over life and death
Witches of Steel, Arise! – if any member of your coven is slain within the next day, they return to life one round later as a powerful cyborg warrior

Witch Spells

Zero Level

Fertility Control – magically prevent or ensure conception for a day

First Level

Declare Coven – declare yourself and up to 12 allies as a mystic coven
Know Lusts – know a target's sexual orientation and romantic preferences with a glance
Strega's Cry – summon a swarm of raven or bats, but only during the night

Second Level

Combat Ribbons – transform ritual hand wrappings into light armor that provides DR 5/magic against ballistic damage

Third Level

Avenging Coven – allies receive morale bonuses on Initiative score, new WILL Saves and morale bonus to AC when a member of their coven is slain
Hawk Guardian – summon a hawk of solar plasma to defend you or attack on your behalf

Fourth Level

Fear Death by Fire – undergo a terrifying transformation into an enraged juggernaut when damaged by Fire

Fifth Level

Awaken Ancient Troll – transform a huge stone or menwhir into a troll that serves you loyally for 1 round/level
Rage of Sekmet – intense *rage* makes allies especially deadly against Lifer opponents
Sudden Flowering – transmute metal and plastic objects to wood and plant matter

Sixth Level

Beast of the Summerland – transform an animal or Ubasti into a mythic creature with a devastating breath weapon
Destruction of the Heart – rip the heart from a slain creature and consume it in fire to prevent the creature's return to life
Heart Ripping – bolt of force rips an opponent's heart from his chest, slaying him instantly
Like an Iron Maiden – transform a target's armor into a lethal prison

Seventh Level

Call Wicker Man – summon a flaming goliath to fight on your behalf

Eighth Level

Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground

Ninth Level

Midwife's Rain – a vast red rainstorm provides the Neo-Witch Midwife cultural template and its powers to a huge population
Persephone's Steel – become a war-built cyborg with power over life and death

Tenth (Epic) Level

Heart Ripping, Mass – As *Heart Ripping*, but affects 1 target/level



New Spell Descriptors

These new spell descriptors reflect uniquely Choicer approaches to magic.

Coven

Spells with the *Coven* descriptor protect and empower the spellcaster's allies in some way. The spellcaster is always considered part of his or her Coven, and may designate up to 12 additional allies as part of the Coven. Members of a Coven must all have a pagan patron deity or philosophy, and must have spent at least one hour within the previous 24 hours engaged in some form of ritual. Depending on the sect, this might be simple religious worship, weapons training, meditation, a sexual rite or other activity.

Lifespawn

Spells with the *Lifespawn* descriptor summon, manipulate or otherwise interact with creatures of the Lifespawn subtype, described fully in *Horrors of the Lifechain* (Othervers Games, 2015).

New Spells

Advanced Steel

School transmutation **Level** alchemist 1

Casting Time one standard action

Components V, S, M (a vitamin gel commonly used by cybermedics to promote healing around a new implant)

Range touch

Duration one hour/level (D)

Saving Throw FORT negates (harmless) **Spell**

Resistance Yes (harmless)

A touch makes advanced cybernetic implants and bio-mech organ analogues more organic in form and function. For the spell's duration the Unhealing racial quality of Heavy Cyborgs or the Slow Healing racial quality of Light Cyborgs are eliminated. This spell also affects other creatures of the Cyborg subtype if they possess either racial quality.

Hate the Dead

The Choicer Nation as a whole fears and utterly loathes the Neverborn. The Covenant has pushed for the extinction of the artificial, undead species with a vehemence that's shocking considering their otherwise liberal nature. Even during the tentative peace that held between 2091 and 2107, the Choicers never warmed to the undead.

This instinctive and existential dread of the Neverborn manifests in several spells and magic items specifically designed to destroy or hinder the Neverborn. As a result the undead have had an effect on the development of Choicer magic far in excess of their numbers.

Annihilate Neverborn

School necromancy **Level** alchemist 4

Casting Time one standard action

Components V, S, M

Range medium (100 ft + 10 ft/level)

Duration instant

Saving Throw FORT partial (see text)

Spell Resistance Yes

This spell completely dismantles the belief-driven occult architecture that gives Neverborn their existence in a flash of azure fire and intense stench of ozone. A Neverborn who fails its save against this effect is destroyed utterly. A Neverborn who successfully saves against this effect still suffers 6d6 damage, which may be enough to destroy it anyway. Neverborn damaged but not destroyed by this spell are trapped in their visibly undead form for 3d6 hours after the spell. Neverborn destroyed by this spell as utterly annihilated, though their gear and possessions remain.

Avenging Coven

School abjuration (coven)

Level cleric 3, magus 3, witch 3

Casting Time one swift action

Components V, S, situational (see text)

Range 60 ft radius of a fallen Choicer/pagan ally within line of sight and effect

Duration instant / one round

Saving Throw WILL negates (harmless)

Spell Resistance Yes (harmless)

This spell bathes Covenant warriors in light- holy light that sharpens their senses and refocuses their wills,

allowing to rise against even the most impossible odds. This spell can only be cast within one round of a member of your coven being slain, rendered unconscious or otherwise helpless.

When the spell is cast all members of your coven within 60 ft of the fallen ally gain a +1d6 morale bonus on their Initiative score, improving their place in the action order for the duration of combat. Affected characters also receive a new WILL Saving throw to break any fear or enchantment effects. For one round after this spell is cast, the recipients receive a +3 morale bonus on attack and damage rolls and their Armor Class.

Awaken Ancient Trolls

School conjuration (earth, creation)

Level druid 5, witch 5

Casting Time one standard action

Components V, S, M (a rune stone worth 50 gp/DC 7)

Focus (a stone or monolith at least 1,000 lbs to be enchanted)

Range close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

This Ásatrú spell brings boulders and standing stones to a kind of rough life. This spell must be cast upon a freestanding boulder, menwhir or stone monolith weighing at least 1,000 lbs, which becomes the spell's focus. When the spell is cast, the stone animates and becomes a Troll (*Bestiary 1*) that serves the caster loyally, to the best of its ability.

When the troll is slain, or the spell's duration end, the troll returns to the form of the stone or monolith and comes to rest at the troll's final position.

Barbering

School transmutation

Level alchemist 0, druid 0, sor/wiz 0

Casting Time 1 standard action

Component V, S

Range touch

Duration Instant

Saving Throw FORT Negates (harmless)

Spell Resistance Yes (harmless)

What it takes a skilled barber with a sharp razor and pair of scissors several minutes to accomplish, this spell can do in seconds. By touching the hair to be cut, this spell slices away hair, gives the client as clean and

close a shave as the caster desires. The spell can style and even slightly alter the color of hair. Cut hair vanishes into a puff of glittering smoke as it falls away from the client.

Bast's Musk

School transmutation

Level alchemist 2, druid 2, witch 2

Casting Time one standard action

Components V, S, F (a small holy symbol of the goddess Bast)

Range personal (30 ft emanation, centered on yourself)

Duration one minute/level (D)

Saving Throw WILL Negates (harmless)

Spell Resistance No (harmless)

For the duration of this spell, each time you exhale, and your breath becomes a cloud of pungent, pheromone-rich musk, which can be smelled faintly for miles around. You are surrounded by a 30 ft aura of *Bast's Musk*.

All Pagan Born, Ubasti and feline creatures within this aura receive a +4 holy bonus on Acrobatics, Climb and Perception checks, as well as REF Saves and WILL Saves against fear while within this aura. Feline creatures are defined as mostly feline animals or magical beasts, Anthros derived from feline stock, feline species (such as Catfolk, Nekomusume, or some Shippers), as well as humanoid characters with the Bastian Metaform feat or similar powers. Ordinary cats spontaneously go into heat for miles around the site where the spell is cast.

Beast of the Summerland

School transmutation **Level** druid 6, witch 6

Casting Time one standard action

Components V, S, M (an apple)

Range close (25 ft + 5 ft/level)

Target one Animal or Ubasti

Duration concentration plus 1 round/level

Saving Throw FORT negates (harmless)

Spell Resistance yes

This spell transforms an ordinary animal into some legendary beast drawn from pagan myth- enormous, powerful, and inherently holy. This spell only affects non-sentient creatures of the Animal type, though it can also affect Ubasti, even though they are both sentient and non-animal.

The animal grows dramatically, increasing its size by one category, exactly as by the *spell enlarge* person (+2 STR, -2 DEX, -1 AC and attack rolls). The animal's natural attacks are considered magic weapons for the purpose of overcoming damage reduction, and the creature is surrounded by a noticeable aura and a glowing pentacle burning on the animal's forehead, abdomen or haunches. This luminous aura provides the creature with a +4 deflection bonus to Armor Class.

The transformed animal gains a breath weapon, usable every 1d6 rounds. This breath weapon is a 30 ft line (plus 5 ft per three caster levels) and inflicts 1d6 holy damage per two caster levels (maximum 10d6) with a REF Save for half damage.

Call Gunmother

School conjuration (calling, lifespawn)

Level sorc/wiz 8

Casting Time one minute

Components V, S

Range close (25 ft + 5 ft/level)

Duration instant

Saving Throw WILL Negates (see text)

Spell Resistance see text

This spell opens a massive rift in space, which a gleaming xeno-deity called a Gunmother passes through, called from some unimaginable and distant solar system. You attempt to call a Gunmother. If you know a specific Gunmother's name, you can attempt to call that specific creature. The Gunmother will always appear when called into the presence of a superior female specimen for genetic uplift; this candidate must always be a lawful female creature, or when called during or immediately before a battle against Chaotic or Nemesis or Singular heritage Lifespawn forces.

The Gunmother may choose to assist the caller in battle if the battle meets its criteria for acceptable combat. The Gunmother may choose to sacrifice herself to uplift and impregnate a female candidate, but only if she believes the female candidate will use the power, or raise her child, in accordance with the Gunmother's philosophy. The Gunmother may also refuse to take any helpful action, at the game master's option.

You can attempt to force the Gunmother to perform a task, if you do, you must use a *magic circle* and follow the process of the *planar binding* spell. Compelling a Gunmother in this manner is a sure way to earn the hatred not only of the Gunmother species, but all agents and children of The Mother.

Call Powered Armor

School conjuration (creation, metal) **Level** sorc/wiz 5

Casting Time one standard action

Components V, S, M (circuits or ablative armor chips from a suit of military powered armor)

Range personal or touch

Duration one round/level (D)

Saving Throw None (harmless)

Spell Resistance No (harmless)

You call an advanced suit of powered armor into being around yourself or a touched creature. The armor begins as glowing lines of force, like a schematic of light around the recipient, which quickly solidifies into aerodynamic steel and polymer.

You summon a suit of Grade I Powered Armor around yourself or a willing creature that you are touching when the spell is cast. The recipient is considered proficient in this armor.

At 15th level, you may summon a suit of Grade II Powered Armor instead.

Call Powered Armor, Greater

School conjuration (creation, metal) **Level** sorc/wiz 7

This spell functions identically to *Call Powered Armor*, save that you summon a set of Grade III Powered Armor. Alternatively, you may summon a suit of Grade II Powered Armor with a flight speed equal to twice the wearer's base land speed and average maneuverability.

Call Wicker Man

School conjuration (summoning)

Level cleric 7, druid 7, witch 7

Casting Time One standard action

Components V, S, DF, M (a small wicker or wood effigy)

Range close (25 ft plus 5 ft per 2 levels)

Duration one round per level

Saving Throw none **Spell Resistance** no

When this spell is cast, you toss down your wicker effigy, and it is bathed in divine flames. Within

seconds, the tiny effigy grows into a Greater Fire Elemental, a burning giant with a skeleton of twined wicker. The Greater Fire Elemental is modified in the following ways:

- The Wicker Man's attacks inflict Holy damage; Fire Resistance does not apply to its attacks.
- The Wicker Man can grab enemies and thrust them into its burning chest as an unwilling sacrifice. The Wicker Man gains the Swallow Whole quality (6d6 Holy damage; AC 16, 20 HP).
- The Wicker Man's fire does not burn natural vegetation, nor do fires caused by it indirectly. The Wicker Man cannot harm creatures of the Plant type.

Alternate Rules: If you have Paizo's *Bestiary IV*, use the statistics for a Wicker Man as presented in that sourcebook instead of a Greater Fire Elemental.

Combat Ribbons

School abjuration **Level** alchemist 2, magus 2, witch 2

Casting Time one standard action

Components V, S, F (a set of ceremonial Choicer hand ribbons)

Range close (25 ft + 5 ft/level)

Duration 10 minutes/level (D)

Saving Throw None (harmless)

Spell Resistance No (harmless)

Many Choicers, from school kids to special operations soldiers, wear blood ribbons tied tightly around their hands and forearms, as a symbol of solidarity with the Covenant's Midwives. This spell turns those silk ribbons into invincible armor.

The Combat Ribbons expand into a full body suit of tightly laced crimson wrappings, which provide a +3 armor bonus to AC; this AC bonus stacks with the armor bonus provided by light or medium armor, but does not stack with heavy armor.

While the spell is in effect, the recipient becomes immune to slashing weapons and gains Damage Reduction 5/magic against ballistic damage.



within range, of their choosing, and this process continues until the spell ends in one of two ways.

1. The coven's blade passes through the hands of all members of your coven. No coven member can accept the blade more than once per casting of the spell.
2. A coven member misses with the coven blade's attack.

Covenguard's Alliance

School transmutation (coven)

Level magus 5, sorc/wiz 5

Casting Time one standard action

Components V, S, F (a Covenguard's bionics, as per the Covenguard cultural template)

Range close (25 ft + 5 ft/level) burst

Duration one minute/level

Saving Throw WILL negates

Spell Resistance Yes

Bronze light spills from a Covenguard's unique and iconic cyber-arm, filling the air like burning fog, and when it passes a second later, male allies stand revealed with the gleaming golden bionics of new Covenguards themselves.

Coven's Blade

School conjuration (coven) **Level** magus 5

Casting Time one standard action (see text)

Components V, S

Range close (25 ft + 5 ft/level)

Duration one round

Saving Throw None **Spell Resistance** No

You summon a beautiful, silvery atheme that seems to be sculpted from liquid mercury. The summoned atheme acts as a +2 *keen dagger*.

You may cast this spell and make a single melee attack with the summoned atheme as a single standard action. There after, if your attack is successful, you toss the atheme to a coven member of your choosing, who must be within the spell's range.

The ally may catch the coven's blade and make an immediate melee attack with it as an immediate action so long as they have at least one hand free. The ally then tosses the coven's blade to another coven member

This spell affects all male coven member's within the spell's range, and has no effect on female coven members, unless they have the *Valkayrie* trait or a similar trait. For the spell's duration, all characters affected gain the Covenguard Cultural Template (*Culture of Choice*, Otherverse Games, 2015), gaining all the template's benefits and draw backs.

This spell requires an operational Covenguard's *cyberlimb* as a focus. A spellcaster with the Covenguard cultural template can easily cast this spell himself. Otherwise, the caster must touch a Covenguard while casting the spell. A cyberlimb attached to a slain Covenguard, or an unattached or salvaged cyberlimb cannot be utilized in this spell.

Cybernetic Gift

School transmutation **Level** alchemist 2, sorc/wiz 3

Casting Time one standard action

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

Range touch

Duration one hour/level

Saving Throw None **Spell Resistance** No

This Eleusinian spell offers a temporary transhuman change to a supplicant, briefly making the spell's recipient a cyborg. For the duration of the spell, the recipient gains a single cybernetic implant of the caster's choosing, which can have a Drain rating no greater than the caster's INT modifier. As this spell can only affect a willing target, it has no saving throw.

Cyber Surgery

School transmutation **Level** alchemist 5, sorc/wiz 5

Casting Time one minute

Components V, S, M (cybernetics to be implanted, plus a sheet of gold suspended in carbon nanotubes, worth 5,000 gp/Purchase DC 23)

Range touch

Duration instant

Saving Throw FORT negates (harmless)

Spell Resistance Yes (harmless)

By touching a willing patient, you perform in seconds what it would take a team of cyber docs working in a fully equipped surgical suite hours to accomplish.

Each time this spell is cast, you may implant a single cybernetic implant, which you must acquire prior to casting this spell. The subject is not fatigued and though the surgery is somewhat painful, the pain only lasts seconds. The subject can use the cybernetic implant normally at the completion of this spell.

Cyber Surgery, Offensive

School transmutation **Level** sorc/wiz 7

Casting Time one standard action

Components V, S, M (cybernetics to be implanted)

Range close (25 ft plus 5 ft / 2 levels)

Duration instant

Saving Throw FORT negates **Spell Resistance** Yes

This spell is a variation on *Cyber Surgery*, but while that spell is medical in intent, this spell is a deep physical violation. When you cast this spell, you force a provided implant (often a potential lethal implant

like a cortex bomb or poison-distributing drug pump) into a living target that fails its FORT save.

In addition to the cybernetic implantation, the target is considered fatigued for a number of hours equal to your caster level as a result of pain and system trauma. The spell's victim can use the implanted cybernetic device normally at the completion of the spell.

Declare Coven

School enchantment (coven)

Level bard 1, magus 2, witch 1

Casting Time one standard action

Components V, S

Range 60 ft burst

Duration instant (24 hours)

Saving Throw WILL negates (harmless)

Spell Resistance Yes (harmless)

You quickly sketch a glowing pentacle in the air, which bifurcates and streaks toward the foreheads of your allies before vanishing. When this spell is cast, you can declare yourself and up to 12 allies (all who must have a pagan patron deity or philosophy) within the spell's area as a *coven*. This effect fades after 24 hours.

Destruction of the Heart

School necromancy (law) **Level** witch 6

Casting Time one round

Components V, S

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

You cast this dangerous, Neo-Egyptian judgment while touching a recently slain creature. The victim's heart (or organ or implant of similar symbolic importance) is ripped from its chest and appears in your hand, where it is consumed by ebony flames and the roars of ghostly crocodiles.

The slain creature that is this spell's victim cannot be brought back to life by magical means short of the direct intervention of a deity until you are slain.

Draw Forth Menses

School conjuration (healing)

Level alchemist 0, cleric 0, druid 0

Casting Time one standard action

Components V, S, DF/M (blood soaked cotton or silk)

Range touch

Duration instant

Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)

By touching a woman's abdomen, this spell draws the menstrual blood from her in a painless rush. This blood quickly solidifies into a brownish pebble resembling blood agate. If a pre-adolescent female (of a species that normally menstruates) swallows the stone, she will undergo puberty and begin menstruating within a few days. This spell otherwise has no effect beyond quickly ending a menstrual period.

Escort's Armory

School conjuration (coven, creation, force)

Level magus 3, sorc/wiz 3

Casting Time one standard action

Components V, S, M (a pro-choice button, sticker or similar decoration)

Range close (25 ft + 5 ft/level)

Duration 1 round/level (D)

Saving Throw None (harmless)

Spell Resistance No (harmless)

This spell conjures glistening gold, amber and canary planes of force around you coven of war, energies that quickly coalesce into ghostly weapons and armor.

Members of the coven are considered to be wearing a *Light Ballistic Vest*, which temporarily replaces their existing armor for the spell's duration. This armor is a force effect, and protects against attacks that bypass mundane armor.

Each member of the coven gains any one of the following weapons: *besom*, *dagger*, *kopesh*, *kris*, or *warhammer*. The caster chooses what weapon appears, and all recipients of the spell gain the same weapon. These weapons function identically to their mundane counterparts, save that they are considered magic weapons for the purpose of overcoming Damage Reduction. The glowing weapons inflict Force damage on a successful hit, not the weapon's normal damage type.

Escort's Circle

School divination (coven) **Level** magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range touch

Duration one hour

Saving Throw None **Spell Resistance** No

When this spell is cast, all participants join hands with the caster, and each other. For the spell's duration, all participants in the Escort's Circle receive an insight bonus on Perception checks equal to the number of participants in the circle. As long as all participants stay within 100 ft of each other, no participant is considered flanked unless they are all. If a participant moves more than 100 ft from the others, the spell is suppressed until that character moves back within 100 ft.

Exile to the Outer Void

School conjuration (teleportation) **Level** cleric 9

Casting Time One standard action

Components V, S, DF

Range medium (100 ft plus 10 ft per level)

Duration see text

Saving Throw WILL Negates (see text)

Spell Resistance Yes

When this spell is cast, a void opens beneath the target's feet, sucking them into a galactic void far from the light of any star. The target is teleported to deepest space, hundreds of light years from any inhabited world, and immediately begins suffocating. In addition, the target takes 10d6 points of fire and 10d6 points of cold damage from stellar vacuum and the absolute zero of deep space respectively, per round.

The powerful binding magics woven appear as luminous chains into this spell prevent the target from teleporting out of the outer darkness. These bindings function as *dimensional anchor* for 2d6 rounds after the teleportation occurs. Even assuming the target manages to survive his short exile in deep space and teleport to safety, the spell prevents the target from returning to the world from which he has been exiled by any mundane or magical means for one year per caster level.

Fear Death By Fire

School transmutation (fire) **Level** witch 4

Casting Time one standard action

Components V, S

Range touch

Duration 1 hour/level or until discharged (than 1 round/level)

Saving Throw None **Spell Resistance** No

Calling upon ancestral and archetypical memories of witches executed during the Burning Times, the pain

of burns transforms you into a raging and nearly invincible defender of all pagans.

The first time you are attacked with a Fire effect (even if such an effect fails to penetrate your Fire Resistance or Immunity to actually harm you) within the spell's duration, you undergo a dramatic and terrifying transformation. You become gaunt and hyper-muscular, your hair becomes flames, and iron nails pierce your body, both armoring and tormenting you.

While so transformed, you gain the Fire subtype, becoming Immune to Fire and Vulnerable to Cold. Your size increases one category, and you receive a +8 enhancement bonus to your STR score, a +4 enhancement bonus to your CON score, but suffer a -2 penalty to DEX score. You gain a +4 natural armor bonus to Armor Class and gain Damage Reduction 5/magic.

The transformed character adds +1d6 fire damage to any melee or natural weapon attacks. The transformed character can breathe flame as a ranged attack that inflicts 2d6 fire (20/x2) and has a 50 ft range increment.

While transformed, you cannot use any skills involving patience or concentration and cannot use firearms or advanced energy weapons, nor can the transformed character benefit from flanking or the aid another action. During this time, the transformed



character must directly attack any character he or she sees attacking any ally or Choicer character, and must full-attack such opponents anytime the opportunity to do so presents itself.

Feather of Ma'at

School

abjuration (law)

Level cleric 4

Casting Time

one standard action

Components V, S, DF

Range long (400 ft + 40 ft/level)

Duration 1 minute /level

Saving Throw WILL Negates

Spell

Resistance Yes
When you cast this spell, a

glowing hieroglyph of a feather appears, rising from the target's brow. Depending on your relationship to the target, the Feather of Ma'at can be a blessing or a curse.

If cast on an allied creature, the Feather of Ma'at acts as *shield of faith*. The recipient receives a +4 holy bonus on WILL Saves against fear and illusions. If the recipient successfully uses a Bluff check, the effect immediately ends.

If cast on an enemy, the target is considered *slowed* and is treated as being heavily encumbered. The target may attempt a new WILL Save each round to end the

effect. While affected by the Feather of Ma'at, the target cannot make Bluff checks.

Fertility Control

School conjuration (healing) **Level** Alchemist 0, Bard 0, Cleric 0, Druid 0, Sorc/Wiz 0, Witch 0

Casting Time one standard action

Components V, S

Range personal

Duration 24 hours (D)

Saving Throw None **Spell Resistance** No

With this minor spell, you can control your fertility to a degree that modern pharmaceuticals cannot match. When this spell is cast, you choose if you will be completely infertile or hyper-fertile for the duration of the effect. If you choose to become hyper-fertile, your chance of conception or impregnating a woman during the spell's effect increases to well beyond 60%.

This minor spell is designed to prevent or ensure pregnancy when bedding mortal humanoids, and has no effect on your fertility if you have intercourse with a more exotic supernatural creature, or someone who is artificially controlling their fertility through more potent magical or high-tech means.

Gardnerian Scourge

School abjuration **Level** magus 2, sorc/wiz 2

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level)

Duration instant

Saving Throw None **Spell Resistance** No

This spell recalls the ritual scourging many Gardnerian sects use to initiate new members, inflicting a moment of pain that renews mental focus. The spellcaster targets a single character within range; this spell inflicts 1d6 points of slashing damage. The scourged target makes a new WILL Save immediately after suffering the damage, with an insight bonus equal to the damage inflicted, to end any ongoing mental effects. This damage cannot be reduced by Damage Reduction or immunity to slashing damage.

God Form

School transmutation **Level** cleric 8

Casting Time V, S, DF

Components one standard action

Range touch

Duration 1 round/level

Saving Throw None Spell Resistance Yes

This powerful spell creates a direct channel between the target and the invoked god or goddess. A surge of divine energy transfigures the recipient, changing their features to better match the common 22nd Century conception of the invoked deity, while still remaining somewhat recognizable as the original creature.

The target gains a +4 enhancement bonus to two ability scores of choice; this choice should reflect the strengths of the deity chosen, as well as a +2 enhancement bonus to all other ability scores. The target also receives a +4 holy bonus to Armor class, and Damage Reduction 10/adamantine. While the spell is active, the target receives a +10 holy bonus on Bluff, Diplomacy and Intimidate checks made against characters who worship the invoked god.

For the spell's duration the target is treated as being an *Outsider*; for determining what spells and effects can affect her. If successfully *banished*, the spell immediately ends and the spell's recipient returns to normal.

The target's alignment must be the same as the invoked deity, or he suffers 3d6 damage per alignment step away from the deity's. There is no saving throw against this divine shock.

Once the effect of the *God Form* wears off, the target must make a DC 23 FORT save or become *exhausted*.

Godly Beauty

School illusion (glamer) **Level** cleric 2

Casting Time One standard action

Components V, S, DF, M (a peacock's feather)

Range touch

Duration one minute per level (D)

Saving Throw WILL **Negates Spell Resistance** Yes

While this spell is wrapped around a creature, their inner beauty and faith transfigures their body. Their physical imperfections are hidden by the magic.

For the duration of the spell, the recipient may add his or her ranks in Knowledge (religion) to all CHA-based skill checks, except for Intimidate. The recipient can also discharge this spell in a spectacular burst of energy, adding twice her ranks in Knowledge (religion) to a single use of her Channel Energy ability.

Handfasting

School enchantment (charm) **Level** bard 1, cleric 1

Casting Time ten minutes

Components V, S, M/DF (incense and ritual cords, 5-10 gp/DC 2-3)

Range touch

Duration instant

Saving Throw WILL negates (harmless)

Spell Resistance yes (harmless)

This spell is part and parcel of many Covenant marriage rituals. Two individuals, whose hands are joined by the ritual threads that are this spell's focus are ritually bound. They henceforth receive a +1 holy bonus on Diplomacy checks towards one another and a +1 holy bonus on Craft and Profession checks, if they collaborate on the project or profession.

Hasten Birth

School transmutation **Level** alchemist 4, cleric 3

Casting Time One hour

Components V,S

Range Touch

Duration Instantaneous

Saving Throw None **Spell Resistance** No

This spell compels a pregnancy to come to term: 2d12 hours after this spell is cast, regardless of how advanced the pregnancy is, the birth occurs. The birth is safe and relatively pain free for both mother and child. The child is born as it would have been if the pregnancy had continued normally.

Hawk Guardian

School conjuration (fire, light)

Level cleric 3, magus 3, witch 3

Casting Time one standard action

Components V, S, M (an eagle's feather)

Range personal

Duration 1 round/level

This Neo-Egyptian spell summons a smartlight eagle spirit, decorated in Egyptian motifs, that glows as brightly as the sun. The Hawk Guardian uses the statistics for a celestial eagle, save that its luminosity gives it an aura of bright illumination 30 ft, and it inflicts an additional +1d4 fire damage with any successful attack.

The Hawk Guardian can be commanded, as any other summoned creature, but if not commanded otherwise, it orbits the caster, sharing the caster's space.

The Hawk Guardian can intercept attacks meant for the caster, interposing itself between the caster and attacker. Damage is deducted from the Hawk Guardian's HP rather than the caster's. It intercepts magical, psionic and ranged attacks as well, but cannot intercept area effect attacks or exotic effects that do not deal Hit Point damage. The Hawk Guardian cannot intercept attacks on the same round it is commanded to attack.

Heart Ripping

School necromancy **Level** druid 6, magus 6, witch 6

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration instantaneous

Saving Throw FORT partial **Spell Resistance** yes

A beam of force blasts from your fingers and strikes your enemy's heart. Violent hieroglyphics of Anubis and Ma'at appear in crackling energy discharges, and in a rush of blood, your enemy's heart tears from his chest.

A target who fails their save against this effect has their heart (or equivalent organ or cybernetic implant) removed, which will instantly kill a target with a basically humanoid anatomy. Even creatures with more exotic anatomies or superhuman regenerative capabilities drops to -9 HP and will die the following round, unless immediately aided.

A creature who successfully saves against Heart Ripping instead suffers 6d6 points of damage, and is considered *nauseated* for 1d6 rounds, as they suffer a minor cardiac infarct.

Heart Ripping, Mass

School necromancy **Level** druid 10, witch 10

This epic version of the spell functions as Heart Ripping, save that it affects one creature per two caster levels, no two of which can be more than 30 ft apart.

Heroic Golden Ram

School transmutation **Level** cleric 6

Casting Time One standard action

Components V, S, DF

Range touch

Duration one minute per level

Saving Throw WILL Negates (harmless)

Spell Resistance Yes (harmless)

This spell wraps the recipient in shining golden armor, complete with a fully enclosed helmet carved in the shape of a golden bull, ram or other sacred animal. Only male recipients can benefit from this spell; if used on a female, the spell simply fails.

For every five points of the recipient's Base Attack Bonus, this armor provides the wearer with Damage Reduction 1/- and Regeneration 1 (maximum Damage Reduction 4/- and Regeneration 4). The recipient's Regeneration is overcome by evil aligned weapons (if the recipient is good aligned) or by good aligned weapons, if evil. Neutral recipients of this spell choose which type of weapon overcomes their Regeneration. In addition, the spell provides the recipient with an equal bonus to his CMB and CMD.

The mystic armor provided by the Warrior of Gold will negate a single critical hit suffered by the wearer. The recipient suffers zero damage from the critical hit, and special effects triggered by a confirmed critical hit do not occur. However, in doing so the spell is negated, and immediately ends.

Honored Platoon

School evocation (force) **Level** magus 5, sorc/wiz 5

Casting Time one standard action

Components V, S, M/DF (a handful of dirt from a battlefield of the Abortion War, or chipped stone from the grave marker of a Choicer veteran)

Range 30 ft

Duration 1 round/level (D)

Saving Throw none **Spell Resistance** no

You conjure a platoon of phantasmal Choicer soldiers, faceless men and women in golden powered armor and bearing the unit patches and colors of some particularly heroic Choicer squad lost during the Abortion War. You create a number of semi-real warriors equal to your INT modifier. While this spell is in effect, you suffer 1 point of temporary CON damage per phantom soldier summoned; you regain the lost ability score damage when the spell ends.

The warriors appear as basically humanoid figures wearing Choicer colors and are considered Constructs. They follow your exact mental commands; although commanding them requires a full round action on your part. If not actively commanded, the phantom soldiers simply stop moving and wait.

Once created, the warriors may move freely, even climbing or swimming if necessary, as long as they remain within your line of sight. If applicable, they have a +5 bonus on Climb and Swim checks. If the warriors leave your line or sight (or gain concealment from you by any means), they immediately vanish.

These warriors have a BAB equal to a fighter of your caster level, and deal one point of Force damage per caster level. They may make either ranged or melee attacks with phantom equipment, which count as magic weapons for the purpose of overcoming Damage Reduction. Their weapons have a maximum range of 50 ft and no range increment. Whether melee or ranged, these phantom weapons have a critical hit range of 19-20/x2.

The warriors may flank a target, but cannot be flanked themselves. They have a CMB equal to 10 + ½ your caster level + your INT modifier. They may make combat maneuvers, but cannot be the target of one.

The phantom warriors have an AC equal to 10 + ½ your caster level + your INT modifier, Damage Reduction 5/magic and Hit Points equal to your CON score plus your caster level. These warriors take no actions other than movement or combat, and are essentially mindless, unable to perform skills.

Horned God's Mantle

School evocation (force) **Level** druid 4

Casting Time one standard action

Components V, S, M (a piece of antler), male gender

Range close (25 ft + 5 ft/level) medium

Duration 1 round/level

Saving Throw None **Spell Resistance** No

You conjure a ghostly set of deer-like or elk-like antlers to attack with. The antlers appear above your brow, but may be directed to anywhere within range, remaining at about head height. You may attack with the antlers once per round, at your normal melee attack bonus, dealing 1d6 points of force damage, or you may make a bull rush each round, using your caster level + WIS modifier for the antler's CMB. You deal 1d6 force damage on a successful bull rush.

The antlers provide a flanking bonus, though they cannot benefit from flanking themselves. Attacking with the antlers is a free action, as it requires only a simple mental command, while moving them up to 30

ft each round is considered a move action. As the antlers are made from force, they pass through solid objects, but require line of sight for an attack.

At 12th level, the antlers you create become more moose-like, dealing 1d8 points of damage and gaining a +4 bonus to its CMB.

Horror Blur

School illusion (coven) **Level** bard 1

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level) see text

Duration one minute/level (D)

Saving Throw WILL negates (object)

Spell Resistance Yes (object)

When this spell is cast, all members of your coven of war begin radiating a 30 ft burst of energy for the spell's duration. Any piece of Lifer propaganda or *horror art* within any of these auras which fails their WILL Save become pixilated and unreadable, like a censored or damaged image on a computer screen. Unattended objects receive no saving throw. Lifer *horror art* must make a new save each round it remains within any of these auras. Affected *horror art* remains unreadable for as long as it remains within any of these auras and for 1d6 minutes after, to the spell's maximum duration.

Horror Burn

School evocation (fire) **Level** bard 2, witch 2

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level)

Duration instant

Saving Throw WILL negates (object)

Spell Resistance Yes (object)

With a gesture, the *horror art* so beloved of Lifer protests and often empowering to Lifer post-humans, explodes in a gout of orange flames. All Lifer propaganda and *horror art* within a 30 ft burst of the spell's point of origin must succeed at a WILL Save or suffer 1d8 fire damage and catch fire. Creatures holding the object must succeed at a REF Save or catch fire themselves; those wearing a piece of *horror art* automatically catch fire. Unattended objects receive no save.

Hypervigilance

School divination (coven) **Level** alchemist 1, cleric 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range allies within a 30 ft burst, including the caster

Duration one minute/level (D)

Saving Throw WILL negates (harmless)

Spell Resistance Yes (harmless)

Any Choicer capable of casting true spells will usually get shanghaied into casting *hypervigilance* as often as possible before a clinic defense that's expected to turn violent. When the spell is cast, a golden sheen flashes over the pupils of the recipient's eyes for a fraction of a second.

This spell affects all members of the coven who are within 30 ft of the caster when the spell is cast. For the spell's duration, those enhanced by *hypervigilance* are allowed to make a Perception check anytime they merely come within 10 ft of someone carrying a concealed weapon, and receive a +2 insight bonus on all Perception checks.

Ibis' Brilliance

School transmutation

Level alchemist 0, cleric 0, druid 0, ranger 1, sorc/wiz 1

Casting Time 1 standard action

Component V, S, M (an ibis feather)

Range touch

Duration 1 minute/level or until discharged

Saving Throw WILL Negates (harmless)

Spell Resistance Yes

The ancient Egyptians believed that the ibis, in the guise of the bird-headed god Thoth, was the father of medicine. With this spell, you summon some of that brilliance and healing instinct into yourself. Your eyes become those of an ibis- wide, kind, and dark -for the duration of this spell.

When this spell is cast, you receive a +20 insight bonus on the next Heal check you make before the spell's duration ends. Once you make the Heal check, this spell ends.

Infinite Ammunition

School conjuration (creation)

Level magus 2, sorc/wiz 2

Casting Time 1 standard action

Components V, S

Range touch (up to one weapon / 2 levels)

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

This spell functions as *Reload!* except that weapon instantly refills its ammunition each time the clip, magazine or energy cell is expended for the spell's duration. These additional refills take place automatically and do not require an action on the user's part. Weapons must be completely emptied before reloading.

Kinetic Kill Weapon

School evocation **Level** druid 8, sorc/wiz 8, witch 8

Casting Time one standard action

Components V, S, M (a finger-sized slug of depleted uranium worth 200 gp/Purchase DC 12)

Range medium (100 ft plus 10 ft / caster level)

Duration Instant

Saving Throw REF half (see text)

Spell Resistance No

This spell can only be cast out doors, in areas with a clear line of effect to the open sky.

When this spell is cast, a goliath spear of depleted uranium jacketed in titanium screams down from high orbit to slam into the target with near nuclear force.

The spell's target suffers 10d10 points of damage, +1d10 per two caster levels (maximum 20d10), or half damage on a successful REF Save.

Regardless of whether or not the target makes his REF Save or not, the target and all adjacent characters are knocked prone by the sheer force of the impact. The target's square and all adjacent squares permanently become difficult terrain as a result of the impact.

Know Lusts

School divination

Level bard 1, cleric 1, inquisitor 1, witch 1

Casting Time one standard action

Components V, S

Range close (25 ft plus 5 ft / 2 levels)

Duration one round

Saving Throw WILL negates **Spell Resistance** Yes

You perceive the target of this spell as being bathed in a colorful aura, by deciphering the aura's colors and

tones you gain information about that person's sexuality.

When this spell is cast, you discover the target's sexual orientation, its preferred type of lover (species, race, gender, hair and eye color, other cosmetic traits that are preferred) and if the creature has any paraphillias or fetishes, and if so, what they are.

This spell has no effect if cast on non-sentient creatures, asexual creatures, nor upon creatures who reproduce in a dramatically different manner than ordinary humanoids, regardless of their sentience.

Libation

School universal **Level** cleric 0

Casting Time One standard action

Components V, S, M (a cup of wine, ale, beer or mead)

Range Self

Duration 1 hour per level or until used

Saving Throw None **Spell Resistance** No

This spell of thanksgiving offers a cup of sacramental liquor to the gods and goddesses the caster worships in hopes of continual blessings. The libation provides the caster with a +2 luck bonus on the next skill check the caster makes; if not used before the spell's duration end, the libation has no effect.

Lifekill

School necromancy (lifespawn)

Level druid 2, magus 2, sorc/wiz 2

Casting Time one standard action

Components V, S

Range medium (100 ft plus 10 ft / level)

Duration instant

Saving Throw FORT partial **Spell Resistance** Yes

This spell offers a potent defense against Lifespawn predators. This spell inflicts 3d6 points of damage to any target with the Lifespawn subtype, plus one point per point of the creature's Lifecount, or half damage with a successful FORT Save. Lifespawns suffer a penalty on their FORT Save equal to their Lifecount. Non-Lifespawn cannot be targeted by this spell.

Lifespawn Mutation

School transmutation (alignment descriptor based on heritage, lifespawn)

Level alchemist 6, druid 6, sorc/wiz 6

Casting Time one minute

Components V, S, M (Lifechained genetic material worth at least 5,000 gp/ DC 23)

Range touch

Duration instant

Saving Throw FORT negates **Spell Resistance** Yes
This spell ties a creature, willing or otherwise, to the starspanning eco-system known as the Lifechain. This spell can only be cast on a living creature lacking the Lifespawn subtype.

When this spell is cast, the spellcaster chooses a single Awakened Heritage from the following list. This spell mutates the creature to provide them with Awakened Heritage Lifechained as a racial bonus feat. The spell's alignment descriptors are determined by which Awakened Heritage the caster chooses to impose.

Awakened Heritage	Alignment Descriptors
The Choir	N
The Fencers	LN
The Gazelles	LG
The Genesis	LN
The Mother	CG
The Nemesis	CE
The Senate	LE
The Senators	LN

Lifeward

School abjuration (lifespawn) **Level** druid 4

Casting Time one standard action

Components V, S

Area 15 ft radius plus 5 ft / level

Duration one minute / level

Saving Throw FORT partial (see text)

Spell Resistance Yes

This spell creates a field of discordant cosmic energy that hedges out cells corrupted by Lifespawn DNA. Creatures with the Lifespawn subtype cannot enter the warded area, unless they succeed on a FORT Save.

Even Lifespawn who succeed on a FORT Save suffer distraction and pain so long as they remain within the warded area. They take a -2 penalty on all attack rolls, skill checks, and saving throws, and suffer one point of ongoing *bleed* damage per round.

Lifespawn creatures inside the warded area when it is created are pushed to the outside perimeter of the field on a failed save. Lifespawn creatures suffer a penalty on their FORT Save equal to their Lifecount.

The caster may designate this spell as effective only against a single Lifespawn heritage (such as the Mother, the Nemesis, ect) in which case it does not affect Lifespawns of other types but imposes a -4 penalty on FORT Saves against creatures of the designated heritage.

Like An Iron Maiden

School transmutation

Level sorc/wiz 6, witch 6

Casting Time one standard action

Components V, S, M (an iron nail or needle)

Range medium (100 ft + 10 ft/level)

Duration concentration plus 1 round/level

Saving Throw FORT partial

Spell Resistance Yes

With a gesture and a snarl of contempt, your target's body armor melts into the form of a medieval torture implement, trapping the target inside a suddenly rigid and dangerously razored iron maiden.

This spell only affects armor primarily made of metal, plastic or modern polymers, such as plate mail or a military ballistic vest- it cannot, for instance affect leather or quilted cloth armor. The armor remains rigid and immobile, trapping the creature inside it for one round per level. The spines inside the transmuted armor inflicts 1d6 points of piercing damage per level (20d6 maximum). The armor's spines only deal their damage once, but the trapped state continues until the armor's wearer saves, or is cut free of the armor or freed by other means.

If the target successfully saves, they take only half damage, and are *staggered* for one round, before the spell ends. A target who fails their initial save may attempt a new save each round to end the effect. When the spell ends, the armor must make a FORT Save; if the armor fails it is considered destroyed; if successful it gains the *broken* condition.

Living Structure

School transmutation

Level druid 5

Casting Time one hour

Components V, S, DF, M (exotic plant genomes and architectural design schemes worth 500 gp/DC 10)

Range touch

Area a single structure
500 sq ft + 100 sq ft per level

Duration instant

Saving Throw FORT negates (object)

Spell Resistance Yes (object)

This spell (and similar non-occult methodologies) forms the basis for the Covenant's eco-friendly, post-singularity architectural and engineering program. When this spell is cast, a touched building undergoes a radical transformation, its structure and internal systems changing to become extremely eco-friendly and energy efficient. The architecture changes to incorporate living materials in symbiotic relationships with the residents whenever possible (for example, mosses growing on the walls that clean and freshen the air, or genetically engineered plants or even mundane solar panels that collect solar energy on the roof).

The architecture becomes more in tune with Covenant architectural traditions, but is still somewhat recognizable as a radically upgraded version of the existing structure. Buildings traditionally become lower and more organically curved, with swooping arches and vaguely yonic doorways, as well as fittings and fixtures in Choicer colors and styles. Unattended structures receive no saving throw, unless they are a consecrated church, temple, or similar holy site of a non-Covenant faith, in which case they save as attended objects.



Living City

School transmutation **Level** druid 9

Casting Time one hour

Components V, S, DF, M (exotic plant genomes and architectural design schemes worth 50,000 gp/DC 31), F (a monolith, standing stone, pagan statue or other Huge religious idol worth at least 15,000 gp/DC 27)

Range unlimited within line of sight

Area multiple structures in a ½ sq mile radius plus ¼ sq mile per level

Duration instant

Saving Throw FORT negates (object)

Spell Resistance Yes (object)

This spell functions identically to *Living Structure*, save that it affects multiple structures over a radically expanded area. Each structure in the area saves individually, so some structures may be affected by the transmutational pulse, while others are not. The pagan

idol or standing stone that is this spell's focus becomes the geographic centerpiece of the transfigured neighborhood or settlement.

Midwife's Rain

School transmutation

Level cleric 9, sorc/wiz 9, witch 9

Casting Time one minute

Components V, S, M (herbal broth and strange perfumed oils poured over the Midwife's cyberlimb worth 800 gp/DC 17), F (an operational Neo-Witch Midwife's *Ipas-VII cyberlimb*, see text)

Range nanite rainfall covers an area ¼ mile in diameter per caster level

Duration five minutes/ one hour/level

Saving Throw WILL negates **Spell Resistance** Yes
A Midwife's blood red cyberlimb is raised skyward, fingers splayed. A beam of crimson energy lances the clouds, and within seconds, a nano-active red rain begins to fall. Carried along with the rain is the Midwife's knowledge and cyber-augmented medical expertise.

For about five minutes after this spell is cast, a light, reddish rain of nanite-laced water pours down. Any character outdoors during this period is augmented by the shortlived nanites. Their dominant hand becomes blood red and biomechanical, with a similar appearance to that of the Midwife's cyber-limb.

For the spell's duration, all characters affected gain the Neo-Witch Midwife Cultural Template (*Culture of Choice*, Otherverse Games, 2015), gaining all the template's benefits and draw backs. This spell will provide the template even to male characters, who normally cannot acquire it.

This spell requires an operational *Ipas-VII cyberlimb* as a focus. A spellcaster with the Neo-Witch Midwife cultural template can easily cast this spell herself. Otherwise, the caster must touch a Midwife while casting the spell, and must raise the Midwife's cyberlimb skyward at the spell's climax. A cyberlimb attached to a slain Midwife, or an unattached or salvaged cyberlimb cannot be utilized in this spell.

Military Flight

School transmutation **Level** magus 5, sorc/wiz 5

Casting Time one standard action

Components V, S

Range personal

Duration 1 minute/level

Saving Throw Spell Resistance

This spell functions much like *fly*, save that it allows an in-air speed and maneuverability equal to a military combat helicopter. It's a short duration spell, but a competent flier can do a lot of damage in the minutes of nearly supersonic flight allowed them.

You gain a fly speed of 500 ft (425 ft if wearing medium or heavy armor or carrying a medium or heavy load), with a bonus on Fly checks equal to your caster level.

Near Death Experience

School conjuration (healing) **Level** cleric 2

Casting Time One minute

Components V, S, DF, M (anointing oil worth 5 gp)

Range touch

Duration 1 hour or until discharged

Saving Throw WILL Negates (harmless)

Spell Resistance Yes (harmless)

This spell is often cast over Choicer Fire Guard and Spirit Guard soldiers as they prepare for battle. If, during the spell's duration, the recipient is reduced to 0 HP or fewer, but not killed outright, he may attempt a DC 25 Knowledge (religion) check. If this check is successful, the spell's recipient returns to life with a single Hit Point.

Neverlock

School necromancy

Level cleric 1, magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration 1 round/level (see text)

Saving Throw WILL negates (see text)

Spell Resistance Yes

Neverlock is a tactical refinement of the painful and self-destructive *NVB Lockdown* micro-philosophy sometimes used by Covenant clinic defenders to protect patients from the emotional, visceral horror of encountering a transformed Neverborn. A wave of crimson static bursts from the caster's lips and eyes, and envelops a single Neverborn within the spell's range.

Neverlock forces a transformed Neverborn back into their more human-like form, and prevents the

Neverborn from resuming their visibly undead state for the spell's duration. While trapped in their human form, the Neverborn is considered *shaken*. The Neverborn may attempt a new WILL Save each round after the first, on its turn, to end the shaken condition and negate this spell. While transformed to its human state, the Neverborn cannot use racial feats or powers requiring it to be in its undead form.

Neverlock, Mass

School necromancy

Level cleric 4, magus 4, sorc/wiz 4

This spell functions identically to *Neverlock*, save that it affects one Neverborn per caster level, no two of which can be more than 30 ft apart.

Nevermeme

School enchantment (compulsion) **Level** bard 2

Casting Time one standard action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration one round/level

Saving Throw WILL negates (see text)

Spell Resistance Yes

A bolt of white light streams from the caster's eyes and resolves into data-windows that flash at subliminal speeds, displaying haunting fragments of Lifer propaganda videos remixed with Choicer memes.

All Neverborn within a 30 ft burst of the spell's point of origin must succeed at a WILL Save or be considered *shaken* for the spell's duration, as they experience the guilt their species has inflicted upon Choicer women. If a Neverborn within the range has confronted his or her birth mother in any form, they are *frightened* instead for the spell's duration. This spell effects even Neverborn normally immune to these conditions. Each round after the first, affected Neverborn gain a new save to end this effect.

New Constellation

School evocation (fire) **Level** cleric 9

Casting Time One night

Components V, S, DF, M (the body of the creature to become the new constellation and a funeral pyre soaked in ritual oils worth at least 5,000/DC 23)

Range not applicable

Duration Instantaneous

Saving Throw special (see text) **Spell Resistance** no

This grand spell transforms the light and soul of a fallen creature into a new constellation of stars (and worlds potentially filled with primitive new life of their own), visible in the night sky of the continent you are on when the spell is cast. The spell caster must name the new constellation (which can consist of up to 8 stars) and decide its shape, usually a shape resembling the deceased or commemorating its greatest deeds.

The spell caster can designate up to one creature per caster level, who is present at the casting ceremony, who for the remainder of their existence, if on the same continent, can call upon the light of the new constellation and its stored power. A character can use this ability once per night, and may draw upon the light of the star to receive the benefit of any Cleric spell of 3rd level or lower, as cast by the Cleric who created the new constellation. The recipient of this magic is bathed in the pulsing light of the new constellation.

Only a creature with at least 15 Hit Dice or character levels may become the focus of a New Constellation. As the ritual is worked, this character's body is consumed utterly; when the spell is complete, not even ashes remain. The soul of the creature used to create the New Constellation can not be returned from the dead by any means; not even the gods themselves can disturb the rest of a soul used to birth new stars.

The new worlds created, incidentally, by this great spell are capable of sustaining life but are impossibly far from the campaign world. These worlds are oxygenated and host to simple lichens, mosses and algae when created by this spell, but if undisturbed for many millions of years, might eventually become host to more complex life forms.

No Death By...

School necromancy **Level** cleric 3

Casting Time One standard action

Components V, S, DF

Range touch

Duration 1 round per level (D)

Saving Throw None (harmless) **Spell Resistance** No

When this spell is cast, the cleric must speak a pronouncement that the recipient will not suffer death by a particular, and extremely specific cause. For the duration of the spell, the specified effect causes no

harm to the spell's recipient or to his gear. This cause of death must be extremely specific, specifying a specific weapon category, a specific hazard, or manner of death (no death by swords, no death by lava, no death by hanging, ect).

In each case, the spell provides comprehensive protection against one fairly specific form of death. In the case of "no death by swords" the spell provides protection from piercing and slashing damage from any weapon considered a sword, but would provide no protection against other edged weapons, like daggers or axes. No "death by lava" would protect from both the heat and vapors of a lava flow, or suffocation from being fully submerged in lava, but not from other heat sources. No "death by hanging" would protect from both suffocation and cervical fractures caused by hanging, but not suffocation caused by other sources.

A character can only benefit from a single casting of this spell at any given time. The gamemaster has final authority concerning what kinds of death a specific spell would or wouldn't protect against.

Pagan Oath

School abjuration (coven, law) **Level** cleric 8

Casting Time one standard action

Components V, S, DF

Range one creature/level in a 20 ft radius burst centered on you

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** Yes

You swear an oath to protect the Covenant, to fight for the Choicer cause, or to advance the tenets of your neo-pagan faith. Only characters who are part of your coven and who swear to uphold this same oath are affected by this spell. Such creatures are bathed in a crimson glow; motes of golden light drift around their hands and weapons. (Ásatrú casters sheathe participants in ghostly chainmail and luminous runes.)

The Pagan Oath has multiple effects:

- First, each warded creature gains a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws. Warded characters gain an additional +4 bonus against divine spells that offer a saving throw when cast by a divine spellcaster with an Abrahamic or Christian patron deity.
- Second, each warded creature gains Spell Resistance 25.

- Third, warded creatures are immune to possession and mind-affecting abilities.

However, if any warded creature breaks this oath (intentionally or not) or acts against the Choicer Covenant or the tenets of his faith, the spell immediately ends for that character. The subject takes 4 points of temporary ability score damage to each mental ability score (INT, WIS and CHA). The oathbreaker cannot benefit from this spell again, until they receive an *atonement* spell cast by a divine spellcaster of their faith.

As this spell can only affect a willing participant, who knowingly makes the oath, it offers no saving throw. However, spell resistance may still apply, possibly negating the ability score damage for breaking this oath.

Pennyroyal Touch

School transmutation

Level alchemist 0, cleric 0, sorc/wiz 0

Casting Time one standard action

Components V, S, M (a tiny vial of pennyroyal extract)

Range touch

Duration instant

Saving Throw FORT negates **Spell Resistance** Yes
Twining red, green and auburn energy swirls around the fingers of the spell caster. When used on a willing female creature, this spell induces an abortion in pregnancies less than one month developed. Fetal remains created by this spell cannot be used to create Neverborn.

Pennyroyal Weapon

School transmutation **Level** alchemist 1

Casting Time one standard action

Components V, S, M (a tiny vial of pennyroyal extract)

Range personal

Duration 1 round/level

Saving Throw None **Spell Resistance** No

The energies of the Pennyroyal Touch spell, which induces a medical abortion, have been hacked to create a deadly occult blade specifically designed to destroy the Lifer nation's Neverborn post-humans. This spell conjures a scimitar like blade made of intertwined green and red energy.

The Pennyroyal Weapon is considered a one handed weapon that inflicts 1d8+STR modifier slashing damage (20/x3). This weapon may inflict critical hits normally against Neverborn though not against other undead, unless the gamemaster rules that their origins are similar enough to the Neverborn's for this spell to function. The caster is always proficient with this weapon, which cannot be sundered or disarmed. The Pennyroyal Weapon is a magical weapon for the purpose of overcoming Damage Reduction.

Persephone's Steel

School transmutation (death, healing)

Level cleric 9, sorc/wiz 9, witch 9

Casting Time one standard action

Components V, S, M (a pomegranate)

Range touch

Duration 1 round/level (D – see text)

Saving Throw WILL negates **Spell Resistance** Yes

This spell is a celebration of the Eleusinian Mystery Cult's modern take on the myth of Persephone's sojourn in the underworld and her emergence as the dark cybernetic war-queen, Kore. When this spell is cast, the recipient becomes a cyborg-like steel warrior with powers over life and death.

For the spell's duration, the recipient undergoes the following changes:

- Gains a +10 natural armor bonus to AC and becomes immune to critical hits, stunning, the nauseated and sickened conditions, energy drain, negative energy, ability score damage and drain.
- Gains the Cyborg subtype but does not gain the Unhealing racial quality. If the target is a Cyborg, he or she loses the Unhealing property for the spell's duration.
- Gains Darkvision 120 ft and Blindsight 30 ft.
- Any poisons or diseases afflicting the recipient end.
- The cyborg gains two primary ranged attacks, usable at her highest Base Attack Bonus, in the form of military grade maser cannons built into her shoulders.
 - Ranged Attack: two maser cannons (2d10 fire, 20/x4, 100 ft range increment, capable of semi auto fire)

At any time before the spell's duration ends, the recipient can choose to voluntarily end the spell's effect early. Doing so allows the subject to choose one

of two effects, either a *Symbol of Death* effect that activates at the subject's current position, or a *True Resurrection* spell that affects one creature the subject is touching at the time the spell ends.

Rage of Sekmet

School enchantment (compulsion, covenant)

Level cleric 5, witch 5

Casting Time one standard action

Components V, S, M/DF (an amulet of Sekmet the Devourer)

Range medium (100 ft + 10 ft/level)

Targets one willing creature per three levels, no two of which may be more than 30 ft apart

Duration concentration plus 1 round/level (D)

Saving Throw None **Spell Resistance** Yes

This spell functions much like *rage*, save that the battle madness is even more profound, and those transformed become even more lethal. Affected creatures are surrounded by a luminous aura, resembling a lion-headed warrior of the creature's own gender, dressed in garb that blends that of an ancient Egyptian god with modern Choicer tactical body armor.

Each affected creature gains a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a –4 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't *fatigued* at the end of the rage.

While affected by rage of Sekmet, characters may gain an additional attack at their full base attack bonus; however, this bonus attack must always be used to harm a character with a known Lifer allegiance in preference to other opponents. The character inflicts 1d6 points of ongoing bleed damage with a successful slashing or piercing attack against any character with a known Lifer allegiance.

Reinvent Humanity

School transmutation **Level** alchemist 6, sorc/wiz 6

Casting Time one hour

Components V, S, M (cloned tissue and medical tissue regenerator packs, worth 5,000 gp/DC 23)

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

As the words of the spell are chanted, the recipients cybernetic implants begin to glow with a golden inner

light. When the spell ends, these implants become flesh and blood- even more importantly, they become heritable traits.

This spell transforms all of a willing subject's cybernetic implants into biological analogues that are an innate part of their body. The creature's type sometimes remains the same (in the case of minor implants, such as a person with a single bionic arm obtaining this spell), but often the creature's type becomes Monstrous Humanoid (if the recipient has several or extensive implants). Light and Heavy Cyborgs remain Monstrous Humanoids but lose the cyborg subtype.

The transformed implants retain their full function, becoming new extraordinary racial traits. External implants can no longer be sundered, as they are part of the former cyborg's body. The implants- as new racial traits- may be passed to the former cyborg's offspring, and are considered dominant racial traits.

Reload!

School conjuration (creation)

Level magus 1, sorc/wiz 1

Casting Time 1 move-equivalent action

Components V, S

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

With a sparkle of bright orange and yellow energy, you completely refill the clip or internal magazines of a single touched firearm, or completely recharge an energy clip. Belt fed weapons and weapons with an internal magazine are unaffected by the weapon.

Smart Athame

School evocation (electrical)

Level magus 1, sorc/wiz 1

Casting Time one standard action

Components V, S

Range personal

Duration 1 minute/level (D)

Saving Throw None **Spell Resistance** No

This spell conjures a blade of golden energy, which resembles a Covenant combat athame. This energy blade inflicts 1d4 electricity damage plus slashing damage equal to the wielder's STR modifier (crit 19-20/x2) and functions like a dagger in all other respects.

If the weapon strikes a *smartlight*, the *smartlight* is destroyed, as if by a *smartlance*.

The weapon cannot be thrown, and vanishes the instant it leaves the wielder's hand. If sundered, the wielder can reform the weapon as a free action the following round, as long as the spell's duration last.

Strega's Cry

School conjuration (summoning) **Level** witch 1

Casting Time one standard action

Components V, S, F (a tiny silver or brass bell), special*

Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)

Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No

This spell can only be cast between sunset and dawn, and summons a swarm of either bats or owls, at the spellcaster's option. If summoning bats, use the statistics for a Bat Swarm (The Bestiary- pg 30); if summoning owls, use the Bat Swarm statistics with the following changes.

- Remove Blindsight 20 ft, add a +4 bonus on Perception checks in darkness, and increase Flight speed to 60 ft (good).

In all other respects, Strega's Call functions as a standard *summon monster/nature's ally* spell.

Regardless of the spell's remaining duration, it ends at sunrise.

Sudden Flowering

School transmutation **Level** druid 4, witch 5

Casting Time one standard action

Components V, S, M (a pomegranate)

Range close (25 ft plus 5 ft / level)

Area 30 ft burst

Duration instant

Saving Throw WILL Negates (object)

Spell Resistance No (object)

With a roar of joy, you hurl a pomegranate, where it explodes in a storm of juicy pulp and fresh leaves. All non-magical metal and plastic objects- from swords, guns and cell phones to modern automobiles within the burst area are transmuted to wood, flowers and fruits. Attended objects are allowed a WILL Save to resist the transmutation. Structures are not affected by this spell.

Most objects transformed into wood and plant matter become useless, but melee weapons transformed by this spell are simply treated as clubs or quarterstaves, depending on size and shape. Sudden Flowering does not affect metal directly implanted in a living body- it cannot affect dental fillings, earrings, nor cybernetic implants, nor will it affect characters created from metal, from constructs to Cyborgs, POETICA, Star Droids or other form of heroic robots or machine life.

Towering Menwhir

School conjuration (creation, earth)

Level cleric 4, druid 3

Casting Time One standard action

Components V, S, M (a rune covered pebble or stone)

Range close (25 ft + 5 ft per 2 levels)

Effect creates a 5 ft square stone column that is 5 ft tall per caster level

Duration Instantaneous

Saving Throw REF negates (see text)

Spell Resistance No

This spell conjures a massive stone pillar, inscribed with luminous runes, that erupts from the earth. This pillar may be as tall as 5 ft per caster level, and is 5 ft square. Large and smaller targets may attempt a REF Save to avoid being lifted by a rising menwhir; if the save is successful, they land on an open square adjacent to the stone pillar. This stone pillar has Hardness 10 and 30 Hit Points per 5 ft section.

The menwhir is a powerful conduit for natural magic. If the caster is standing atop the menwhir as it rises, all spells with the *acid*, *earth* and *water* descriptors have their base ranges doubled. *Summon Nature's Ally* spells cast from atop the menwhir have their durations doubled. This quality of the menwhir fades one hour after it is erected, as does the mystic glow lighting the stone's runes. The stone itself remains indefinitely.

Witches of Steel, Arise!

School transmutation (coven) **Level** sorc/wiz 9

Casting Time one hour

Components V, S, M (an extremely intricate 3D printed steel puzzle/icon of Kore and a fully mapped pomegranate genome, collectively worth 10,000 gp/DC 26)

Range touch

Duration 24 hours than instant

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

When this spell is cast, the caster and her coven join hands and remain joined for the duration of the spell's ritual casting. When the spell is complete, all participants are charged with chtonic energy.

If any recipient of the spell is slain prior to the spell's duration expiring, the spell discharges for that recipient. One round after the creature's death, the creature returns to life as if by the *reincarnate* spell, save that the returned creature's new body is always either a Light or Heavy Cyborg, at the creature's option. The spell continues for other members of the coven until it is either discharged or the duration elapses.

Woad and Valor

School transmutation (coven)

Level druid 5, magus 5, witch 5

Casting Time one swift action

Components V, S

Range medium (100 ft + 10 ft/level)

Duration one round

Saving Throw WILL Negates (harmless)

Spell Resistance Yes (harmless)

When this spell is cast, all members of the coven within range are sheathed in pulsing blue light, that coalesces first into mist, and than into coolly glowing, azure vine and knot tattoos that cover the recipients' limbs and breasts for the spell's duration.

For the spell's duration all members of the coven gain enhanced combat capabilities. All members of the coven have their base attack bonus raised to the sum best BAB of any coven member's, plus the lowest BAB among the coven members. This may enable members of the coven to make additional iterative attacks for a high BAB.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product

Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Testament: Roleplaying in the Biblical Era. Copyright 2003, Green Ronin Publishing. Author: Scott Bennie

Monte Cook’s Arcana Evolved. Copyright 2005 Monte J. Cook
Arcana Evolved Spell Treasury. Copyright 2006 Monte J. Cook. All rights reserved.

Advanced Player’s Guide. Copyright 2010, Paizo Publishing LLC. Author: Jason Bulmahn

Eldritch Secrets. Copyright 2010, Headless Hydra Games.

1001 Spells. Copyright 2011, Steven D. Russell. Author: Steven D. Russell

Absolute Magic: Clerics. Copyright 2011, LPJ Designs. Author: Chris A. Field
Northlands. Copyright 2011, Open Design LLC. Author: Dan Voyce;

www.koboldquarterly.com

Races Revised: The Kitsune Clans. Copyright 2014, Rogue Genius Games.
Author: Alex Putnam.

Choicer Magick Book One. Copyright 2015, Otherverse Games. Author: Chris A. Field