

PATH OF IRON



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PATH OF IRON

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PATH OF IRON

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Since before civilization, before swords and spells, before history was written, war has always been. Whether protecting one's homeland from a neighboring tribe or saving the world from a demonic invasion, conflict is an inevitability of living in a world filled with perils. As nations rose and fell, outsiders clashed in cosmic struggles, and groups vied for resources and power, the methods and tactics of combat continued to become more refined, more methodical: the art of war.

It is a phrase often said when discussing tactics and stratagems, or when exemplifying the skill required for warfare. Rarely is it ever taken at its face value, for war is a gruesome, terrible thing. But there are those for whom the phrase is a perfect description. To them, despite all of its horrors and lethality, there is an art to warfare, both on and off the battlefield.

A warrior trains himself with a technique learned from his forefathers, gaining mastery over a single weapon to all else. A blacksmith creates his magnum

opus, a blade stronger than the hardest steel that cuts through a devil's hide like paper. A skald sings of the legends of old, inspiring her clan into a fervor to defend their ancestral lands from assailants. A powerful artificer creates completes his life work; a warrior not of flesh and bone, but of iron, a stalwart companion in the face of adversity. An assassin creates the perfect disguise to get close to a king, ending his life and legacy with one strike. Each of these individuals follow a different path, but all are artists of war. And as a painter uses a brush or a musician a lyre, an artist is nothing without his tools.

Weapons, tactics, and wondrous magic have all been utilized in warfare as tools to obtain victory. Whether to directly combat a powerful adversary or to undermine its efforts, every skill must be honed, every blade must be sharp, and every soldier must be prepared for the worst to come. And as time marches forward with armies in tow, new threats will always arise, and new ways to fight and survive must follow suit.

WHAT TO EXPECT

Path of Iron brings the power of metal and artifice to the Pathfinder Roleplaying Game, from swords to constructs and everything between. Within these pages you will find a great number of new abilities and options to incorporate metal magic into your own games.

The book is divided into six chapters, each serving a part in expanding upon the abilities of metal magic and their practitioners. Presented here is a brief description of each of the chapters in the book, to give you a better idea of what material is found within these pages. You can also reference the index on page 159 to find specific terms and features.

Chapter I – Classes: This chapter focuses on three new 20-level base classes: the archivist, the saboteur, and the vanguard. The archivist is the primary user of the new rune magic system introduced in Chapter V, and is first and foremost a spellcaster and scholar. The saboteur is a master of trap making and sabotage, learning several ways to catch opponents off-guard. Finally, the vanguard is the main “metal mage” of *Path of Iron*, featuring an extensive artifice-focused spell list and the ability to control a powerful construct companion. These classes are designed to be comparable in power to existing Pathfinder Roleplaying Game classes while still filling their own niche within a party, and have more than enough options throughout the book so players don’t feel left out from the plethora of archetypes and expanded abilities available to existing player classes.

Chapter II – Archetypes and Options: This chapter focuses on adding new metal- and weapon-based options to existing classes. This includes new selectable options for existing mechanics, such as a new bloodrager bloodline and a new shaman spirit, or new archetypes for players to take, such as the technique master fighter or the metallurgist alchemist. As *Path of Iron* focuses on metal, weapons, and artifice, many of these archetypes focus on giving characters access to new weapons, such as the firearm-wielding zen marksman monk or the shield-bearing arcana defender magus.

The three new classes featured in Chapter I are also given options, with three new archetypes each for the vanguard and saboteur and a dozen specialized studies for the archivist.

Chapter III – Feats: This chapter contains over 70 feats for both existing classes and new classes featured in this book. The feats primarily focus on new forms of combat, such as Polearm Expertise and Double Strike, along with ways to improve crafting abilities. Feats exclusive to the new classes of *Path of Iron* are included to give more options to characters of these classes. This chapter also introduced the new Technique feats; feats that are focused around a specific fighting style of weapon, similar in use to unarmed Style feats.

Chapter IV – Spells: This chapter holds 100 new spells for magic users of all stripes, focusing on artifice and metal spells. Spells primarily focus on combat-application and direct assaults, with a handful of more utility-oriented spells. Both the saboteur and vanguard have their own list of exclusive spells; the saboteur having “trap extensions” to improve traps she has placed, while the vanguard gains “discharge” spells to support allies and hinder foes around his construct companion.

Chapter V – Rune Magic: This chapter introduces the new rune magic system, a form of magic that involves scribing runes onto your equipment to cast spells, each symbol giving you power for the next casting. While it is similar in concept to the Words of Power system introduced in *Pathfinder Roleplaying Game Ultimate Magic* (in that it is more of an alternative to existing magic, rather than a completely new system), its features are diverse enough that it requires specialized training to use. The archivist class featured in Chapter I, along with the rune knight magus and rune binder inquisitor, have the ability to use this new magic form. This chapter includes all 120 runic “scripts”, along with the rules for using rune magic and how to integrate it alongside existing magic forms.

Chapter VI – Magic Items: The final chapter in *Path of Iron* features magic items. Alongside new weapon and armor properties are wondrous items, unique weapons, and more. Magic items to aid rune magic users, such as metascript rods, are also described here. To make integration of these items into your game easier, the items and special properties in this chapter have been divided into the categories outlined in *Pathfinder Roleplaying Game Ultimate Equipment* for use in randomized tables.

REFERENCES IN THE BOOK

In many areas throughout *Path of Iron* it would be impractical to list out each reference to existing Pathfinder Roleplaying Game material, particularly when referencing spells and feats. Instead, the following shorthand is used in reference to material, as follows:

APG – *Pathfinder Roleplaying Game Advanced Player’s Guide*

ACG – *Pathfinder Roleplaying Game Advanced Class Guide*

ARG – *Pathfinder Roleplaying Game Advanced Race Guide*

UM – *Pathfinder Roleplaying Game Ultimate Magic*

UC – *Pathfinder Roleplaying Game Ultimate Combat*

B1 – *Pathfinder Roleplaying Game Bestiary*

B2 – *Pathfinder Roleplaying Game Bestiary 2*

B3 – *Pathfinder Roleplaying Game Bestiary 3*

B4 – *Pathfinder Roleplaying Game Bestiary 4*

Spells, feats, and abilities marked with an asterisk (*) are new material found in this book. Feats and spells without a superscript can be assumed to be from the *Pathfinder Roleplaying Game Core Rulebook*.

CHAPTER I

CLASSES

THE CLASSES

New threats are always lurking on the horizon. To meet these challenges, would-be-adventurers, scholars, and aspiring heroes do not always use long-standing traditions and methods. Some branch out, finding new methods to employ magic by creating powerful constructs and deadly traps fueled by arcane power. Others delve into ancient secrets to find magic once lost to the ages, mastering its esoteric form to bring low the strongest of foes. The following character classes present new options for players and greater variety for a Game Master's cast of enemies and allies.

CLASSES

The three new base classes presented in *Path of Iron* focus around new ways of implementing magic through constructs, traps, and objects. These three classes are equivalent in power to existing classes in *Pathfinder Roleplaying Game* material, such as a bard or sorcerer.

Each new class presents new character themes, as follows:

Archivist: An archivist delves into the ancient art of rune magic, a form of spellcasting that draws mystic symbols onto his equipment with each casting. The archivist can use these symbols, each one corresponding to one of six runic designs, to further enhance the power of his later spells.

Saboteur: Saboteurs are masters of trap making and deception, imparting powerful magic in the form of traps to catch their foes. They also learn specialized tricks to take on different challenges from the mundane to the magical by avoiding detection, sowing discord, or bypassing sentries and wards.

Vanguard: A vanguard is a master of material magics, learning a plethora of spells that focus on the manipulation and creation of solid objects. So great is his skill with artifice that he has created his own powerful construct companion, using their combined skill to support allies and fight opponents.

ARCHIVIST

Magic comes in many shapes and forms. Some invoke the power of their deity, while others find magic within their ancestry. An archivist, however, looks to a magic form more ancient than others. Both scholar and student, archivists delve into the mysterious art of runic magic, glyphs of wondrous power etching themselves onto archivists as they invoke eldritch powers once long forgotten. The archivist learns to harness the power of these runes, mastering one of six designs of runic script to evoke primal energies, wreak havoc upon foes, or alter the very fabric of reality to suit their needs. Each script an archivist casts imparts lingering power upon his person, building in strength until unleashed with incredible result.

Role: While the powers of runic magic are diverse, archivists must choose where the focus of their study lies. Whether mastering destructive forces or creative energies, an archivist proves a valuable member to any adventuring team by making the seemingly impossible a reality.

Alignment: Any

Hit Die: d6

Starting Age: Trained

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The archivist's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the archivist.



Table: Archivist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Fundamentals Known	Scripts Known	Max Script Level
1st	+0	+2	+0	+2	Bonus Feat, Fundamentals, Study, Study Synergy	3	2	1
2nd	+1	+3	+0	+3	Study Ability	3	3	1
3rd	+1	+3	+1	+3		4	4	2
4th	+2	+4	+1	+4	Altered Script 1/day	4	5	2
5th	+2	+4	+1	+4		5	7	3
6th	+3	+5	+2	+5	Bonus Feat	5	8	3
7th	+3	+5	+2	+5		6	9	4
8th	+4	+6	+2	+6	Study Ability	6	10	4
9th	+4	+6	+3	+6		7	12	5
10th	+5	+7	+3	+7	Altered Script 2/day	7	13	5
11th	+5	+7	+3	+7		7	14	6
12th	+6/+1	+8	+4	+8	Bonus Feat	8	15	6
13th	+6/+1	+8	+4	+8		8	17	7
14th	+7/+2	+9	+4	+9	Study Ability	8	18	7
15th	+7/+2	+9	+5	+9		8	19	8
16th	+8/+3	+10	+5	+10	Altered Script 3/day	8	20	8
17th	+8/+3	+10	+5	+10		8	22	9
18th	+9/+4	+11	+6	+11	Bonus Feat	8	23	9
19th	+9/+4	+11	+6	+11		8	24	9
20th	+10/+5	+12	+6	+12	Study Ability	8	25	9

Weapon and Armor Proficiency: Archivists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor and shields, however, do not interfere with the casting of runic scripts.

Rune Magic: An archivist’s arcane power comes through his understanding of scripts, an esoteric form of magic that involves the creation and destruction of mystic symbols called “runes”.

An archivist learns one runic script of his choice at each archivist level, plus a bonus script known at 1st, 5th, 9th, 13th, and 17th levels, as shown on **Table: Archivist** under “Scripts Known”. These five bonus scripts must be from the archivist’s chosen study (see below). At first, an archivist can only learn 1st-level scripts. As he grows in skill, he can master scripts of much greater power, as shown on **Table: Archivist** under “Max Script Level”. To learn or cast a runic script, the archivist must have an Intelligence score of at least 10 + the script’s level. The Difficulty Class for a saving throw against an archivist’s script is 10 + the script’s level + the archivist’s Intelligence modifier.

Unlike a typical spellcaster that has spell slots each day, an archivist can cast each script he knows a number

of times each day based on the level of the script, as shown in **Table: Castings per Script per Day**. For example, a 5th-level archivist could cast each 1st-level script he knows twice each day, each 2nd-level script spell once each day, and each 3rd-level script he knows once each day. In addition, he receives bonus scripts per day if he has a high Intelligence score (see *Chapter V: Rune Magic* on page 108). These extra castings can be applied to any script he knows of the appropriate level.

An archivist does not need to prepare his scripts in advance. He can cast any of the scripts he knows at any time, assuming he has not used up his total castings of that script for the day.

Bonus Feat: At 1st level, 6th level, and every six levels thereafter, an archivist gains a bonus feat. This bonus feat must be chosen from Design Focus*, Greater Design Focus*, an item creation feat, or a metascript* feat. He must meet the prerequisites of these feats as normal.

Fundamentals: All archivists learn a number of fundamentals, scripts that are so simple that they require little effort to cast. An archivist begins play knowing any three fundamentals of his choice. He continues to learn more fundamentals as he advances, as shown in **Table:**

Table: Castings per Script per Day

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

Archivist under “Fundamentals Known”. Unlike other runic scripts, a fundamental can be cast an unlimited number of times per day. While fundamentals can be overloaded like any other runic scripts (see *Chapter V: Rune Magic* on page 108), the magic is too weak to generate much energy: casting a fundamental does not grant the archivist any runic charges.

Study: Rather than attempt to master all runic magic, archivists instead focus on a specific script design. An archivist must decide his study at 1st level. Choosing a study grants a number of abilities to the archivist, which are obtained at 2nd, 8th, 14th, and 20th levels. The abilities granted are described in each study’s entry. An archivist’s bonus scripts known at 1st, 5th, 9th, 13th, and 17th levels must have the same design that he chooses to study. The archivist’s chosen study also determines his study synergy ability (see below).

Study Synergy (Su): At 1st level, an archivist’s ability to overload his runic power into a script gains new function, based on his chosen study. This ability is described in his chosen study’s entry. As with the normal use of runic power, the effects of the archivist’s study synergy stack for each runic charge of the specified type that is overloaded.

Altered Script (Su): At 4th level, the archivist learns

to adapt his rune magic to the situation at hand. As a swift action, the archivist gains a single runic charge of his choosing. In addition, the archivist may exchange any number of his runic charges out for charges of a different rune design. The new charges can be of any design, not just those that are available to the archivist through his runic scripts. Starting at 16th level, the archivist gains two runic charges of his choice when using this ability, instead of only one. The archivist can use this ability once per day, plus an additional time per day for every six levels past 4th, to a maximum of three times per day at 16th level.

ARCHIVIST STUDIES

The following six studies each focus on a different design of runic script, granting the archivist deeper insight into their chosen specialization.

The DC to save against any special abilities granted by an archivist study is equal to $10 + 1/2$ the archivist’s level + his Intelligence modifier, unless otherwise noted.

Alteration

A master of alteration shapes the form of the world to his desires, bestowing great power on allies while leaving foes struggling to stand.

Study Synergy: An archivist that studies alteration gains the following ability when overloading a script.

Alter Physicality (Su): Whenever you overload a script with an alteration runic charge, choose either Strength, Dexterity, or Constitution. A single creature affected by the script is either enhanced or hindered on d20 checks that it makes that are based on that ability score (for example, Dexterity-based checks involve attack rolls with a ranged weapon, Acrobatics skill checks, Reflex saving throws, and so on). If it is enhanced, it adds +1d4 to the result of those checks, if it is hindered, it instead subtracts -1d4 from those checks. The creature is enhanced or hindered on one check of the chosen type per alteration runic charge expended. The checks must be made within 1 minute or the effect is lost. If the creature successfully saved against the overloaded script, this effect does not apply. If the script does not target a creature, you can instead grant the effects to yourself.

Study Abilities: Your control over the physical form is unparalleled.

Physical Might (Ex): At 2nd level, you gain a +1 inherent bonus to either Strength, Dexterity, or Constitution. You can change which ability score the bonus applies to when you regain your scripts each day. The bonus increases by +1 at 8th, 14th, and 20th levels to a maximum of +4.

Resilience (Ex): At 8th level, you can reflexively alter your physical form to deflect deadly blows. You have a 25% chance to negate critical hits and sneak attacks used against you. This increases to 50% at 14th level.



Mass Alteration (Ex): At 14th level, once per day when you cast an alteration script that targets one or more creatures (including a script with a range of personal), you may have it target twice the number of creatures instead. All additional targets must be within range of the script's effects. If the script has a range of personal, the second target must be a willing creature within 30 feet of you. If you overload that script, all targets receive the effects of the overloaded script. The script still only grants one runic charge as normal (or none, if you overloaded it).

Perfection (Ex): At 20th level, you achieve physical perfection. You gain DR 5/- and become immune to critical hits, sneak attacks, and polymorph effects (unless you allow them to affect you). When you overload an alteration script, it is automatically affected by Extend Script* without increasing its casting time. You can still apply a metascript feat you know to a script modified in this way.

Creation

Those who study creation are masters of their craft, protecting and supporting allies while summoning creations and creatures to fight.

Study Synergy: An archivist that studies creation gains the following ability when overloading a script.

Runic Barrier (Su): Whenever you overload a script with at least one creation runic charge, you create a 15-foot-radius barrier centered on yourself. Allies in the area (including you) gain a +1 bonus to their Armor Class for each creation runic charge expended. The barrier lasts until the end of your next turn.

Study Abilities: Your powers unlock the secrets of life and creation.

Writ of Recovery (Ex): At 2nd level, when you cast a script that recovers hit points, you do not provoke attacks of opportunity for casting that script. In addition, the maximum amount of hit points your healing scripts can heal is based on your archivist level, not the script's normal maximum. For example, if you were 8th level and cast a *recover** script, it would heal 1d6+8 hit points instead of the normal 1d6+5 maximum.

Generation (Sp): At 8th level, you can create materials and structures as a standard action, as if using a *create** script. You can use this ability a number of times each day equal to your Intelligence modifier (minimum 1). You can have no more than one *create** effect active at a time; using it again ends the previous *create** effect.

In addition, for every three archivist levels past 8th, this ability is treated as if overloaded with a single runic charge of your choice, up to a full four runic charges at 20th level.

Spell Barrier (Su): At 14th level, you gain spell resistance equal to your archivist level + 11. Unlike normal spell

resistance, lowering this spell resistance to allow spells to affect you is a move action, rather than a standard action.

Purity (Ex): At 20th level, your mastery over healing creations provides you with constant protection. You are immune to blindness, deafness, fatigue, exhaustion, sickness, nausea, energy drain, and death effects. Whenever you overload a script that restores hit points, it is automatically affected by Empower Script* without increasing its casting time. You can still apply a metascript feat you know to a script modified in this way.



Destruction

Destruction masters harness powers that harm and destroy, bringing ruin to their enemies with wracking pain and killing force.

Study Synergy: An archivist that studies destruction gains the following ability when overloading a script.

Writ of Destruction (Su): Whenever you overload a script, you gain a +1 bonus to your caster level for determining the damage of the script for each destruction runic charge expended. This benefit also applies to your caster level for determining how many rays or missiles are created for damage-dealing scripts such as *striking** and *decaying ray**.

Study Abilities: You rain destruction upon those who stand in your way.

Powerful Blasts (Ex): At 2nd level, whenever you cast a script that deals damage, you deal an additional +1 damage per die rolled. In addition, your destruction fundamentals are always treated as if overloaded with the maximum possible number of destruction runic charges allowed by your archivist level.

Mass Destruction (Ex): At 8th level, whenever you deal damage to more than one creature within 1 round with your scripts, the save DCs of your scripts increase by +1 until the end of your next turn. If during this time you again deal damage to more than one creature within 1 round with your scripts, the DC increases by an additional +1, and the duration of the bonus extends for 1 round. The DC bonus cannot increase above +2, but the duration can be continuously extended so long as you keep harming multiple creatures with your scripts each round.

Killing Wave (Sp): At 14th level, you can create a blast of killing force, drawing in runic power from those slain. This 20-foot-radius burst does 1d6 points of negative energy damage per archivist level. Those caught in the area of the killing wave receive a Fortitude save for half damage. For every creature that is killed by this blast, you gain a single destruction runic charge (this cannot give you more than your maximum amount of runic charges for your level). This power has a range of 60 feet, and both benefits from and can trigger your mass destruction ability. You can use this ability once per day, plus an additional time per day at 17th and 20th levels.

Bringer of Ruin (Ex): At 20th level, your scripts are so potent that you roll twice on checks to overcome spell resistance with destruction scripts and take the better result. Abilities that reduce damage on a successful save, such as evasion, improved evasion, and stalwart do not function and provide no benefit against your destruction scripts. When you overload any script that deals damage, it is automatically affected by Intensify Script* without increasing its casting time. You can still apply a metascript feat you know to a script modified in this way.

Invocation

Students of invocation commune with the forces of nature, calling forth elemental energy, primal forces, and natural disaster with a single word.

Study Synergy: An archivist that studies invocation gains the following ability when overloading a script.

Ward of the Seasons (Su): Whenever you overload a script, you can grant yourself or a willing creature within 30 feet energy resistance 5 against your choice of acid, cold, electricity, or fire damage for each invocation runic charge expended. This effect stacks for each charge used, and the resistance can be applied to a different energy type for each runic charge. For example, if using three invocation runic charges, you can apply three charges to fire damage to grant fire resistance 15, two to cold and one to acid to grant cold resistance 10 and acid resistance 5, or any other combination. The resistance lasts for 1 minute. While the effect stacks for each charge you use, multiple uses of this ability (from any source) do not stack; only the highest resistance applies.

Study Abilities: Your every step brings you closer to the natural world.

Nature Affinity (Ex): At 2nd level, you have acclimated to harsh environments. Your need to eat and sleep is reduced as if wearing a *ring of sustenance*, and you are protected from extreme temperatures as if under the effects of an *endure elements* spell.

Natural Resilience (Ex): At 8th level, you become immune to poison and disease, even ones that are magical in nature. You also gain a +2 natural armor bonus. The natural armor bonus increases to +4 at 14th level.

World Walker (Su): At 14th level, the elements grant you a new way to traverse the world. Choose one of the following to gain. Once chosen, it cannot be changed:

- *Air:* You gain a fly speed of 40 feet with average maneuverability. At 18th level, it increases to 60 feet with good maneuverability.
- *Earth:* You gain a burrow speed of 30 feet and can breath normally while in the ground. At 18th level, you gain the earth glide universal monster ability.
- *Fire:* Your land speed increases by 20 feet, and you are no longer slowed by difficult terrain. At 18th level, your speed increases by an additional 20 feet.
- *Water:* You gain a swim speed of 30 feet, you take no penalties to attack rolls or damage rolls for being underwater, and can breath underwater. At 18th level, your swim speed increases to 60 feet and you no longer take damage or penalties for being deep underwater, such as pressure damage.

One With the World (Ex): At 20th level, you become one with the forces of nature. You become immune to paralysis, sleep, and petrification, and gain tremorsense out to 30 feet. When you overload a script that deals acid, cold, electricity, or fire damage, you may replace

the script's normal damage with one of the other four energy types or split the script's damage, so that half is of its normal type and half is of a different type. This does not change the script's casting time.

Manipulation

Masters of manipulation can alter the very fabric of reality, crossing great distances, distorting space, and even changing the flow of time to their whims.

Study Synergy: An archivist that studies manipulation gains the following ability when overloading a script.

Script Distortion (Su): Whenever you overload a script, you gain a +2 bonus to your caster level to determine either the duration or range of the script for each manipulation runic charge expended. You choose which bonus each charge provides (either duration or range) when you overload the script.

Study Abilities: You are a master of reality, able to bend time and space as you desire.

Celerity (Ex): At 2nd level, you can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your archivist level.

Spatial Leap (Su): At 8th level, you can bend space around you to teleport short distances, though this travel is imprecise. You can use this ability to teleport up to 30 feet per archivist level per day as a standard action, either in a single round or broken up across multiple spatial leaps. This movement must be used in 10-foot increments and does not provoke an attack of opportunity. However, when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons. If this would place you in an occupied square, you instead arrive in the nearest safe location. When you arrive, space is still distorted around you, granting you concealment as the *blur* spell for 1 round. You may bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. They likewise re-enter off target (roll location for each creature) and are surrounded by spatial distortion for 1 round.

Astral Lock (Sp): At 14th level, as a swift action you can prevent any extradimensional travel near you, as if you had a *dimensional lock* spell centered on your space that moves with you. This does not interfere with your own scripts. The astral lock lasts for 1 minute, and can be dismissed early as a standard action. You can use this ability once per day, plus an additional time per day at 20th level.

Temporal Mastery (Su): At 20th level, you become a master of both time and space. You stop aging, cannot be magically aged, and no longer take penalties to your ability scores for aging. Age bonuses still accrue,

though you do not die from old age and still physically appear as the age you were when you gained this ability. Manipulation scripts you cast that move or teleport you always arrive exactly where you want them to with no chance of appearing off-target (this benefit also applies to your spatial leap ability). When you overload a manipulation script, it is automatically boosted by *Enlarge Script** without increasing its casting time. You can still apply a metascript feat you know to a script modified in this way.

Revelation

Those who study revelation are masters of the mind, gaining prescient insight while also manipulating the thoughts and emotions of those around them.

Study Synergy: An archivist that studies revelation gains the following ability when overloading a script.

Prescient Casting (Su): Whenever you overload a script, you gain a +1 insight bonus on concentration checks to cast the script and on caster level checks to overcome spell resistance with that script for each revelation runic charge expended.

Study Abilities: You have unparalleled insight into the world around you.

Breadth of Knowledge (Ex): At 2nd level, you gain all Knowledge skills as class skills. You gain a bonus on all Knowledge checks equal to 1/2 your archivist level, and can make Knowledge skill checks untrained.

Moment of Prophecy (Su): At 8th level, you can grant powerful insight to a creature, blessing it with visions of success or cursing it with knowledge of its coming failure. As a standard action, you designate a single creature within 30 feet to be blessed or cursed by its insight. Until the start of your next turn, the creature rolls twice on all d20 checks. If it was blessed, it takes the better result of each roll; if it was cursed, it takes the worse result of each roll. Once a creature has been affected by this ability, it cannot be targeted again for 24 hours. You can use this ability once per day, plus an additional use each day for every three levels past 8th, to a maximum of five uses per day at 20th level.

Legends Untold (Sp): At 14th level, you can delve into the past to learn ancient secrets and lost information. This functions as a *legend lore* spell, though it requires no materials and can be used at-will. You must take the full casting time of the *legend lore* spell, as appropriate for the information you have and are seeking.

Secrets Revealed (Su): At 20th level, you constantly have the benefit of *see the unwritten**. Whenever you overload a script, you can change the benefits granted by this ability as if you had overloaded those runic charges into the *see the unwritten** effect. The new benefits persist until you choose to change them again or until you regain your scripts each day.

SABOTEUR

The world is a large place, where even the smallest of actions can have untold consequences. A hundred stones can build a fortress; a single loose stone can send it crashing down. A thousand blades can protect a king; a single blade can topple a nation. When subtlety of thought and action is necessary, a saboteur answers the call. Masters of deception and infiltration, saboteurs have all of the tools necessary to gain entrance to the most well-defended bastions and complete their mission. With specialized tricks to suit their needs and a variety of magical traps at their disposal, a well-prepared saboteur can accomplish any goal with none the wiser.

Role: Saboteurs are masters of trickery and sabotage, bypassing sentries and wards with ease while placing their own magical devices to trap unsuspecting foes. A saboteur's variety of skills and abilities lets them improvise when needed, but a saboteur that properly prepares can be a truly dangerous combatant.

Alignment: Any

Hit Die: d8

Starting Age: Self-taught

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The saboteur's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points Per Level: 6 + Int modifier.

Class Features

All of the following are class features of the saboteur.

Weapon and Armor Proficiency: Saboteurs are proficient with simple weapons, plus the hand crossbow, net, rapier, sap, shortbow, short sword, and with all firearms. They are proficient in light armors, but not with shields.

Saboteur Trap: One of a saboteur's most versatile tools are her traps. Unlike most trapsmiths, a saboteur can create complex, magically-enhanced traps with minimal materials, imparting her own arcane power into the trap to make a wide variety of effects. In many ways, saboteur traps behave like spells in trap form, and as

such their effects can be dispelled by effects like *dispel magic* using the saboteur's level as the caster level.

A saboteur can create only a certain number of traps of each level per day. Her base daily allotment of traps is given on **Table: Saboteur**. In addition, she receives bonus traps per day if she has a high Intelligence score, in the same way a wizard receives bonus spells per day. When a saboteur creates a trap, she assembles it with carefully-constructed gears, wires, and parts, imparting it with magical power to create wondrous effects. Each saboteur creates her traps differently; a trap made by one saboteur cannot be set or detonated remotely by another person, even another saboteur, though they can be disarmed via Disable Device like a normal trap. A trap, once created, remains usable for 1 day before the parts need to be repaired, so a saboteur must re-prepare her traps every day. Creating a trap takes 1 minute of work—most saboteurs prepare many traps at the start of the day or just before going on an adventure, but it's not uncommon for a saboteur to keep some (or even all) of her daily trap slots open so that she can prepare traps in the field as needed.

Although the saboteur doesn't actually cast spells, she does have an assembly list that determines what traps she can create. A saboteur can utilize spell-trigger items if the spell appears on her assembly list, but not spell-completion items (unless she uses Use Magic Device to do so). A trap is "cast" by setting it, as if placing a mechanical trap—setting a trap is a standard action that provokes attacks of opportunity, and must be placed in a square adjacent to the saboteur. A trap fills a single 5-foot square and cannot be placed in the same area as another saboteur trap or a magical trap such as a *glyph of warding*, and once placed cannot be moved. All saboteur traps are *Type: Magical*, *Trigger: Location*, and *Reset: None*. Once a trap is placed, it remains set for 10 minutes per caster level, after which it falls apart harmlessly. A saboteur can have a number of traps set equal to her Intelligence modifier; if she tries to set another trap when at this maximum, the oldest trap set deactivates harmlessly.

When the trap is triggered, the spell comes into effect on the creature that triggered it. If the spell targets one or more creatures, the trap targets as many creatures within range of the spell as possible, starting with the creature that triggered the trap and continuing to the next nearest creature, using the trap's location as the point of origin and the saboteur's bonuses for attack rolls. If the spell affects an area, it comes into effect centered on the trap's location or originating from the trap's space (in the case of spells with a point of origin like *burning hands*), aimed to strike as many targets as possible with the trap's effect. If a trap's effect has a duration of "concentration", it can only be concentrated on if the saboteur has line of sight to the trap's effect;

Table: Saboteur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Traps per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Marked Target, Trapfinding	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Evasion, Saboteur Trick	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Hidden Spotter	3	—	—	—	—	—
4th	+3	+1	+4	+4	Saboteur Trick	3	1	—	—	—	—
5th	+3	+1	+4	+4	Swift Sabotage	4	2	—	—	—	—
6th	+4	+2	+5	+5	Saboteur Trick	4	3	—	—	—	—
7th	+5	+2	+5	+5	Combined Arms	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Saboteur Trick	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Improved Mark	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Saboteur Trick	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Ranged Setup	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Saboteur Trick	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Improved Evasion	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Saboteur Trick	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Lasting Traps	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Saboteur Trick	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Greater Mark	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Saboteur Trick	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Instant Sabotage	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master's Trick, Saboteur Trick	5	5	5	5	5	5

otherwise, it lasts as if “concentrated” on for 1 round per four saboteur levels obtained (minimum 0). Any extra abilities the trap has that can be used by concentration or require action on the saboteur’s part, such as moving a *flaming sphere*, cannot be used unless the saboteur can see the effect and is within its normal range.

If the saboteur can see the trap as it triggers, she can designate targets or aim the area of effect of the trap as desired within the limitations of the spell’s effects, though the effect still originates from the trap’s space. Once per round, a saboteur may trigger a saboteur trap she has set within 30 feet as a move action, triggering it as if a creature had stepped on it. She may disarm a saboteur trap within 5 feet of her that she has placed as a standard action with no Disable Device check needed.

The saboteur uses her level as the caster level to determine any effect based on caster level. Creating traps consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the placing of that particular trap. Spells that normally have a focus or divine focus requirement do not have a those requirements when made as a saboteur

trap. A saboteur can prepare a trap of any assembly she knows. To learn or use a trap, a saboteur must have an Intelligence score equal to at least 10 + the trap’s level. The Difficulty Class for a saving throw against a saboteur’s trap is 10 + the trap level + the saboteur’s Intelligence modifier. The Difficulty Class of Perception checks to locate a saboteur trap or Disable Device checks to disable a saboteur trap is equal to the trap’s save DC + 10. A saboteur may know any number of assemblies. She stores her assemblies in a special tome called an assembly book. She must refer to this book whenever she prepares a trap but not when she sets it. A saboteur begins play with two 1st level assemblies of her choice, plus a number of additional assemblies equal to her Intelligence modifier. At each new saboteur level, she gains one new assembly of any level that she can create. A saboteur can also add assemblies to her book just like a wizard adds spells to his spellbook, using the same costs and time requirements. A saboteur can study a wizard’s spellbook to learn any assemblies that are equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from an assembly book. A saboteur does not need to decipher arcane writings before copying them.

Marked Target (Ex): Saboteurs must learn to adapt as needed based on the foes and obstacles they face. At 1st level, a saboteur learns how to mark a creature she can see as a move action. When she does, she chooses one of the following marks to apply to her target:

Assassin's Mark: The saboteur gains a +1 bonus on attack and damage rolls against the marked target. This bonus increases by +1 at 5th level and every four saboteur levels thereafter.

Charlatan's Mark: The saboteur gains a +1 bonus on Bluff, Diplomacy, Sleight of Hand, and Stealth checks against the target and on Bluff and Disguise checks to pass herself as the marked target. This bonus increases by +1 for every three saboteur levels past 1st.

Duelist's Mark: The saboteur gains a +1 bonus to AC against attacks made by the marked target. This bonus increases by +1 at 5th level and every four saboteur levels thereafter.

Informant's Mark: The saboteur gains a +1 bonus on Knowledge, Sense Motive, and Perception checks made against or concerning the marked target. This bonus increases by +1 for every two saboteur levels past first.

Once she has chosen which type of mark to apply to her target, she cannot change it. The mark lasts until the target dies, the saboteur dismisses the mark (a swift action), or for 24 hours, whichever comes first. She can choose to mark a dead creature (or leave her mark on a creature that dies, rather than having it automatically end); usually this is done to disguise herself as the deceased target with charlatan's mark or to learn about the target with informant's mark. Once a target has been marked, it cannot be marked again for 24 hours. The saboteur can only maintain one marked target at a time.

Trapfinding (Ex): A saboteur adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A saboteur can use Disable Device to disarm magic traps.

Evasion (Ex): At 2nd level and higher, a saboteur can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the saboteur is wearing light armor or no armor. A helpless saboteur does not gain the benefit of evasion.

Saboteur Trick: Rather than learning a broad spectrum of techniques as a fighter, or a plethora of magical abilities as a wizard, a saboteur learns a few specialized tricks to better accomplish her goals. Starting at 2nd level, a saboteur gains one saboteur trick. She gains an additional trick for every two levels of saboteur attained after 2nd level. A saboteur cannot select an individual trick more than once. If a trick calls for a saving throw, the save DC is equal to 10 + 1/2 the saboteur's level + her Intelligence modifier, unless otherwise stated.

Always Prepared (Ex): A saboteur with this trick always has what she needs. She may carry unspecified equipment worth up to 50 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, she may retrieve an item she specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, she can retrieve no more items until she restocks her equipment with 1 hour of work and spending an amount of gold to bring her total up to 50 gp per class level. The saboteur must be at least 6th level before selecting this trick.

Ambush (Ex): During a surprise round, opponents are always considered flat-footed against the saboteur, even if they have already acted. If the saboteur strikes an opponent during the surprise round, the target remains flat-footed during the first round of combat (though it can act), and its place in the initiative order is reduced by the saboteur's Intelligence bonus (minimum 0).

Assassinate (Ex): The saboteur can kill foes that are unable to defend themselves. Assassinate can only be used on a target marked with assassin's mark. To attempt to assassinate a target, the saboteur must first study her target for 1 round as a standard action. On the following round, if the saboteur strikes her target and it is denied its Dexterity bonus to AC, the attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the saboteur as an enemy. If the attack is successful, the target must attempt a Fortitude saving throw. If the target fails this save, it dies; otherwise, the target takes the damage as normal and is then immune to that saboteur's assassinate ability for 24 hours. The saboteur must be at least 12th level before selecting this trick.

Beguiler's Arcana (Sp): The saboteur learns a handful of minor magical knacks. Choose any four spells from the following list: *daze*, *detect magic*, *ghost sound*, *light*, *lullaby*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *sift*^{APG}, *spark*^{APG}, or *unwitting ally*^{APG}. The saboteur can cast these spells at-will, using her saboteur level as her caster level. The DC of these spells is equal to 10 + her Intelligence bonus.

Breaker (Ex): The saboteur gains Improved Sunder as a bonus feat, even if she doesn't meet the prerequisites. When attacking an object or construct she ignores an amount of hardness equal to her saboteur level.

Certain Deception (Ex): A saboteur with this trick can persuade and deceive her marked targets more easily. Once during the duration of her charlatan's mark, she can reroll a Bluff, Diplomacy, Sleight of Hand, or Stealth check she made against her target, or reroll a Bluff or Disguise check she made to pass her self as her marked target. She can only do this once per target she marks

with her charlatan's mark in a 24 hour period, and must take the second roll, even if it is worse. The saboteur must be at least 6th level before selecting this trick.

Charming Words (Sp): The saboteur's words are incredibly compelling. By spending 1 minute conversing with the target of her charlatan's mark, the saboteur can affect the creature as by a *charm monster* or *suggestion* spell. The saboteur chooses which effect to apply at the end of the conversation. The DC of the *charm monster* or *suggestion* spell is equal to her saboteur trick save DC, instead of their normal DC. The target must understand the saboteur's language to be affected by this ability. Once a creature has been affected by this ability (whether it saves or not), it cannot be affected again for 24 hours (from any source). The saboteur must be at least 10th level before selecting this trick.

Convincing Lies (Su): The saboteur's falsehoods fool even magical detection. The saboteur is warded against magical means of detecting lies or forcing her to speak the truth, as if she was under the effect of a *glibness* spell using her saboteur level as her caster level. Unlike the normal *glibness* spell, she does not receive any bonuses to her Bluff check from this ability. The saboteur must be at least 4th level before selecting this trick.

Cunning Resistance (Ex): The saboteur's mark gives her insight to better defend herself against her opponent's abilities. She gains a +2 insight bonus to saving throws against effects made by the target of her duelist's mark. This bonus increases to +4 at 12th level.

Deadly Strikes (Ex): A saboteur with this trick is especially deadly. Whenever she confirms a critical hit against the target of her assassin's mark, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. This duration is extended if the attack is made with a weapon that has a higher critical multiplier: a weapon with a x3 multiplier negates regeneration for 2 rounds, while a weapon with a x4 multiplier or greater negates regeneration for 3 rounds. Creatures whose regeneration always functions are immune to this ability. The saboteur must be at least 16th level before selecting this trick.

Deep Wounds (Ex): Once per round when a saboteur with this trick strikes a creature marked with her assassin's mark, she inflicts 1d4 bleed damage. The bleed damage can stack, up to a number of d4s of bleed damage equal to the bonus her assassin's mark grants her on attack and damage rolls (2d4 at 5th level, 3d4 at 9th level, and so on). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. The saboteur must be at least 8th level before selecting this trick.

Deft Steps (Ex): The saboteur no longer provokes attacks of opportunity for movement from the target of her duelist's mark. The saboteur must be at least 14th level before selecting this trick.

Disguise Mastery (Ex): A saboteur with this trick can create a disguise in half the time normally required. In addition, any penalties from assuming a disguise of a different gender, race, age, or size are reduced by 1. This reduction stacks. The saboteur must be at least 4th level before selecting this trick.

Disruptive (Ex): The saboteur gains Disruptive as a bonus feat, even if she doesn't meet the prerequisites. The saboteur must be at least 6th level before selecting this trick.

Doppelganger's Visage (Sp): After the saboteur has marked a target with her charlatan's mark, she can spend a full-round action to take on the target's persona, as if using both *disguise self* and *vocal alteration*^{UM} to look and sound like the marked target. The effects last until the saboteur marks a different target, 24 hours have passed, or she dispels the visage (a free action).

Duality (Su): A saboteur with this trick can literally be in two places at once. As a swift action, the saboteur can split herself into two individuals for a brief time. Her second body (referred to as her "twin") appears at a location chosen by the saboteur within 30 feet. The twin is an exact copy of the saboteur; it can attack, flank, threaten spaces, place traps, use magic items, or perform any other task the saboteur is capable of. However, the saboteur and her twin share actions, resources, and hit points. They only have a single round's worth of actions between the two, though if the saboteur takes a move action to move, her twin can move an equal distance. Damage dealt to one is dealt to the other, as is healing. Beneficial and harmful effects applied to one (such as *haste* or *confusion*) apply to both simultaneously and equally. Area of effect abilities only apply once, even if both the saboteur and her twin are in its area. Charged items or items with limited uses per day have their uses shared between the two. Any permanent magic items are also active on the twin. The twin must remain within 500 feet or the effect ends. The saboteur can use this ability a number of minutes per day equal to half her Intelligence bonus; this duration does not need to be consecutive, but must be spent in 1-minute increments. The saboteur must be at least 16th level before selecting this trick.

Duelist's Parry (Ex): The saboteur can parry an opponent's strikes. When the target of her duelist's mark makes an attack roll against her (either in melee or at range), she can use an attack of opportunity to attempt to parry the attack. She makes an attack roll at her full base attack bonus; if her attack roll is equal to or higher than the attack roll of the opponent, the attack automatically misses. For each size category



that the attacking creature is larger than the saboteur, the saboteur takes a -2 penalty on her attack roll. The saboteur must declare the use of this ability after the attack is announced, but before the roll is made. She may only parry a single attack each round from each of her marked targets. The saboteur must be at least 6th level before selecting this trick.

Eldritch Insight (Sp): The saboteur lets nothing slip by her. She gains the benefits of *greater arcane sight* against the target of her informant's mark and on items worn by the target or in her target's possession. The saboteur must be at least 16th level before selecting this trick.



Elude Divination (Sp): A saboteur with this trick is difficult to track with divination effects. She is treated as though under the effect of a *nondetection* spell, using her saboteur level as her caster level. She can suspend or resume this ability as a standard action; if it's dispelled she cannot resume it for 1 minute. The saboteur must be at least 10th level before selecting this trick.

Enemy of my Enemy (Ex): The saboteur can sow discord with simple words. Whenever the saboteur makes a Diplomacy check to influence the attitude of a creature, she can adjust its attitude by up to three steps, rather than just two. In addition, she can use Diplomacy to worsen a creature's attitude towards another. When she improves a creature's attitude towards her, she can simultaneously attempt a second Diplomacy check to worsen the creature's attitude towards a different creature. The DC of this Diplomacy check is based on the target attitude you wish to shift the creature to (for example, making a creature unfriendly towards another would require a Diplomacy check of 20 + the creature's Charisma modifier). The creature she is influencing must be able to either see the second creature or know the second creature from prior interaction to be influenced in such a manner (the saboteur cannot make the creature hostile towards a creature it doesn't know about). The saboteur must be at least 4th level before selecting this trick.

Eradicate (Su): A saboteur with this trick can utterly destroy objects and constructs she breaks, leaving no evidence. When she reduces an object or construct to 0 hit points, she can choose to reduce it to dust, as if affected by *disintegrate*. This cannot be used on artifacts. The saboteur must be at least 14th level before selecting this trick.

Extended Setup (Ex): A saboteur with this trick can use her ranged setup class feature to throw a trap within 40 feet. Her traps no longer take a penalty to their DC for being placed with ranged setup. The saboteur must be at least 12th level before selecting this trick.

Feign Death (Ex or Sp): Once per day as an immediate action when the saboteur takes damage from any source, she can choose to feign death, either through bluffing or through illusions. If she chooses to bluff, she falls to the ground prone, appearing as if dead to outside observers. She makes a Bluff check with a +10 bonus to appear as dead to others, which can be opposed by a Perception, Sense Motive, or Heal check to notice she is not actually deceased. She can maintain this appearance as long as she likes, though hindrances such as the need to sleep or eat can hinder this check. If she chooses to use illusions, an illusory version of herself appears to fall down, as the spell *major image*, while she herself turns invisible, as the spell *invisibility*. The save DC of the *major image* is equal to her trick DC, as opposed to its normal DC.

Both effects last for 10 minutes, though the *invisibility* breaks if she attacks as normal. The saboteur must be at least 10th level before selecting this trick.

Firearms Training (Ex): The saboteur gains a grit pool (as the gunslinger class feature), except she uses her Intelligence modifier to determine the size of her grit pool. This grit pool does not stack with any other grit pool she may obtain (such as from levels in the gunslinger class); only the larger of the two pools can be used. She also gains a single 1st-level deed of her choice from the gunslinger deed class feature.

Forgetful Exchange (Sp): A saboteur with this trick can cause her targets to forget ever speaking with her. Once per day, she can choose to activate this ability as a swift action against a creature marked by her charlatan's mark, forcing it to make a Will save. If the creature fails its saving throw, at any point within the next ten minutes the saboteur can use another swift action to cause the creature to forget all events that took place since it failed its Will save, as if subjected to a *modify memory* spell. The saboteur knows if the target fails its saving throw, but the target of the effect does not. The saboteur must be at least 14th level before selecting this trick.

Glamered Arms (Su): All weapons and armor the saboteur wields or carries are shrouded in illusion, allowing the saboteur to change their appearance as if they had the *glamered* special weapon or armor property. The saboteur must be at least 6th level before selecting this trick.

Hide in Plain Sight (Su): A saboteur with this trick can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, a saboteur can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow. The saboteur must be at least 8th level before selecting this trick.

Illusory Retreat (Su): Whenever the saboteur takes the withdraw action, she turns invisible and leaves an illusory duplicate in her place, as the spell *mislead*. However, the invisibility provided only lasts 1 round, and the *major image* created cannot be concentrated on. The save DC is equal to her trick DC, as opposed to the normal DC of *mislead*. The saboteur must be at least 8th level before selecting this trick.

Into Thin Air (Sp): As a standard action, the saboteur can vanish from sight, as the spell *invisibility*. This effect can be used for a number of minutes each day equal to the saboteur's level; this duration does not need to be consecutive, but it must be spent in 1-minute increments. At 12th level, she can instead use this ability to grant herself *greater invisibility*, but each round spent invisible in such a manner counts as 1 minute of this ability's duration. The saboteur must be at least 4th level before selecting this trick.

Intuitive Mark (Ex): Once per day, a saboteur with this trick can mark a creature with her marked target class feature, even if she has already done so that day. This doesn't let her maintain more marks than her normal limit. The saboteur must be at least 8th level before selecting this trick.

Like a Book (Sp): The saboteur can quickly use magic to gain insight over a creature. When she marks a target with her informant's mark, she can gain one of the following effects: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, or *discern next of kin*^{ACG}. The saboteur gains the benefits of that divination effect so long as the target is marked, but only against the marked target and any items it is carrying or using. She does not have to concentrate to maintain the effect. The saboteur must be at least 4th level to select this trick.

Linked Senses (Sp): A saboteur with this trick can see through the eyes and ears of her marked target. She can attempt to look through the senses of a creature marked with her informant's mark, as if using the spell *witness*^{UM}. The creature gains a saving throw to negate this effect; the DC is equal to her saboteur trick DC, rather than the spell's normal DC. The saboteur can use this ability a number of minutes per day equal to her Intelligence modifier (minimum 1); this duration does not have to be consecutive, but must be spent in 1-minute increments. The saboteur must be at least 8th level before selecting this trick.

Masterful Sabotage (Ex): The saboteur is especially proficient at disabling traps, even among other saboteurs. Whenever she disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires. The saboteur must be at least 8th level before selecting this trick.

Nombers to Hide (Su): So long as a saboteur with this trick has marked a target with her informant's mark, she gains the benefit of *locate creature* against that target, using her saboteur level as her caster level. She also gains blindsight out to 20 feet against the target of her informant's mark. The saboteur must be at least 12th level before selecting this trick.

Opportune Strikes (Ex): The saboteur gains an additional number of attacks of opportunity in a round equal to her Intelligence modifier (minimum 1). This effect stacks with the Combat Reflexes feat. These attacks of opportunity can only be made against the target of her duelist's mark or against attacks made by the target of her duelist's mark (in the case of using abilities such as the duelist's parry saboteur trick or the Bodyguard^{APG} feat). The saboteur must be at least 10th level before selecting this trick.

Piercing Strikes (Ex): When attacking the target of her assassin's mark, the saboteur's weapons are considered magic for the purpose of bypassing damage reduction. At 8th level, her weapons are considered silver and cold iron. At 12th level, her weapons are considered one alignment type (chaotic, evil, good, or lawful). She can change which alignment type her weapons function as each time she marks a target, but the type chosen must match one axis of the saboteur's alignment. Her weapons must count as the same alignment against all of her current targets (if she has more than one marked target). The saboteur must be at least 4th level before selecting this trick.

Poison Adept (Ex): The saboteur can apply poison to her weapon as a move action. She cannot accidentally poison herself when applying poison to a weapon. This ability counts as the poison use class feature for the purpose of meeting prerequisites.

Poison Brewer (Ex): The saboteur gains a bonus on Craft (alchemy) checks involving poisons equal to half her saboteur level. In addition, she can use Craft (alchemy) to change the type of a poison. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to the poison's DC. If successful, the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. The saboteur must be at least 4th level before selecting this trick.

Polyglot (Ex): The saboteur learns three languages of her choice, plus an additional language for each rank she has in the Linguistics skill. Each time she gains a rank in the Linguistics skill, she gains two languages, rather than one.

Quick Hands (Ex): The saboteur becomes adept at hiding weapons. She gains Quick Draw as a bonus feat. She adds half her saboteur level on Sleight of Hand checks to hide a weapon, and drawing a hidden weapon becomes a swift action for her. This bonus to Sleight of Hand checks does not stack with the bonus on Sleight of Hand checks provided by charlatan's mark.

Salvage Trap (Ex): The saboteur can salvage traps for use in construction of her own traps. Whenever she successfully disarms a trap, she can spend 10 minutes salvaging materials from it. She gains an amount of raw materials with a gold value equal to 200 gp x the trap's CR or 20% of the trap's construction cost, whichever is lower. These raw materials can only be used to construct traps, either mundane or magical in nature, but cannot be used as material components for her saboteur trap class feature. A saboteur can only salvage a mechanical trap, not a magic device trap or a spell trap.

Secret Passage (Sp): A saboteur with this trick can use magic to grant passage into completely secure areas. Once per day as a full-round action, she can touch a wall to affect it as a *passwall* spell, using her saboteur level

as her caster level. She can use this ability an additional time each day for every two saboteur levels obtained past 10th. At 16th level, she can use three of her daily uses of this ability to instead create the effects of a *phase door* spell. The saboteur must be at least 10th level before selecting this trick.

Shifting Aura (Su): The saboteur can mask her true alignment, even fooling magical senses. As a standard action, she can choose to detect as a specific alignment. Spells and effects that rely on her alignment (such as *detect evil* or *arrow of law*) treat her as if she were the chosen alignment. This applies to benefits both helpful and harmful. The effect lasts until the saboteur dismisses it (a standard action). The saboteur must be at least 12th level before selecting this trick.

Sniper (Ex): When the saboteur uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20. If she successfully snipes an opponent with a ranged attack, she adds her Intelligence modifier to the damage dealt (in addition to all other modifiers). The saboteur must be at least 6th level before selecting this trick.

Spellbreaker (Ex): The saboteur gains Spellbreaker as a bonus feat, even if she doesn't meet the prerequisites. The saboteur must be at least 10th level before selecting this trick.

Spell Thief (Sp): A saboteur with this trick can steal magical effects from her foes. When she scores a critical hit against an opponent, as a free action she can try to siphon some of that target's ongoing magical effects, as an *arcana theft*^{LM} spell. Alternatively, she can do this when attacking a magic item, transferring the magical effects of the item to her own possessions as a *siphon enhancement** spell. Both of these effects use her saboteur level as her caster level and her saboteur trick DC in place of the spell's normal save DC. She can do this once per day, plus an additional time per day at 17th and 20th levels. The saboteur must be at least 14th level before selecting this trick.

Trackless (Ex): The saboteur leaves no footprints or scent, as if under the constant effect of a *pass without trace* spell. In addition, the saboteur can move at full speed while using the Stealth skill without penalty.

Trapsmith (Ex): The saboteur gains a bonus on Craft (trap) checks equal to half her saboteur level. The time it takes for her to create or set mechanical traps is reduced by half.

Unreadable (Sp): The saboteur is an enigma to outside divinations. She is treated as though under the effect of a *mind blank* spell, using her saboteur level as her caster level. She can suspend or resume this ability as a standard action; if it's dispelled she cannot resume it for 1 minute. The saboteur must be at least 16th level before selecting this trick.

Table: Combined Arms

Trap Level	Total Trap Levels Needed to Create
2	3
3	4
4	5
5	7
6	9

Versatile Assembly (Ex): The saboteur gains a bonus metaconstruction feat of her choice. At 10th level, she can spontaneously apply the effects of her chosen metaconstruction feat to saboteur traps she places. How many times per day she can do this is based on the level adjustment the metaconstruction feat has on her saboteur traps: a feat with a +1 level adjustment can be used three times per day, a feat with a +2 level adjustment can be used twice a day, and a feat with a +3 level adjustment can be used once per day. She cannot use this effect with the Heighten Trap* metaconstruction feat. The saboteur must be at least 4th level before selecting this trick.

Hidden Spotter (Ex): At 3rd level, a saboteur becomes adept at spotting hidden alcoves and traps, even passively. Whenever she passes within 10 feet of a trap, hidden passage, or secret door, she can attempt an immediate Perception check to notice the trap or passage. This check should be made in secret by the GM.

Swift Sabotage (Ex): Starting at 5th level, a saboteur becomes adept at quickly disabling traps and other devices. It takes the saboteur half the normal time to perform a Disable Device check (minimum 1 round). If she attempts to use Disable Device to open a lock that would take a full-round action to open, she instead can do so as a standard action. She can also trigger a trap she has placed within 30 feet of her as a swift action, whether that trap is a saboteur trap or a mechanical trap she has placed.

Combined Arms (Ex): Beginning at 7th level, a saboteur can combine the mechanical parts and magical energy of her weaker traps to create more powerful traps. When preparing her traps, she can give up a number of trap slots whose total trap levels is greater than or equal to the value shown in **Table: Combined Arms** to create a trap of the level shown. For example, if she wants to create an *ice storm* trap (a 4th level trap), she would have to give up a number of trap slots whose total levels is at least five or more. This can be any combination of trap slots, such as a 3rd level trap slot and a 2nd level trap slot, five 1st level trap slots, or some other combination. She cannot give up a trap slot whose level is equal to or higher than the trap being created. She can only use combined arms to create a trap she is capable of making.

Improved Mark (Ex): At 9th level, a saboteur's ability to mark a target improves. She can now maintain two marked targets at once, and marking a target can be done as a swift action. She may now change which type of marks are applied to her marked targets as a swift action, but only once per marked target in a 24 hour period. She can change all of her marks with the same swift action.

Ranged Setup (Ex): At 11th level, a saboteur learns how to set her traps from a distance. As part of the standard action to place a saboteur trap, she can throw the trap with a free hand to setup the trap in a single unoccupied square within 20 feet. Alternatively, she can affix the trap to an arrow, crossbow bolt, or thrown weapon, allowing her to set the trap from further away or use it as a direct attack. Drawing the trap, attaching the trap to the projectile, and firing it in this manner is a full-round action. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the saboteur had set the trap in that square. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies).

A trap that is set with this ability (either thrown or affixed to a ranged weapon) has its saving throw DC lowered by 2. A trap that is affixed to a ranged weapon and misses its target breaks apart harmlessly.

Improved Evasion (Ex): At 13th level, a saboteur's evasion improves. This ability works like evasion, except that while the saboteur still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless saboteur does not gain the benefit of improved evasion.

Lasting Traps (Ex): Starting at 15th level, a saboteur's traps last for 1 hour per saboteur level before breaking apart, instead of 10 minutes per level.

Greater Mark (Ex): At 17th level, a saboteur's mark becomes especially potent. She can now maintain three marked targets at once, and can mark all of her targets simultaneously with a single swift action. Instead of maintaining multiple marked targets, she can instead mark a single target with two different marks. As long as she has a single target with two marks applied to it, she cannot maintain any other marked targets.

Instant Sabotage (Ex): At 19th level, the saboteur can complete any Disable Device check that would take 1 round or longer in a single standard action. When using Disable Device to open a lock that would take a full-round action to open, she can instead do so as a swift action. She can also trigger a trap she has placed within 30 feet of her as a free action, whether that trap is a saboteur trap or a mechanical trap she has placed. She can only trigger one trap each round in this manner.



Master's Trick: At 20th level, the saboteur learns her signature, a special trick that sets her skill far apart from a less experienced saboteur. She gains one of the following master's tricks of her choice. The master's trick is an exceptionally powerful ability, the sort of skill spoken of in tales of legendary thieves and agents.

Impossible to Catch (Ex and Su): The saboteur becomes unstoppable. She is constantly treated as if under the effect of a *freedom of movement* spell (this is an extraordinary ability and cannot be dispelled). Once per day as a free action while she is subjected to an effect that would hinder her in any way, she can break out of the bonds that hold her. This removes any harmful or hindering conditions and spells from her, so long as it can be removed by *freedom*, *wish*, *break enchantment*, *remove curse*, *heal*, or *greater dispel magic*. This does not restore hit point damage, only hindering conditions and spell effects. She needs to make no check to do this; the effects are simply removed. She can use this ability even when subjected to an affect that would normally prevent her from taking actions, such as from being petrified or subjected to *dominate person*.

Legendary Trapsmith (Ex): A saboteur with this trick can create or disarm exceptionally powerful traps, and can do so with uncanny speed. She can take 20 on any Disable Device checks without increasing the time it takes for her to make the check. She can trigger any trap she has placed (both saboteur traps and mechanical traps) as long as she is within medium range of it (100 ft. + 10 ft./level), and she no longer needs line of sight to do so. A number of times per day equal to her Intelligence modifier, the saboteur can construct and prepare a trap in an open trap slot she has as a full-round action. She can apply metaconstruction feats to these traps when she does so. Finally, once per day she can create one ultimate trap. She must take 1 minute to create the trap, and can place it and detonate it as any other saboteur trap. This ultimate trap can be of one of the following effects, chosen when the trap is made: *mass hold monster*, *mass icy prison*^{UM}, *meteor swarm*, *polar midnight*^{UM}, *power word kill*, or *weird*. She uses her saboteur level as her caster level for these effects. She cannot use the aforementioned ability to create traps as a full-round action to create her ultimate trap.

Masterful Infiltration (Ex and Su): The saboteur can bypass any sorts of defenses and barricades with ease. She no longer triggers traps for any reason, even magic traps and *symbol* spells, unless she allows them to. At-will as a swift action, the saboteur can pass through walls. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. In addition, once per day as a standard action she may bypass any barrier; this functions as an

ethereal jaunt spell, using her saboteur level as her caster level. When under the effect of this *ethereal jaunt*, she and her equipment can bypass any effect that would normally block ethereal creatures, such as a *wall of force*, and is not affected by harmful abjuration effects such as *prismatic sphere*. In addition, while ethereal she and any equipment she uses can be treated as ethereal or material, whichever is more beneficial to her (allowing her to use ethereal thieves' tools to pick a material lock, grabbing a material weapon with her hands and attacking an ethereal creature, and so on).

Supreme Mark (Ex): A saboteur with this trick is a master of selecting her targets, and knows exactly how to strike her targets for maximum effectiveness. She can now mark her targets as a free action, and can change what kind of mark she has applied to a target any number of times (though she can still only mark a given target once in a 24 hour period). In addition, upon successfully attacking her marked target, she can choose to inflict a debilitating effect upon the target. The type of effect she can apply to her target is based on what kind of mark she has placed on the target:

- *Assassin's Mark:* Slain instantly or reduced immediately to -1 hit points (saboteur's choice). Fortitude negates.
- *Charlatan's Mark:* Rendered permanently confused, as an *insanity* spell, or put to sleep for 1 hour (saboteur's choice). Both of these are mind-affecting effects. Will negates.
- *Duelist's Mark:* Paralyzed for 2d6 rounds. Fortitude negates.
- *Informant's Mark:* Permanently blinded and deafened. Will negates.

The DC of all of these effects is equal to the saboteur's trick DC. Once a creature has been the target of this attack, regardless of whether or not the save is made or what kind of effect was used, that creature is immune to this effect for 24 hours.

Total Sabotage (Sp): The saboteur can dismantle anything, even magical effects, with ease. Once per round when she successfully attacks an object or creature, she may target the object or creature struck with either a *break*^{APG} or *dispel magic* effect, using her saboteur level as her caster level. In addition, once per day she may create a burst of magical energy that disrupts magic and objects around her. This functions as *mage's disjunction*, using her saboteur level as her caster level. Any unattended mundane object within the spell's area and any magic item that fails its Will save against the effect lose half their hit points and gain the broken condition (this effect happens once, when the ability is used). This does not affect any items in the saboteur's possession, nor does it function on artifacts or similarly unique items. The DC of both the *mage's disjunction* and the *break*^{APG} effect use the saboteur's trick DC, as opposed to their normal DC.

SABOTEUR ASSEMBLIES

Saboteurs gain access to the following assemblies, from which they can create a variety of traps. While most of these are spells found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (*) are new spells that are described in Chapter IV of this book.

1st-Level Saboteur Traps: *alarm, burning hands, cause fear, color spray, confusion (lesser), corrosive touch^{UM}, discerning trap extension**, *ear-piercing scream^{UM}, expedition excavation^{APG}, faerie fire, flare burst^{APG}, glue seal^{ACG}, grease, hideous laughter, invisibility alarm^{ACG}, magic missile, memory lapse^{APG}, obscuring mist, ray of enfeeblement, ray of sickening^{UM}, reduce person, shocking grasp, shrapnel burst**, *silent image, sleep, stumble gap^{APG}, thunderstomp^{ACG}, touch of combustion^{ARG}, touch of gracelessness^{APG}*

2nd-Level Saboteur Traps: *acid arrow, aggressive thundercloud^{ACG}, blindness/deafness, create pit^{APG}, darkness, daze monster, dead weight**, *dust of twilight^{APG}, flaming sphere, fog cloud, frost fall^{UC}, ghoul touch^{APG}, glitterdust, haunting mist^{UM}, hold person, hypnotic pattern, minor image, molten orb^{ACG}, pulling chains**, *scare, scorching ray, shadow anchor^{ARG}, shatter, silence, spontaneous immolation^{UC}, sound burst, stealth trap extension**, *stone call^{APG}, stricken heart^{ACG}, touch of idiocy, twilight haze^{ACG}, unshakable chill^{UM}, web*

3rd-Level Saboteur Traps: *air geyser^{ACG}, aqueous orb^{APG}, ash storm^{APG}, binding chains**, *combustion*, confusion, daylight, deep slumber, deeper darkness, dispel magic, fear, fireball, force punch^{UM}, howling agony^{UM}, lightning bolt, loathsome veil^{UM}, major image, needle storm**, *observation trap extension**, *pain strike^{APG}, pellet blast^{UC}, ray of exhaustion, sleet storm, slow, spiked pit^{APG}, stinking cloud, thunderstomp (greater)^{ACG}, wind wall*

4th-Level Saboteur Traps: *acid pit^{APG}, aggressive thundercloud (greater)^{APG}, bestow curse, black tentacles, confuse constructs**, *contagion, creeping ice^{ACG}, daze (mass)^{UM}, dimensional anchor, enervation, flaming sphere (greater)^{ACG}, bold monster, ice storm, impact**, *obsidian ston^{UC}, phantasmal killer, rainbow pattern, resilient sphere, shout, solid fog, spellcrash (lesser)^{ACG}, teleporting trap extension**, *true form^{APG}, volcanic storm^{UM}, wall of fire*

5th-Level Saboteur Traps: *acidic spray^{UM}, baleful polymorph, cloudkill, cone of cold, dismissal, dispel magic (greater), feeblemind, hungry pit^{APG}, icy prison^{UM}, iron maiden*, pain strike (mass)^{APG}, persistent image, phantasmal web^{APG}, sprawling trap extension**, *suffocation^{APG}, waves of fatigue*

6th-Level Saboteur Traps: *acid fog, antimagic field, banshee blast^{ACG}, bladed ground*, chain lightning, chains of fire^{ARG}, circle of death, contagion (greater)^{UM}, curse (major)^{UM}, disintegrate, flesh to stone, forcecage, freezing sphere, resetting trap extension**, *spellcrash^{ACG}*

VANGUARD

Allies are one of the most valuable assets to have on any battlefield. While most would-be adventurers and gallant heroes must seek out comrades, the few choose instead to make one. Sometimes accidentally, sometimes with intent, a person may find within themselves the spark of creation, animating their constructed companions almost instinctively. These creators, known as vanguards, form a close bond with their companion, their magical essence fueling and empowering the construct. This bond is not one of master and servant, however; vanguards and companions fight as equals, supporting each other and their allies against all odds.

Role: Vanguards provide both magical power and physical strength, standing alongside their allies in the thick of battle. The magic they cast is best served to support and enhance the strength of the group, using both traditional spell and mystical resonances of power from their companions to achieve victory.

Alignment: Any

Hit Die: d8

Starting Age: Self-taught

Starting Wealth: $5d6 \times 10$ gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The vanguard's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: $4 +$ Int modifier.

Class Features

All of the following are class features of the vanguard.

Weapon and Armor Proficiency: A vanguard is proficient with all simple and martial weapons, and with all firearms. Vanguards are also proficient with light armor, medium armor, and shields (except tower shields). A vanguard can cast vanguard spells while wearing light armor or medium armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a vanguard wearing heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass vanguard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A vanguard casts arcane spells drawn from the vanguard spell list. He can cast any spell he knows

without preparing it ahead of time. To learn or cast a spell, a vanguard must have a Charisma score equal to at least $10 +$ the spell level. The Difficulty Class for a saving throw against a vanguard's spell is $10 +$ the spell level + the vanguard's Charisma modifier.

A vanguard can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on **Table: Vanguard**. In addition, he receives bonus spells per day if he has a high Charisma score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A vanguard's selection of spells is extremely limited. A vanguard begins play knowing four 0-level spells and two 1st-level spells of the vanguard's choice. At each new vanguard level, he gains one or more new spells as indicated on **Table: Vanguard Spells Known** (Unlike spells per day, the number of spells a vanguard knows is not affected by his Charisma score. The numbers on **Table: Vanguard Spells Known** are fixed.). These new spells can be common spells chosen from the vanguard spell list, or they can be unusual spells that the vanguard has gained some understanding of through study.

Upon reaching 5th level, and at every third vanguard level thereafter (8th, 11th, and so on), a vanguard can choose to learn a new spell in place of one he already knows. In effect, the vanguard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level vanguard spell he can cast. A vanguard may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

Cantrips: Vanguards learn a number of cantrips, or 0-level spells, as noted on **Table: Vanguard Spells Known** under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Construct Companion: A vanguard begins play with the ability to craft a powerful, magically-animated construct companion. A construct companion has the same alignment as the vanguard that creates it and can speak and understand all of his languages. Construct companions are treated as constructs under the vanguard's control, though unlike most constructs, the companion is intelligent and capable of independent thought and action.

The construct companion's general appearance is up to the vanguard, though it is always in the form of a medium humanoid shape. The construct companion's

Table: Vanguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Cantrips, Construct Companion, Augmentation, Resonance	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Imbue, Intuitive Construction	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Bonus Feat, Vanguard Tactics	3	—	—	—	—	—
4th	+3	+4	+1	+4	Augmentation	3	1	—	—	—	—
5th	+3	+4	+1	+4	Vanguard Arcana	4	2	—	—	—	—
6th	+4	+5	+2	+5	Bonus Feat	4	3	—	—	—	—
7th	+5	+5	+2	+5	Augmentation	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Repurpose	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Bonus Feat	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Augmentation	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Improved Imbue	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Bonus Feat	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Augmentation	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Rapid Construction	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Bonus Feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Augmentation	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Greater Imbue	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Bonus Feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Augmentation	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Perfect Resonance	5	5	5	5	5	5

Hit Dice, saving throws, skills, feats, and abilities are tied to the vanguard's class level and increase as the vanguard gains levels.

A vanguard begins play with his construct companion already constructed. The construct companion does not heal naturally. If it is ever reduced to 0 hit points, the construct companion breaks and stops functioning (though it isn't completely destroyed). The vanguard must spend 24 hours repairing a broken construct companion to fix it, after which it is restored to its full function and hit points. If the construct companion is ever completely annihilated (such as by a *disintegrate* spell) or is irretrievably lost, the vanguard can spend 1 week crafting a new construct companion to replace his old one. The new construct companion must have the same augmentation abilities as the old one (see below). A vanguard cannot have more than one construct companion at a time.

Augmentation: As a vanguard grows in skill, he gains new ways to improve the abilities of his construct companion. Referred to as augmentations, these abilities allow the vanguard to bind additional magical and physical power to his companion, customizing its capabilities to his liking. At 1st level, the vanguard

grants his companion the mending touch augmentation and one other augmentation of his choice. At 4th level, and every three vanguard levels thereafter, the vanguard selects another augmentation to apply to his companion. A vanguard cannot select an augmentation more than once, unless otherwise stated.

Resonance (Su): The vanguard's augmentations do not only serve to enhance the strengths of his companion. The vanguard has the ability to create a secondary, more powerful effect by causing a resonance between the construct's augmentations and the vanguard's innate magical power. Causing a resonance is a standard action that does not provoke attacks of opportunity. The types of resonance the vanguard can create are based on the augmentations he has bestowed upon his construct companion; each resonance effect is listed under its corresponding augmentation. He may only cause one resonance at a time, regardless of how many resonance effects he can use. If he wishes to use a different resonance, he must dismiss the current resonance (a free action) before creating a new one. The vanguard can create resonances a number of times each day equal to 1/2 his vanguard level + his Charisma modifier (minimum 1).

Table: Vanguard Spells Known

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

At 7th level, creating a resonance can be done as a move action, instead of a standard action. At 13th level, it can be done as a swift action.

Resonances rely on the construct companion to function; if the construct companion is shut down or destroyed, the vanguard can still use a resonance, but it takes two of his daily uses. In this case, the resonance originates from himself (as if he were the construct companion). If the resonance uses both the construct and the vanguard in tandem (as with the resonance effects for energy discharge or tactical reposition), he can't use that resonance at all until the construct is functional again.

Imbue (Sp): At 2nd level, a vanguard learns how to imbue his spells onto himself or his construct companion, binding the magic into a piece of equipment, a weapon, or even the construct's body to be triggered later under a specific condition. This functions similarly to using a *contingency* spell, though the forms of spells that can be used and how they trigger are more flexible. There are two ways a vanguard can imbue a spell:

Weapon Imbue: The vanguard can imbue a spell on to a melee weapon, a thrown weapon, or a piece of ammunition. The imbued spell triggers when the

weapon or ammunition hits a creature or object. A more specific trigger can be made, such as only discharging when striking an outsider or when striking an object as part of a sunder attempt, subject to GM discretion. If the spell requires an attack roll or has a specific target, it discharges onto the target struck with no further attack roll needed. The discharged spell cannot critically hit, even if it normally could. If the spell targets an area or creatures in an area (such as a *fireball* spell or a *slow* spell), the spell's area is centered on the target, even if the spell could normally be centered only on the caster. If a spell is imbued onto a piece of ammunition and the attack misses, the spell is lost. Spells imbued onto melee and thrown weapons last until they are triggered. An imbued spell only functions on weapons that are wielded by the vanguard or his construct companion. A spell can only be imbued into a weapon if it has a casting time of 1 full-round action or less.

Personal Imbue: The vanguard can imbue a spell onto either himself or his construct companion. This functions more as a typical *contingency* effect, where the spell comes into effect on the vanguard or his companion under a specified condition. However, it is not limited to spells that only affect the recipient of the imbued spell. If the spell is normally delivered by touch or targets a creature, it comes into effect upon the recipient of the imbued spell. If the spell targets an area or creatures in an area (such as *haste* or *mass bull's strength*), it comes into effect centered on the recipient of the imbued spell, with the recipient of the imbued spell being one of its targets (if any).

A spell can only be imbued if it targets one or more creatures or objects or affects an area. Imbuing a spell takes at least 10 minutes, though it may take longer if the imbued spell has a longer casting time, as described in *contingency*. A vanguard can only have one spell imbued at a time, and it must be a spell of 2nd level or lower from the vanguard spell list. Imbuing a spell uses up a vanguard spell slot as if the imbued spell had been cast normally. If the imbued spell is not triggered within 24 hours or before the vanguard regains his spells each day, the imbue discharges harmlessly.

Intuitive Construction (Ex): Starting at 2nd level, a vanguard's intuition gives him a bonus on Craft, Disable Device, and Knowledge (engineering) checks equal to 1/2 his vanguard level. He also receives this bonus on Spellcraft checks made to create or identify a magic item.

Bonus Feat: At 3rd level, and every three vanguard levels thereafter, a vanguard receives a bonus feat. These feats must be chosen from those listed as either teamwork feats or item creation feats. He must meet the prerequisites of these feats as normal.

Vanguard Tactics (Ex): At 3rd level, the vanguard automatically grants his teamwork feats to his construct

companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

Vanguard Arcana (Ex): At 5th level, the vanguard gains access to a limited selection of spells to use with his imbue ability. The vanguard can select a single spell from the sorcerer/wizard or vanguard spell list and add it to his list of spells known. This must be a spell that he is capable of casting. He may only cast this spell in conjunction with his imbue ability; he may not cast the spell otherwise. At 11th and 17th levels, he learns an additional spell to use with his imbue ability.

Repurpose (Ex): At 8th level, the vanguard learns how to reconfigure the magical powers bestowed upon his construct companion. By spending 8 hours altering the magic used to animate his companion, he can exchange one of his augmentations for his companion with a different one. The new augmentation must be one he could have qualified for when he gained the exchanged augmentation; for example, if he removes the augmentation he gained at 7th level, he can replace it with any augmentation with a level requirement of 7th level or lower.

Improved Imbue (Sp): At 11th level, the vanguard can imbue more powerful magic. The vanguard can now maintain up to two imbued spells at once. One of these imbues can be of a spell up to 4th level, the other can only be of a spell up to 2nd level.

The spells can be divided between different weapons, between the vanguard and his companion, or any combination therein. However, a single action or attack can only trigger one imbued spell at a time, even if both imbued spells have the same triggering condition. If multiple imbued spells would trigger simultaneously, the vanguard determines which of the two imbued spells trigger.

Rapid Construction (Ex): At 14th level, a vanguard learns how to craft items with rapid speed. He uses the 1/10 gp value of mundane items to determine how much time it takes to craft them, and he requires only half the normal amount of time to create magical items. In addition, it now takes him only 4 hours to restore a construct companion reduced to 0 hit points, or 24 hours to create a replacement for a completely destroyed or lost companion.

Greater Imbue (Sp): At 17th level, the vanguard's imbue becomes even more powerful. The vanguard can now maintain up to three imbued spells at once. One of these imbues can be of a spell up to 6th level, one can be up to 4th level, and the third can only be of a spell up to 2nd level. The spells can be divided between different weapons, between the vanguard and his



companion, or any combination therein. A single action or attack can still only trigger one imbued spell at a time, even if multiple imbued spells have the same triggering condition.

Perfect Resonance (Su): At 20th level, a vanguard's magical resonance with his construct companion reaches new heights of power. Each day when the vanguard regains spells, he can choose a single augmentation his companion has. The vanguard gains the benefit of that augmentation for the entire day. Whenever he uses the resonance ability for that augmentation, he and his companion gain the benefit of a *battlemind link*^{UC} spell for a number of rounds equal to the vanguard's Charisma modifier.

CONSTRUCT COMPANIONS

A construct companion's abilities are determined by the vanguard's level and by the augmentations selected by the vanguard. The base statistics are outlined in **Table: Construct Companions**. Each construct companion has a chosen form that modifies these base statistics. Construct companions are treated as constructs for determining what spells affect them.

Class Level: This is the character's vanguard level.

HD: This is the total number of 10-sided (d10) Hit Dice the companion possesses. As the construct companion has no Constitution score, it does not get any bonus hit points from its Constitution modifier (treat its Constitution as 10 for determining its hit points).

BAB: This is the construct companion's base attack bonus. A construct companion's base attack bonus is equal to its Hit Dice. Construct companions do not gain additional attacks using their natural weapons for having a high base attack bonus, though they do gain additional attacks when using manufactured weapons, as normal.

Saving Throws: This is the construct's base saving throw bonuses. As a construct, the companion has no good saving throws.

Skills: This lists the construct companion's total skill ranks. A companion can assign skill ranks to any skill. The values shown in **Table: Construct Companion** are the base value, assuming the companion has an Intelligence score of 10. Companions with Intelligence scores above the base value modify these totals as normal (a construct companion receives a number of skill ranks equal to 2 + its Intelligence modifier per HD). A companion cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by a construct companion. Companions can select any feat that they qualify for.

Armor Bonus: The number noted here is the construct companion's base armor bonus. The construct cannot wear any armor, as it interferes with the vanguard's link with the companion.

Primary Ability Bonus: Add this bonus to the construct companion's two primary ability scores. The construct's primary ability scores are determined by its base form.

Secondary Ability Bonus: Add this bonus to the construct companion's secondary ability score. The construct's secondary ability score is determined by its base form.

Special: This includes a number of abilities gained by all construct companions as they increase in power. Each of these bonuses is described below.

Companion Traits (Ex): A construct companion is not built nor animated as a typical construct. It is powered by the vanguard's innate power and intuition rather than careful design, and as such has different abilities from a normal construct. A construct companion has all traits and immunities a normal construct has, except as noted here. Construct companions are not immune to mind-affecting effects, including charms, compulsions, phantasms, patterns, and morale effects. A construct companion has an Intelligence score and gains feats and skill points as appropriate for its level, as shown in **Table: Construct Companions**, and has class skills. A construct companion does not gain bonus hit points based on its size, as a normal construct does. A construct companion has the same weapon proficiencies as the vanguard and can use shields (except tower shields).

Integrated Equipment (Ex): A construct companion can have its weapons or shield integrated into its body, rather than having to hold and stow them as a normal piece of equipment. Any manufactured weapon or shield that is of appropriate size for the construct companion can be integrated. Integrating equipment takes 1 hour of work by the vanguard. After doing so, the item is built directly into the construct's form. It can bring forth the weapon or shield and store it back in its body as if drawing it normally, including reductions in time from feats such as Quick Draw. When stored, the equipment is inside the companion's body and cannot be seen, and its magic aura (if any) cannot be found with spells such as *detect magic* unless the spell can penetrate through the construct's metallic body. When it draws an integrated weapon or shield, it replaces the hand(s) necessary to wield the item, at which point it can be used as if wielded normally. An integrated weapon or shield cannot be disarmed or stolen, as it's attached directly to the construct's body, though it can be sundered or attacked as normal.

A construct companion can have up to three pieces of integrated equipment at once. If the companion has an integrated ranged weapon, the vanguard can integrate ammunition along with it. Up to 100 pieces of ammunition can be integrated with each ranged weapon. Reloading an integrated weapon is no faster than reloading the weapon as normal, and can be reduced

Table: Construct Companions

Class Level	HD	BAB	Saving Throws	Skills	Feats	Armor Bonus	Primary Ability Bonus	Secondary Ability Bonus	Special
1st	1	+1	+0	2	1	+0	+0	+0	Companion Traits, Integrated Equipment, Link, Share Spells
2nd	2	+2	+0	4	1	+2	+1	+0	—
3rd	3	+3	+1	6	2	+2	+1	+0	—
4th	3	+3	+1	6	2	+2	+1	+0	—
5th	4	+4	+1	8	2	+4	+2	+1	Ability score increase
6th	5	+5	+1	10	3	+4	+2	+1	Devotion
7th	6	+6	+2	12	3	+6	+3	+1	—
8th	6	+6	+2	12	3	+6	+3	+1	—
9th	7	+7	+2	14	4	+6	+3	+1	—
10th	8	+8	+2	16	4	+8	+4	+2	Ability score increase
11th	9	+9	+3	18	5	+8	+4	+2	—
12th	9	+9	+3	18	5	+10	+5	+2	Greater Link
13th	10	+10	+3	20	5	+10	+5	+2	—
14th	11	+11	+3	22	6	+10	+5	+2	—
15th	12	+12	+4	24	6	+12	+6	+3	Ability score increase
16th	12	+12	+4	24	6	+12	+6	+3	—
17th	13	+13	+4	26	7	+14	+7	+3	—
18th	14	+14	+4	28	7	+14	+7	+3	—
19th	15	+15	+5	30	8	+14	+7	+3	—
20th	15	+15	+5	30	8	+16	+8	+4	—

by feats and abilities such as Rapid Reload possessed by the companion. Integrating more ammunition takes 10 minutes of work by the vanguard.

Once a piece of equipment is integrated, it cannot be removed intact. Removing integrated equipment involves either destroying the equipment (though under checks and the like) or spending 1 hour removing the item, the process of which gives it the broken condition but leaves it intact enough to be repaired via *make whole* or similar magic. Removing a ranged weapon requires removing its integrated ammunition, if any.

Link (Ex): A construct companion is not made nor controlled as a normal construct; it is instead tied to the vanguard's own magical essence, and as such the vanguard shares a special link with his companion. The vanguard can communicate empathically with the companion, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The vanguard has the same connection to an item or place that the companion does.

However, such a link has its drawbacks. As the companion is powered by the vanguard's magic essence, the construct cannot move more than 100 feet away from the vanguard at any time. If it does, the construct

companion immediately shuts down, rendering it helpless and unable to act. The vanguard must be able to exercise mental control to keep the companion functioning. If the vanguard is ever unconscious, asleep, killed, stunned, or confused, the companion cannot act and is considered helpless.

In addition, magic items interfere with the vanguard's link to his companion. As a result, the vanguard and his companion share magic item slots. For example, if the vanguard is wearing a ring, the companion can wear no more than one ring. If there is a conflict, the item worn by the vanguard remains active while the item worn by the construct become dormant. Magic weapons do not interfere with the vanguard's link with his companion.

Despite being animated by magic, the construct does not shut down in an *antimagic field*, though some of its other abilities may be negated.

Share Spells (Ex): The vanguard may cast a spell with a target of "you" on his construct companion (as a spell with a range of touch) instead of on himself. A vanguard may cast spells on his companion even if the spells normally do not affect creatures of the companion's type (construct). Spells cast in this way must come from the vanguard spell list.

This ability does not allow the companion to share abilities that are not spells, even if they function like spells.

Ability Score Increase (Ex): The construct companion adds +1 to one of its ability scores.

Devotion (Ex): A construct companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Greater Link (Ex): The construct's link with the vanguard improves. The companion can now move up to 200 feet away without any penalty. If it moves further than 200 feet away, but less than 500 feet away, the companion is staggered. If it moves more than 500 feet away, the companion shuts down and is considered helpless. In addition, the construct companion can still act normally whenever the vanguard is stunned or confused, though it still cannot act if the vanguard is unconscious, asleep, or killed.

Construct Companion Skills

The following are class skills for a construct companion: Craft (Int), Disable Device (Dex), Knowledge (engineering) (Int), and Perception (Wis). A construct's base form grants four additional skills, as listed in the form's entry. In addition, any construct companion that gains a fly speed receives Fly (Dex) as a class skill, regardless of what level it obtains its fly speed.

Base Forms

Each construct companion has one of three base forms that determines its starting speed, AC, skills, and ability scores (including its primary and secondary ability scores). The companion also gains a slam attack that deals 1d4 damage, regardless of its form. It is a primary natural attack, meaning it uses the construct's full base attack bonus. The companion adds 1-1/2 times its Strength modifier to this attack's damage and must have both hands free to make this slam attack. A construct companion is always medium sized and humanoid in shape (two arms, two legs, head, and torso). The appearance of the companion outside of this shape is left to the vanguard to decide.

Combat Form

Starting Statistics: Speed 30 ft.; **AC** +4 armor bonus; **Base Ability Scores** Str 16, Dex 14, Con –, Int 10, Wis 12, Cha 8; **Primary Ability Scores** Strength, Dexterity; **Secondary Ability Score** Wisdom; **Skills** Climb (Str), Intimidate (Cha), Sense Motive (Wis), and Swim (Str).

Eldritch Form

Starting Statistics: Speed 20 ft.; **AC** No bonus; **Base Ability Scores** Str 8, Dex 12, Con –, Int 14, Wis 10, Cha 16; **Primary Ability Scores** Intelligence, Charisma; **Secondary Ability Score** Dexterity; **Skills** Knowledge

(arcana) (Int), Knowledge (planes) (Int), Spellcraft (Int), and Use Magic Device (Cha).

Scouting Form

Starting Statistics: Speed 40 ft.; **AC** +2 armor bonus; **Base Ability Scores** Str 10, Dex 16, Con –, Int 14, Wis 8, Cha 12; **Primary Ability Scores** Dexterity, Intelligence; **Secondary Ability Score** Charisma; **Skills** Acrobatics (Dex), Bluff (Cha), Stealth (Dex), Survival (Wis).

AUGMENTATIONS

The following represent the available augmentations a vanguard can learn. Each one is divided into three parts: prerequisites, effect, and resonance.

Prerequisites: A vanguard must meet all prerequisites in order to learn an augmentation. Typically, this is simply a level requirement, though other requirements may be listed. If the prerequisite lists an ability score requirement, it is referring to the construct companion's ability scores, not the vanguard's ability scores.

Effect: The benefits listed under the augmentation's effect always apply to the construct companion so long as the vanguard has learned that augmentation. Some require action on part of the construct to be used, while others are always active.

Resonance: Each augmentation lists a resonance effect. The effects listed here are only triggered when the vanguard causes a resonance (see resonance, above). A vanguard can only use one of his available resonances at a time.

A vanguard cannot select an augmentation more than once, unless otherwise stated. If a resonance affects all allies within a certain area, that includes the construct companion and vanguard, as well.

ABILITY AUGMENTATION (EX)

Prerequisites: Level 7

Effect: The companion becomes stronger, faster, or more intelligent. Choose a single ability score (except for Constitution). That ability score increases by +2. At 15th level, the bonus increases by an additional +2. This augmentation can be chosen multiple times. Each time it is, it must be applied to a different ability score.

Resonance: The strength of the construct resonates with those nearby. All allies within 30 feet of the construct companion receive a +2 enhancement bonus to the same ability score that was chosen with this augmentation. At 15th level, the enhancement bonus increases to +4. The resonance lasts for 1 minute.

ABLATIVE SHIELDING (SU)

Prerequisites: Level 10

Effect: A magical barrier of force surrounds the construct companion, mitigating incoming damage. The

barrier grants the construct companion temporary hit points equal to 3 times its total Hit Dice. As long as the barrier has at least 1 temporary hit point remaining, the barrier restores 5 temporary hit points each round, back up to the its normal maximum. If the barrier is ever reduced to 0 hit points, it breaks and does not regain hit points for 1 hour, after which it is restored to 1 hit point.

Resonance: The barrier supercharges and can affect multiple allies. The temporary hit points of the barrier are restored to double its normal maximum. The barrier protects nearby allies; if an attack would harm an ally within 30 feet of the companion, half of the damage is redirected to the construct's barrier instead. The resonance lasts for either 1 minute or until the barrier runs out of hit points. This resonance cannot be used if the ablative shielding is already at 0 hit points. Once the resonance ends, any temporary hit points in the barrier over its normal maximum are lost.

ARMOR EMPOWERMENT (SU)

Prerequisites: Level 4

Effect: The construct companion's body becomes magically enhanced, as if it were enchanted armor. The companion's AC increases by +1. This bonus increases by +1 for every four levels past 4th, to a total of +5 at 20th level.

Resonance: A field of energy hardens the armor of nearby allies, increasing the AC bonus of the armor they are wearing by +2. This bonus increases by +1 at 10th and 16th levels. This benefit lasts for 1 minute. Clothing counts as armor with an AC of 0 for the purpose of this ability.

DISRUPTION FIELD (SU)

Prerequisites: Level 10

Effect: The construct emits a short-range field that disrupts magical energy. Creatures attempting to cast a spell while threatened by the companion take a -4 penalty to their concentration checks to cast defensively.

Resonance: The disruption field grows larger and more potent, but only briefly. Any creature within 30 feet that attempts to cast a spell (including the vanguard or the companion) must make a concentration check (DC 10 + the vanguard's level + his Charisma modifier) or lose the spell. The field lasts for only 1 round.

ELDRITCH BOOST (SP)

Prerequisites: Charisma 10

Effect: The companion gains the ability to cast a small number of low-level spells. Choose any three spells from the following list: *acid splash*, *detect magic*, *flare*, *light*, *message*, *ray of frost*, *read magic*, *sift*^{APG}, or *spark*^{APG}. The construct companion can cast these spells at-will. The caster level for these spells is equal to the companion's

Hit Dice, and the save DC for these spells is equal to 10 + the companion's Charisma modifier.

Resonance: The companion emits an energy that boosts magic casting. Allies within 30 feet receive a +1 bonus on caster level checks and concentration checks. This bonus increases by +1 at 5th level and every four levels thereafter. This resonance lasts for 1 minute.

ELDRITCH CASTER (SP)

Prerequisites: Charisma 11, Level 4

Effect: The companion gains the ability to cast a small number of spells. Choose any spell from the following list: *break*^{APG}, *burning hands*, *corrosive touch*^{UM}, *feather fall*, *grease*, *magic missile*, *obscuring mist*, *shocking grasp*, *stunning barrier*^{ACG}, or *thunderstomp*^{ACG}. The construct companion can cast this spell once per day. For every three vanguard levels past 4th, the construct can choose an additional spell to cast once each day. It can instead choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the companion's Hit Dice, and the save DC for these spells is equal to 11 + the companion's Charisma modifier.

Resonance: The companion's magical expertise resonates to allies, making them more able to resist magic. All allies within 30 feet of the companion gain a +2 insight bonus on saving throws against spells and spell-like abilities. This bonus increases by +1 at 10th and 16th levels. The resonance lasts for 1 minute.

ELDRITCH MIGHT (SP)

Prerequisites: Charisma 12, Eldritch Caster, Level 7

Effect: The companion gains the ability to cast more potent magic. Choose any one spell from the following list: *acid arrow*, *chill metal*, *dust of twilight*^{APG}, *flaming sphere*, *glitterdust*, *heat metal*, *make whole*, *molten orb*^{ACG}, or *scorching ray*. The construct companion can cast this spell once per day. For every four vanguard levels past 7th, the construct can choose an additional spell to cast once each day. It can instead choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the companion's Hit Dice, and the save DC for these spells is equal to 12 + the companion's Charisma modifier.

Resonance: The companion emits a field of power that strengthens magic spells nearby. The DC of any spells cast by allies within 30 feet of the companion increases by +1. This increases by an additional +1 at 15th level. The resonance lasts for only 1 round.

ELDRITCH POWER (SP)

Prerequisites: Charisma 13, Eldritch Might, Level 13

Effect: The companion gains the ability to cast powerful magic. Choose any one spell from the following list: *daylight*, *dispel magic*, *fireball*, *lightning bolt*, *stinking cloud*,

thunderstomp (greater)^{ACG}, and *wind wall*. The construct companion can cast this spell once per day. At 18th level, the construct can choose an additional spell to cast once each day. It can instead choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the companion's Hit Dice, and the save DC for these spells is equal to 13 + the companion's Charisma modifier.

Resonance: The companion creates a field that greatly strengthens the magic of allies. Upon creating the resonance, the vanguard must choose one of the following metamagic effects: Enlarge Spell, Extend Spell, Piercing Spell^{UM}, Silent Spell, or Still Spell. Spells cast by allies within 30 feet of the companion are affected by the chosen metamagic without increasing their level or casting time. This resonance lasts for 1 round.

ENERGY DISCHARGE (SU)

Prerequisites: None

Effect: The companion can create bolts of arcane energy to attack foes. Upon choosing this augmentation, the vanguard must select either acid, cold, electricity, or fire. The companion can make a ranged touch attack with a range of 30 feet, dealing damage of the chosen energy type equal to 1d6 + the companion's Charisma modifier. Attacking with an energy discharge takes the place of one of the companion's normal attacks, and it can make a full attack using energy discharge. Energy discharge is treated as a light ranged weapon and a ray for all feats and abilities that affect light weapons, ranged weapons, or rays, such as Two-Weapon Fighting, Precise Shot, Weapon Focus (ray), and Ray Shield^{APG}. This augmentation can be chosen more than once. Each time it is selected, the companion can use an additional energy type.

Resonance: The companion discharges a large amount of energy towards the vanguard. The vanguard and his companion must be within 50 feet of each other and have line of effect to each other to use this resonance. When used, a blast of energy is fired towards the vanguard in a 5-foot line, harming all creatures caught in a line connecting both the vanguard and his companion. Each creature caught in the area takes 1d6 damage per two vanguard levels (max 10d6) of the chosen energy type. A Reflex save halves the damage (DC 10 + 1/2 the vanguard's level + his Charisma modifier). The resonance ends once the damage is dealt.

ENERGY SHIELDING (EX)

Prerequisites: None

Effect: The companion is shielded from harmful energies. The vanguard must choose from acid, cold, electricity, or fire. The companion gains resistance 5 against that energy type. This resistance increases by 5 at

5th level and every five vanguard levels thereafter. This augmentation can be chosen more than once. Each time it is gained, it must be applied to a different energy type.

Resonance: The companion dampens energy effects nearby. Effects within 30 feet of the companion that deal damage of the chosen type have their damage reduced by half (50%), rounded down. This resonance lasts for 1 minute.

ENERGY STRIKE (SU)

Prerequisites: Level 7

Effect: The companion's strikes are augmented with energy. The vanguard must choose one of the following weapon properties: *corrosive*, *flaming*, *frost*, or *shock*. The companion's natural attacks and weapon attacks are treated as having that weapon property. At 15th level, the *corrosive*, *flaming*, *frost*, and *shock* abilities improve to be *corrosive burst*, *flaming burst*, *icy burst*, and *shocking burst*, respectively. This augmentation can be chosen multiple times. Each time it is chosen, a different property must be selected. The companion can only apply one of the properties available to it to an individual attack.

Resonance: The energy attack spreads to nearby allies. Natural attacks and weapon attacks made by allies within 30 feet are treated as having the same weapon property granted to the companion. This resonance lasts for 1 minute.

EXTRADIMENSIONAL ARSENAL (SU)

Prerequisites: Level 4

Effect: The companion gains an extradimensional storage space within its body. This functions as a *bag of holding type I*. The companion can draw items from the space as a move action. It can allow others to reach into the space to retrieve an item, though doing so is a full-round action for the other creature. At 11th level, it is instead treated a *bag of holding type II*. If the companion is shut down or broken, the items within the arsenal are not destroyed but cannot be retrieved until the construct is functional again; if the companion is ever annihilated or replaced, items left in the arsenal are lost forever.

Resonance: The vanguard can retrieve or store any item within the extradimensional arsenal. By using this resonance, the vanguard can teleport a single item to or from the arsenal weighing no more than 10 pounds per vanguard level, as if by means of a *teleport object* spell. An object teleported out of the arsenal appears in the vanguard's hands or in the nearest open space (vanguard's choice). The vanguard must have line of effect to his companion to use this resonance. The resonance ends once the item is teleported.

MENDING TOUCH (SP)

Prerequisites: None (automatically gained at 1st level)

Effect: The companion can touch an object to restore its hit points. This functions as *mending*, though it restores 1d6 hit points, plus an additional 1d6 hit points for every three Hit Dice possessed by the companion (max 6d6). The companion can use this three times per day, plus an additional time for every three hit dice it obtains (max 8 uses per day). This cannot be used to repair damage done to a construct (including itself), nor can it restore a destroyed magic item.

Resonance: Restorative energy washes over the companion's frame, healing it for 1d6 hit points of damage, plus an additional 1d6 hit points for every two vanguard levels past 1st (max 10d6). The resonance ends once the companion is healed.

MENTAL LINK (SU)

Prerequisites: Level 10

Effect: The companion forms a magical link between itself and the vanguard, allowing them to communicate telepathically. This functions out to any range, including through walls, so long as the companion is not shut down.

Resonance: The mental link expands to allies within 30 feet, letting them communicate as a *telepathic bond* spell. They do not need to remain within 30 feet to continue communicating. The resonance lasts for 10 minutes per vanguard level.

MUNITIONS GENERATION (SP)

Prerequisites: Level 4

Effect: The companion can spontaneously replicate ammunition provided to it. As long as the companion has at least 1 piece of ammunition integrated into it, the companion can generate more ammunition, as if benefiting from an *abundant ammunition*^{UC} spell. While this can duplicate magic ammunition, it does not copy the ammunition's magical properties (only its material properties, if any).

Resonance: Allies within 30 feet generate their own ammunition, enhancing their ammunition containers by an *abundant ammunition*^{UC} spell. The resonance lasts for 1 minute.

REINFORCEMENT (EX)

Prerequisites: Level 13

Effect: The companion's frame is hardened, granting it DR 5/adamantine. At 19th level, this increases to DR 10/adamantine.

Resonance: A magical barrier protects a select few allies nearby. One ally within 30 feet gains the benefit of a *stoneskin* spell, using the companion's Hit Dice as its caster level. The ally must remain within 30 feet to benefit from the effect. An additional ally can be targeted at 16th and 19th levels. The resonance ends

after 1 minute, though it ends on an individual once it has prevented enough damage (as outlined in *stoneskin*).

TACTICAL REPOSITION (SU)

Prerequisites: Level 13

Effect: The companion can rapidly teleport itself. As a move action, the companion can teleport a distance equal to half its base speed.

Resonance: The vanguard and the companion can teleport to each other or change places. This functions as a *dimension door* spell. The vanguard can teleport to his companion or the companion can teleport to the vanguard; they must arrive as close as possible to the other. The vanguard and his companion can choose to swap places, instead: they must occupy the same space the other was just in, or as close as possible if not able. If the companion is out of range of the *dimension door* effect, the resonance is wasted. The resonance ends once the teleportation completes.

TECHNICAL KNOWLEDGE (EX)

Prerequisites: Intelligence 12

Effect: The companion gains additional knowledge. The vanguard selects any three skills that are not already class skills for the companion: those skills become class skills for the companion. In addition, the companion gains 3 skill points per Hit Dice it has and an additional 3 skill points every time it gains a Hit Dice. This augmentation can be gained multiple times. Each time it is gained, the companion gains three new skills as class skills and gains three more skill points per Hit Dice.

Resonance: The companion shares its knowledge with nearby allies. All allies within 30 feet of the companion gain a +2 bonus on checks made with a particular skill. This bonus increases to +3 at 7th level, +4 at 13th level, and +5 at 19th level. The skill must be one that the companion is trained in. The resonance lasts for 10 minutes.

TERRAIN ADAPTATION (EX)

Prerequisites: Level 7

Effect: The companion gains a new form of movement. The vanguard chooses one of the following movement types: fly 30 feet (average), climb 50 feet, swim 60 feet, or +30 feet to ground speed.

Resonance: The companion grants its form of movement to a nearby ally. A single ally within 60 feet gains the chosen form of movement. At 10th, 13th, 16th, and 19th levels, it can grant the movement form to an additional ally. The resonance lasts for 10 minutes.

WEAPON EMPOWERMENT (SU)

Prerequisites: None

Effect: The companion's weapons are filled with

magical energy. All natural attacks and weapon attacks made by the companion are treated as magic for the purpose of bypassing damage reduction. At 7th level, the weapons are treated as silver and cold iron, and at 16th level they are treated as adamantine.

Resonance: The construct companion empowers the weapons of nearby allies. All allies within 30 feet gain a +1 competence bonus to weapon attack and damage rolls. This bonus increases by +1 at 7th level and every six levels thereafter, to a maximum of +4 at 19th level. The resonance lasts for 1 minute.

VANGUARD SPELLS

Vanguards gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (*) are new spells that are described in Chapter IV of this book.

0-Level Vanguard Spells: *acid splash*, *arcane mark*, *conjure tool**, *create caltrops**, *detect magic*, *fling**, *know direction*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *spark*^{APG}

1st-Level Vanguard Spells: *abundant ammunition*^{UC}, *alchemical tinkering*^{ARG}, *alter weapon**, *animate rope*, *ant haul*^{UC}, *anticipate peril*^{UM}, *blade lash*^{ACG}, *break*^{APG}, *bungle*^{UM}, *burning hands*, *compel hostility*^{UC}, *corrosive touch*^{UM}, *crafters' curse*^{APG}, *crafters' fortune*^{APG}, *cure light wounds*, *damp powder*^{UC}, *dancing lantern*^{APG}, *detect metals and ore**, *detect secret doors*, *enlarge person*, *erase*, *expeditious retreat*, *fabricate bullets*^{UC}, *feather fall*, *glue seal*^{ACG}, *gravity bon*^{APG}, *grease*, *hastening discharge**, *heightened awareness*^{ACG}, *hold portal*, *identify*, *iron beard*^{ARG}, *jury-rig*^{UC}, *lead blades*^{APG}, *liberating command*^{UC}, *line in the sand*^{ACG}, *longshot*^{UC}, *magic aura*, *magic weapon*, *mirror polish*^{ACG}, *peacebond*^{UC}, *reduce person*, *refine improvised weapon*^{ACG}, *reinforce armaments*^{UC}, *scatter**, *shield*, *shield of fortification*^{ACG}, *shock shield*^{UC}, *shocking grasp*, *shrapnel burst**, *squire's aid**, *sunder breaker*^{ACG}, *sundering shards*^{ACG}, *theft ward*^{ARG}, *touch of combustion*^{ARG}, *true strike*, *unerring weapon*^{UC}, *unseen servant*, *warding weapon*^{UC}, *weaken powder*^{UC}

2nd-Level Vanguard Spells: *ablative barrier*^{UC}, *acid arrow*, *alter weight**, *ant haul (communal)*^{UC}, *arcane lock*, *armament reservoir**, *arrow eruption*^{APG}, *backlash**, *badger's ferocity*^{UM}, *bear's endurance*, *bestow weapon proficiency*^{UC}, *blade spiral**, *blinding discharge**, *brow gasbet*^{UC}, *bull's strength*, *bullet shield*^{UC}, *bullet ward*^{ACG}, *cat's grace*, *chill metal*, *conjure armor**, *conjure barricade**, *conjure weapon**, *cure moderate wounds*, *dead weight**, *defensive shock*^{UM}, *destabilize powder*^{UC}, *eagle's splendor*, *effortless armor*^{UC}, *enable function**, *energy weapon**, *find traps*, *fists of steel**, *flaming sphere*^{ACG}, *fox's cunning*, *heat metal*, *kinetic reverberation*^{UC}, *knock*, *levitate*, *magic siege engine*^{UC}, *make whole*, *masterwork transformation*^{UM}, *mirror hideaway*^{ACG}, *molten*

orb^{ACG}, *owl's wisdom*, *protection from arrows*^{UC}, *pulling chains**, *pyrotechnics*, *recoil fire*^{UC}, *refine ore**, *reinforce armaments (communal)*^{UC}, *reloading hands*^{UC}, *resist energy*, *restricting armor**, *returning weapon*^{UC}, *ricochet shot*^{UC}, *rope trick*, *scorching ray*, *shatter*, *shield companion*^{ACG}, *shield other*, *silke to steel*^{UM}, *spikes**, *stabilize powder*^{UC}, *status*, *steadfast companion**, *steel sight**, *tactical acumen*^{UC}, *telekinetic assembly*^{UC}, *thunder fire*^{UC}, *unchain companion**, *versatile weapon*^{APG}, *ward object**, *weaken structure**, *whispering wind*

3rd-Level Vanguard Spells: *alter weapon (greater)**, *analyze construction**, *anchoring chains**, *animate armor**, *arcane sight*, *binding chains**, *burst of speed*^{UC}, *chain gang**, *combustion**, *confuse constructs**, *constructed anatomy**, *coordinated effort*^{APG}, *cure serious wounds*, *dancing steel**, *disable construct*^{ACG}, *dispel magic*, *fireball*, *flame arrow*, *flash fire*^{UC}, *flash of spikes**, *haste*, *heart of the meta*^{ACG}, *hostile levitation*^{UC}, *improve trap*^{ARG}, *keen edge*, *lightning bolt*, *locate weakness*^{UC}, *magic vestment*, *magic weapon (greater)*, *magnetic grasp**, *needle storm**, *pellet blast*^{UC}, *protection from arrows (communal)*^{UC}, *protection from energy*, *rejuvenating discharge**, *replicate (lesser)**, *resist energy (communal)*^{UC}, *returning weapon (communal)*^{UC}, *shared technique**, *shield of fortification (greater)*^{ACG}, *shrink item*, *silver darts*^{ACG}, *slow*, *summon clockwork spy**, *sundering shield**, *tempering**

4th-Level Vanguard Spells: *alter weight (mass)**, *animate armor (greater)**, *ball lightning*^{APG}, *battlemind link*^{UM}, *cure critical wounds*, *dimension door*, *enlarge person (mass)*, *fire shield*, *firesfall*^{APG}, *flaming sphere (greater)*^{ACG}, *forceful discharge**, *grasping steel**, *impact**, *lockdown**, *magic siege engine (greater)*^{UC}, *minor creation*, *mirror transport*^{ACG}, *named bullet*^{UC}, *protection from energy (communal)*^{UC}, *quicksilver**, *reduce person (mass)*, *repel projectiles**, *rusting grasp*, *secure shelter*, *shared technique (communal)**, *siphon enhancement**, *soothe construct*^{UM}, *stoneskin*, *vitriolic mist*^{UM}, *wall of fire*, *war training**, *wreath of blades*^{UC}

5th-Level Vanguard Spells: *acidic spray*^{UM}, *animate objects*^{UC}, *cure light wounds (mass)*, *destructive shatter**, *dispel magic (greater)*, *energy siege shot*^{UC}, *fabricate*, *fire snake*^{APG}, *full salvo**, *iron maiden**, *lightning arc*^{UM}, *major creation*, *protective discharge**, *rapid repair*^{UM}, *reconstruct**, *replicate**, *sending*, *stoneskin (communal)*^{UC}, *telekinesis*, *telepathic bond*, *teleport*, *tempering**, *transfer enhancement**, *transmute metal to stone**, *transmute stone to metal**, *unbreakable construct*^{UM}, *unmake**, *vanguard's call**, *vorpal edge**, *wall of force*, *wall of iron*

6th-Level Vanguard Spells: *analyze dweomer*, *arcane cannon*^{UC}, *battlement**, *bear's endurance (mass)*, *bladed ground**, *bull's strength (mass)*, *call construct*^{UM}, *cat's grace (mass)*, *chain lightning*, *chains of fire*^{ARG}, *cloud of corrosion**, *control construct*^{UM}, *cure moderate wounds (mass)*, *disintegrate*, *eagle's splendor (mass)*, *energy siege shot (greater)*^{UC}, *field of blades**, *firebrand*^{APG}, *fox's cunning (mass)*, *getaway*^{APG}, *iron body*, *mark of the golem**, *named bullet (greater)*^{UC}, *owl's wisdom (mass)*, *repel metal or stone*, *replicate (greater)**, *static discharge**, *summon sentries**, *teleport object*

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit points whenever a character gains a level, a character with archivist, saboteur, or vanguard as their favored class can instead choose a different benefit based on his or her race. Racial favored class options were first introduced in the *Pathfinder Roleplaying Game Advanced Players Guide*.

ARCHIVIST

Aasimar: Add +1/4 to the archivist's caster level when casting scripts with the good descriptor.

Dwarf: The archivist gains 1/6 of a bonus item creation feat.

Elf: The archivist gains 1/6 of a bonus metascript feat.

Gnome: When casting revelation (thought) scripts, add +1/3 to the effective caster level of the script, but only to determine the script's duration.

Half-Elf: The archivist gains 1/6 of an additional daily use of his altered script ability.

Half-Orc: Add a +1 bonus on concentration checks to cast archivist scripts.

Halfing: Add a +1/4 luck bonus to saving throws against language-dependent effects and *symbol* spells.

Human: Add +1/2 bonus to Spellcraft and Use Magic Device checks.

Tiefling: Add +1/2 point of bonus damage dealt with destruction scripts.

SABOTEUR

Aasimar: Add +1/2 to the saboteur's level for the purpose of determining the effects of one saboteur trick.

Drow: Add a +1/2 bonus on Intimidate checks to demoralize and on Bluff checks to pass secret messages.

Dwarf: Add a +1/2 bonus on Perception checks to notice traps, hidden passages, and secret doors.

Elf: The saboteur gains 1/6 of a new saboteur trick.

Gnome: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, *symbols*, scrolls, and other magical writings.

Half-Elf: Gain a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gain information.

Half-Orc: Gain a +1/3 bonus on critical hit confirmation rolls when attacking a marked target (max +5). This bonus does not stack with the Critical Focus feat.

Halfing: Gain a +1/4 dodge bonus to AC against the target of your duelist's mark (max +5).

Human: Add one trap assembly from the saboteur's list to the character's assembly book. This assembly must be at least one level lower than the highest-level assembly the saboteur can create.

Kobold: Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to saboteur traps set by the saboteur that deal the chosen energy damage.

Tiefling: Add +1/4 to weapon damage rolls dealt to marked targets with the outsider type.

VANGUARD

Aasimar: Add +1/2 to the vanguard's level for the purpose of determining the effects of one resonance.

Dwarf: Select one item creation feat known by the vanguard. Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Elf: Add one spell known from the vanguard spell list. This spell must be at least one level below the highest spell level the vanguard can cast.

Gnome: Add +1 hit point or +1 skill point to the vanguard's construct companion.

Half-Elf: Add +5 feet to the range of the construct companion's link and greater link abilities.

Half-Orc: Add a +1 bonus on concentration checks to cast vanguard spells.

Halfing: Add +1 hit point or +1 skill point to the vanguard's construct companion.

Human: Add one spell known from the vanguard spell list. This spell must be at least one level below the highest spell level the vanguard can cast.

Tiefling: The vanguard's construct companion gains resistance 1 against either cold, electricity, or fire. Each time the vanguard selects this reward, he increases his companion's resistance to one of those energy types by 1 (maximum 10 for any one energy type).

CHAPTER II

ARCHETYPES AND OPTIONS

Metal magic covers a broad spectrum of abilities, from morphing the form of a blade to conjuring clockworks and golems. Many do not even bother with learning magic, instead turning their focus to mastery over a new form of weapon not yet utilized with their already existing abilities. Rather than create an entirely new method of training, warriors and spellcasters alike instead incorporate it into their already-established teachings and practices.

While not the most common form of magic, mastery over metal and its many uses is not foreign to fiction. Some of these options allow their users an innate power to manipulate and control metal in any form, while others focus on creating complex traps that ensnare even the largest of monsters. This section of *Path of Iron* forges a new set of abilities for players to use, granting mastery over all things metal to their favorite classes.

Presented in this chapter are new class options and archetypes for both existing classes in the Pathfinder Roleplaying Game, along with archetypes for the archivist, saboteur, and vanguard classes found within this book. These archetypes replace certain features of these classes with new options to give their class metal-based abilities or access to new fighting techniques. A few of these archetypes grant the powers of the new classes of *Path of Iron*, such as rune magic or saboteur traps. Other classes instead gain more options to choose from for their existing class features, such as new bloodlines for sorcerers and a new spirit for shamans. For full detail on how archetypes function, see Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

ALCHEMIST

METALLURGIST (ARCHETYPE)

Alchemists are renowned for their powerful concoctions and their impressive effects on the body, both beneficial and harmful. Some chose to forgo the study of poisons and venoms to instead create special tinctures that alter the structure of inanimate objects, giving them more flexibility in their approach.

Weapon and Armor Proficiency: The metallurgist is proficient with all simple weapons, bombs, plus one martial weapon of his choice. This alters the alchemist's weapon proficiencies.

Salve I: At 2nd level, a metallurgist learns how to create salves, a special form of extract that is applied to an object, rather than imbibed. These salves are prepared just as any alchemist extract and take a daily extract slot as normal. Using a salve requires the metallurgist to pour the contents onto the target object; this effectively causes the spell to have a range of "touch", regardless of the effect's original range. If the metallurgist has the infusion discovery, another character can pour the infused salve instead. Salves cannot be used on creatures.

The following salves can be learned as 1st-level extracts: *alchemical tinkering*^{ARG}, *alter weapon*^{*}, *animate rope*, *blade lash*^{ACG}, *break*^{APG}, *jury-rig*^{UC}, *magic aura*, *magic weapon*, *mirror polish*^{ACG}, *refine improvised weapon*^{ACG}, *reinforce armaments*^{UC}, *unerring weapon*^{UC}. He only learns one of these salves upon gaining this ability. Salves can be researched as normal upon gaining a level or by copying them from a formula book or spellbook. This ability replaces poison use and the discovery at 2nd level.

Salve II: At 5th level, a metallurgist can learn the following salves as 2nd-level extracts: *alter weight*^{*}, *bronze gasber*^{UC}, *chill metal*, *energy weapon*^{*}, *heat metal*, *make whole*, *masterwork transformation*^{UM}, *mirror hideaway*^{ACG}, *refine ore*^{*}, *reinforce armaments (communal)*^{UC}, *returning weapon*^{UC}, *ricochet shot*^{UC}, *rope trick*, *shatter*, *silk to steel*^{UM}, *versatile weapon*^{APG}, *ward object*^{*}. This ability replaces poison resistance +4.

ARCHIVIST

Salve III: At 8th level, a metallurgist can learn the following salves as 3rd-level extracts: *alter weapon (greater)**, *dancing steel**, *heart of the metal*^{ACG}, *keen edge*, *magic vestment*, *magic weapon (greater)*, *returning weapon (communal)*^{UC}, *shrink item*, *tempering**. This ability replaces poison resistance +6.

Salve IV: At 10th level, a metallurgist can learn the following salves as 4th-level extracts: *mirror transport*^{ACG}, *named bullet*^{UC}, *quicksilver**, *rusting grasp*. This ability replaces poison immunity.

Salve V: At 14th level, a metallurgist can learn the following salves as 5th-level extracts: *alter weight (mass)**, *fabricate*, *reconstruct**, *tempering (greater)**, *unmake**, *vorpall edge**. This ability replaces persistent mutagen.

Salve VI: At 18th level, a metallurgist can learn the following salves as 6th-level extracts: *disintegrate*, *named bullet (greater)*^{UC}, *teleport object*, *transmute metal to stone**, *transmute stone to metal**. This ability replaces his 18th-level discovery.

Discoveries: The following discoveries complement the metallurgist archetype: combine extracts, explosive missile, grand mutagen, greater mutagen, infusion.



FOCUSED STUDIES

Archivists must all choose a study of rune magic to focus their abilities. Some choose to focus their study even further, gaining a more specialized set of abilities. Archivists that choose a focused study gain their normal class features, such as bonus feats and altered script, but the focused study changes one or more of the abilities granted by their chosen study. An archivist must take all of the replacement abilities associated with his focused study. Once a focused study is chosen, it cannot be changed.

Animal Study

Associated Study: Invocation

Replacement Abilities: The following study abilities replace the ward of the seasons study synergy, as well as the nature affinity and natural resilience abilities of the invocation archivist study.

Animal Companion (Ex): At 1st level, you gain an animal companion. Your effective druid level for this ability is equal to your archivist level - 3 (minimum 1st).

Pack Leader (Ex): At 8th level, whenever you cast an invocation (manifestation) script that creates one or more creatures, those manifested creatures are more powerful. Their natural armor bonus is increased by +2, and they gain a +4 bonus on saving throws against mind-affecting effects.

Atrophy Study

Associated Study: Destruction

Replacement Abilities: The following study abilities replace the mass destruction and killing wave abilities of the destruction archivist study.

Compounding Ruin (Ex): At 8th level, you can take advantage of a creature's weakened state. Creatures that are fatigued, exhausted, sickened, nauseated, blinded, or deafened take a -1 penalty to saving throws against your scripts. This penalty stacks for each of these conditions on the creature, up to -2.

Ailment Sending (Su): At 14th level, you can transfer harmful effects to another creature within 30 feet as a standard action. If you are fatigued, exhausted, sickened, nauseated, blinded, or deafened, you immediately transfer all of those conditions onto the targeted creature. The creature can make a separate Fortitude save for each condition to prevent that condition from transferring (leaving you with that ailment). Only non-permanent ailments can be transferred, and the condition continues from its current duration.

Unlike most abilities, you can use ailment sending while you are nauseated (as your move action for that turn). You can use ailment sending once per day, plus an additional time per day for every three levels past 14th.

Conviction Study

Associated Study: Manipulation

Replacement Abilities: The following study abilities replace the celerity and spatial leap abilities of the manipulation archivist study.

Seek Conviction (Sp): At 2nd level, you can use *detect chaos*, *detect evil*, *detect good*, and *detect law* at-will. You can only use one of these at a given time.

Resist Conviction (Su): At 8th level, you constantly have the benefit of a *ward of conviction** script. The deflection bonus to AC and the resistance bonus to saving throws increases by +1 for every two archivist levels past 8th (maximum +8). You choose which alignment the *ward of conviction** protects against, and can change the alignment it protects you from whenever you overload a script.

Counterscript Study

Associated Study: Destruction

Replacement Abilities: The following study abilities replace the writ of destruction study synergy and the mass destruction ability of the destruction archivist study.

Magic Disruption (Su): Whenever you overload a script with at least one destruction rune, you may disrupt the magical energies of creatures affected by the script. You may affect one creature per destruction runic charge used. For 1 round, each creature you affect has to make a concentration check when casting a spell (DC 15 + twice the spell's level) or lose the spell.

Counterscript Mastery (Su): At 8th level, you gain Improved Counterscript* as a bonus feat. If you already have this feat, you can choose any other feat you qualify for. You may attempt to counterscript an opponent's script or spell once per day as an immediate action (instead of a ready action). You can use this ability once per day, plus one additional time per day every three levels beyond 8th.

Debilitation Study

Associated Study: Alteration

Replacement Abilities: The following study abilities replace the physical might and resilience abilities of the alteration archivist study.

Enfeeble (Su): At 2nd level, you can greatly hinder the abilities of a creature within 30 feet as a standard action. That creature takes a penalty to its AC and on attack rolls equal to 1/2 your archivist level for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence bonus.

Weakening Aura (Su): At 8th level, you can create an aura that weakens your opponents. Enemies within 30 feet of you take a -2 penalty on saving throws and have all forms of movement reduced by half. You can use this aura a number of rounds each day equal to your archivist level. These rounds do not have to be consecutive.

Detection Study

Associated Study: Revelation

Replacement Abilities: The following study abilities replace the breadth of knowledge and the moment of prophecy abilities of the revelation archivist study.

Detection Adept (Ex): At 2nd level, you can use your Intelligence modifier instead of your Wisdom modifier on Perception checks. You treat revelation fundamentals and revelation (scrying) scripts you cast as if they are overloaded with the maximum number of revelation runic charges allowed by your archivist level.

Hard to Find (Su): At 8th level, you gain the constant benefits of a *nondetection* spell, functioning as if you cast it on yourself. You can suppress or reactivate this ability as a free action.

Gravity Study

Associated Study: Manipulation

Replacement Abilities: The following study abilities replace the celerity and astral lock abilities of the manipulation archivist study.

Light as a Feather (Sp and Ex): At 2nd level, you constantly have the effects of a *slow fall** script and can cast it at-will, using your archivist level as your caster level. This does not generate runic charge. Your manipulation fundamentals are always overloaded with the maximum number of manipulation runic charges based on your level, and you take no movement speed penalty for being under a medium or heavy load.

Gravity Master (Su): At 14th level, you can traverse surfaces of any incline, including walls and ceilings, as easily as walking on the ground. You move at your normal speed when doing so and have no penalties normally associated with climbing. You are immune to any effects that change gravity, such as *reverse gravity*, *gravity well**, or different gravity properties on any plane of existence, unless you choose to let them effect you.

Growth Study

Associated Study: Invocation

Replacement Abilities: The following study abilities replace the nature affinity and world walker abilities of the invocation archivist study.

Woodland Stride (Ex): At 2nd level, you may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering

any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Verdant Emissary (Su): At 14th level, you constantly have the benefits of a *speak with plants* spell. You can also teleport between trees as if by means of a *tree stride* spell. Unlike normal *tree stride*, you are automatically aware of all types of trees within range and can teleport from one kind of tree to any other kind (rather than just the kind of tree you are in). The transport range is based on the tree you are teleporting from. You can use this ability to teleport up to 3,000 feet per archivist level each day in this manner. This distance does not have to be used all at once, but each teleportation, no matter how short, counts as a 1,000-foot increment.

Healing Study

Associated Study: Creation

Replacement Abilities: The following study abilities replace the runic barrier study synergy and the generation ability of the creation archivist study.

Healing Chant (Su): Whenever you overload a script with at least one creation runic charge, you gain fast healing equal to the level of the script you overloaded. The fast healing lasts a number of rounds equal to the number of creation runic charges expended.

Curative Word (Su): At 8th level, whenever you cast a script that restores hit points to a creature, you may also cleanse it of one of the following conditions: dazed, fatigued, shaken, sickened, or staggered. You choose which condition to cleanse at the time of casting. If the script targets more than one creature, you must cleanse all targets of the same condition.

Shapeshifting Study

Associated Study: Alteration

Replacement Abilities: The following study abilities replace the alter physicality study synergy and the mass alteration ability of the alteration archivist study.

Rune Shift (Su): Whenever you overload a script with at least one alteration runic charge, you gain a minor alteration to your physical form. You can select from the following benefits:

- One claw, bite, or gore attack, which deals damage as appropriate for your size. You can select this benefit multiple times.
- Darkvision 30 feet.
- The scent ability.
- Swim speed 30 feet.
- Climb speed 30 feet.
- The ability to breathe underwater.
- +10 feet to base land speed.
- +2 natural armor bonus.

You gain one of the above benefits for each alteration

runic charge used, and the benefits last for 1 minute.

Transformation (Sp): At 14th level, you can alter your form. This can function as *elemental body III, form of the dragon I*, or *monstrous physique III*. At 18th level, it instead functions as *elemental body IV, form of the dragon II, giant form I*, or *monstrous physique IV*. You can use this ability for 1 minute per day, plus an additional minute for every two levels past 14th. This duration does not have to be consecutive, but must be spent in 1-minute increments.

Summoning Study

Associated Study: Creation

Replacement Abilities: The following study abilities replace the writ of recovery and spell barrier abilities of the creation archivist study.

Familiar (Su): At 2nd level, you gain a familiar, as a wizard equal to your archivist level. Your archivist level stacks with any wizard levels you possess when determining the powers of your familiar.

Conjurer's Blessing (Su): At 14th level, you increase the duration of your creation (summoning) scripts by a number of rounds equal to your Intelligence modifier (minimum 1). You automatically treat all creation (summoning) scripts you cast as if they were overloaded with a single runic charge of your choice; this is in addition to any runic charges you overload into the script normally. At 18th level, you treat these scripts as being overloaded with two runic charges of your choice, instead of one.

Thought Study

Associated Study: Revelation

Replacement Abilities: The following study abilities replace the breadth of knowledge and the legends untold abilities of the revelation archivist study.

Behavioral Analysis (Ex): At 2nd level, you gain Bluff, Diplomacy, and Intimidate as class skills. You may use your Intelligence modifier in place of your Charisma modifier when using these skills.

Thought Scour (Sp): At 14th level, you can read creatures' minds, as if using *seek thoughts*, except the save DC is equal to your archivist study save DC. You can do so for a number of minutes per day equal to your Intelligence bonus. This duration does not have to be consecutive, but it must be used in 1-minute increments.

In addition, while reading a creature's thoughts you may search their mind to determine their general emotional state, learning some basic information about their fears, desires, and so on. While the information you learn is subject to GM discretion, your knowledge causes the creature to take a -4 penalty against the next revelation (thought) script you affect it with in the next minute. Whether or not the creature saves, a creature can only be affected by this penalty once in a 24-hour period.

BLOODRAGER

The powers of metal magic are not always learned; rarely, they are inherited. Presented below is a new bloodline for bloodragers.

FORGEBORN BLOODLINE

Your bloodline has been imparted with the fires of creation. Perhaps your ancestors were blessed by a god of artifice, or you were exposed to the animating forces used to power constructs. When you bloodrage, you feel this energy bind closer to your body, granting you the strength and resilience of living steel.

Bonus Feats: Diehard, Great Fortitude, Improved Initiative, Iron Will, Prodigy^{UM}, Quick Draw, Toughness
Bonus Spells: *break*^{APG} (7th), *anchoring chains** (10th), *flash of spikes** (13th), *wreath of blades*^{UC} (16th).

Bloodline Powers: While bloodraging, your outer appearance becomes more metallic, showing signs of your strange power.

Shifting Blades (Su): At 1st level, you can change the shape of your weapons upon entering a bloodrage, as the spell *alter weapon**. Your attacks are considered magic for the purpose of overcoming damage reduction. At 11th level, you can change the shape of your weapons each round, as *greater alter weapon**.

Diamond Strikes (Su): At 4th level, your attacks ignore an amount of hardness equal to your bloodrager level, and your attacks ignore an equal amount of damage reduction that is possessed by a construct creature.

Resilient Steel (Su): At 8th level, you gain a +4 bonus on saving throws against transmutation effects and have a 25% chance of ignoring any sneak attack or critical hit used against you. Any weapons, shield, or armor you are using are treated as having the *impervious* special property.

Forged Bloodrage (Su): At 12th level, upon entering a bloodrage you can choose to gain the benefits of a *constructed anatomy** spell.

Sundering Skin (Su): At 16th level, while bloodraging you can shatter weapons that are used against you. Once per round when you are dealt damage by an attack with a manufactured weapon, you can require the weapon's wielder to make a Reflex save (DC 10 +1/2 your bloodrager level + your Constitution modifier) to avoid having the weapon crack and shatter, reducing it to half hit points and giving it the broken condition. If the weapon already has the broken condition, it instead shatters into pieces and is completely destroyed.

One with the Forge (Su): At 20th level, your body becomes more artificial than natural. You gain immunity to critical hits, sneak attacks, paralysis, and poison. You have these benefits constantly, even when not bloodraging.

FIGHTER

Fighters are masters of combat above all else. However, even with the plethora of options at their disposal, some fighters still seek new ways to fight. A rare few will focus on the mastery and combination of several combat techniques at once, while rarer still are those that learn metal magic to morph their weapons to their needs.

BLADE SHIFTER (ARCHETYPE)

Many combatants are content specializing in a single weapon, but not the blade shifter. With an unmatched flexibility in armament and a bit of magical power, blade shifters can adapt quickly in combat as needed by transforming their weaponry.

Blade Shift (Su): At 5th level, a blade shifter chooses one group of weapons from the weapon training class feature. As a swift action, the blade shifter can transform a weapon he is wielding into any weapon from the chosen weapon group. This functions as if using an *alter weapon** spell, but it is supernatural and is not limited by the weapon's size or whether it is a ranged or melee weapon. If the blade shifter lets go of the weapon, it reverts to its original shape after 1 round.

In addition, each time the blade shifter changes his weapon's shape, he can select one feat he knows that applies to a single weapon, such as Weapon Focus (longsword). That feat applies to his weapon's new form.

Blade shift cannot be used on an unarmed strike, a natural weapon, ammunition, or an improvised weapon. Every four levels after 5th (9th, 13th, and 17th), the blade shifter can select an additional weapon group that he can transform his weapons into. This ability replaces weapon training 1.

Morphing Strike (Ex): At 9th level, the blade shifter can alter the form of his weapons to catch his foes off-guard. Whenever the blade shifter uses his blade shift to change the form of his weapon, he gains a +2 bonus on attack and damage rolls until the end of his turn. This bonus increases by +1 at 13th and 17th levels. Multiple uses of blade shift in a round do not increase these bonuses. This ability replaces weapon training 2.

Improved Blade Shift (Su): At 13th level, the blade shifter can now use his blade shift ability as a free action any number of times during his turn. When he uses the ability, he can select up to two feats he knows that apply to specific weapons and have them apply to the weapon's new form. This ability replaces weapon training 3.

Morphing Critical (Ex): At 17th level, the blade shifter can morph his weapon around his opponent's defenses to deal more lethal blows. Whenever he scores



a critical hit, that attack bypasses all damage reduction the creature possesses. This ability replaces weapon training 4.

Shifting Master (Ex): At 20th level, the blade shifter can use his blade shift ability as an immediate action. Any feats he has that apply to a specific weapon apply to all forms he can shift his weapon into using his blade shift ability. This ability replaces weapon mastery.

TECHNIQUE MASTER (ARCHETYPE)

While combat techniques can be learned by many, few are as skilled with them as a technique master. He learns as many techniques as possible, fusing them into his own personal form that is wholly unique.

Bonus Feats: At 1st level, 2nd level, and every four levels thereafter, a technique master may select a bonus technique feat or Combat Expertise. He does not need to meet the prerequisites of those feats. Starting at 6th level and every four levels thereafter, a technique master can choose to instead gain a wildcard technique slot. Whenever he enters one or more technique stances, he can spend his wildcard technique slots to gain feats in those techniques' feat paths (such as Protean Twist*) as long as he meets the prerequisites. Each time he changes techniques, he can also change these wildcard technique slots. This ability replaces the bonus feats a fighter gains at 1st, 2nd, 6th, 10th, 14th, and 18th levels.

Technique Fusion (Ex): At 3rd level, a technique master can fuse two of the techniques he knows into a more perfect technique. The technique master can have two technique feat stances active at once. Starting a stance provided by a technique feat is still a swift action, but when the technique master switches to another technique feat, he can choose one technique whose stance is already active to persist. He may only have two technique feat stances active at a time.

At 7th level, the technique master can fuse three technique at once. He can have the stances of three technique feats active at the same time. Furthermore, he can enter up to three technique stances as a swift action.

At 11th level, the technique master gains a dodge bonus to his AC equal to the number of techniques whose stances he currently has active.

At 15th level, the technique master can fuse four techniques at once. He can have the stances of four technique feats active at the same time. This ability replaces armor training.

Perfect Technique (Ex): At 19th level, a technique master can have the stances of five technique feats active at once, and can change those stances as a free action. This ability replaces armor mastery.

INQUISITOR



RUNE BINDER (ARCHETYPE)

Rather than learning divine magics, some inquisitors are chosen to study the ancient art of runic script. Known as rune binders, these specialized clergy use mystic symbols to track, control, and destroy enemies of the faith.

Rune Magic: A rune binder's power comes through her understanding of scripts, an esoteric form of magic that involves the creation and destruction of mystic symbols called "runes".

A rune binder learns one runic script of her choice at each rune binder level, as shown on **Table: Rune Binder/Rune Knight Scripts** under "Scripts Known". At first, a rune binder can only learn 1st-level scripts. As she grows in skill, she can master scripts of much greater power, as shown on **Table: Rune Binder/Rune Knight Scripts** under "Max Script Level". To learn or cast a runic script, the rune binder must have a Wisdom score of at least 10 + the script's level. The Difficulty Class for a saving throw against a rune binder's script is 10 + the script's level + the rune binder's Wisdom modifier.

Unlike a typical spellcaster that has spell slots each day, a rune binder can cast each script she knows a number of times each day based on the level of the script, as shown in **Table: Castings per Script per Day**. For example, a 5th-level rune binder could cast each 1st-level script she knows twice each day, and each 2nd-level script once each day. In addition, she receives bonus scripts per day if she has a high Wisdom score (see *Chapter V: Rune Magic* on page 108). These extra castings can be applied to any script she knows of the appropriate level.

A rune binder does not need to prepare her scripts in advance. She can cast any of the scripts she knows at any time, assuming she has not used up her total castings of that script for the day. This ability replaces the inquisitor's spell class feature. A rune binder does not gain inquisitor spells and cannot activate spell trigger or spell completion items from the inquisitor spell list unless she uses Use Magic Device to do so.

Fundamentals: All rune binders learn a number of fundamentals, scripts that are so simple that they require little effort to cast. A rune binder begins play knowing any two fundamentals of her choice. She continues to learn more fundamentals as she advances, as shown in **Table: Rune Binder/Rune Knight Scripts** under "Fundamentals Known". Unlike other runic scripts, a fundamental can be cast an unlimited number of times per day. While fundamentals can be overloaded like any other runic scripts (see *Chapter V: Rune Magic* on page 108), the magic is too weak to generate much energy:



Table: Rune Binder/Rune Knight Scripts

Level	Fundamentals Known	Scripts Known	Max Script Level
1st	2	1	1
2nd	2	2	1
3rd	3	3	1
4th	3	4	2
5th	3	5	2
6th	4	6	2
7th	4	7	3
8th	4	8	3
9th	5	9	3
10th	5	10	4
11th	5	11	4
12th	6	12	4
13th	6	13	5
14th	6	14	5
15th	6	15	5
16th	6	16	6
17th	6	17	6
18th	6	18	6
19th	6	19	6
20th	6	20	6

Table: Castings per Script per Day

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

casting a fundamental does not grant the rune binder any runic charges. This ability replaces orisons.

Glyphic Judgment (Su): A rune binder channels the power of her rune magic to strike down her foes. As part of activating her judgment ability, the rune binder gains a single runic charge of her choice. This cannot place her above her normal maximum of runic charges allowed by her level.

The rune binder does not have access to her normal list of judgments. Instead, the rune binder has the following runic judgments. As long as the rune binder has at least one runic charge that matches the design of her current judgment, she increases her effective inquisitor level by a number of levels equal to the number of matching charges she has for the purpose of determining that judgment's effects:

Alteration: The rune binder becomes more resistant to bodily harm, granting her a +1 sacred bonus on Fortitude saves, Reflex saves, and to AC. This bonus increases by +1 for every five rune binder levels she possesses.

Creation: The rune binder constantly generates healing energy, granting her fast healing 1. This healing lasts as long as the rune binder is alive and the judgment lasts. The amount of healing increases by 1 point for every three rune binder levels she possesses.

Destruction: The rune binder strikes with divine furor, gaining a +1 sacred bonus on all attack and damage rolls. This bonus increases by +1 for every five levels she possesses.

Invocation: The rune binder wards herself from natural forces, gaining energy resistance 2 to acid, cold, electricity and fire damage. The resistance increases by 2 for every three rune binder levels she possesses.

Manipulation: The rune binder alters the cosmic balance around her, improving her attacks and defense. Her weapons count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the rune binder's alignments. She also gains damage reduction from an alignment that is opposite the one used for her weapons. This starts as DR 1 at 1st level, and increases by 1 for every five levels she possesses. If she is neutral, she chooses one alignment type, treating her weapons as that alignment and her DR as that alignment's opposite.

Revelation: The rune binder gains prescient insight into her foes, gaining a +1 sacred bonus on Will saves, concentration checks, and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 for every three inquisitor levels she possesses.

This ability modifies judgment.

Rune Bind (Su): At 5th level, a rune binder can brand her foes with runes, restricting their abilities while enhancing her own. When the rune binder would gain a runic charge, she can cause the runic charge to manifest upon a single enemy within 60 feet of her, as opposed to on a piece of her equipment. When she does so, any scripts she casts that include that creature as one of its targets or in its area of effect is treated as overloaded with that runic charge. If she overloads the script normally, she treats it as though she used that charge in addition to the other runic charges she expended. Doing this does not expend the charge scribed upon her foe.

In addition to the above, the target suffers a penalty based on the design of runic charge binding it:

Alteration: The creature is weakened, taking a -2 penalty on attack and damage rolls.

Creation: The creature heals more slowly; any healing applied to the target heals only half its normal hit points.

Destruction: The creature becomes more vulnerable, taking a -2 penalty on saving throws.

Invocation: The creature becomes exposed to the elements, reducing any energy resistance it has by 10.

Manipulation: The creature has the flow of time slowed around it, reducing all of its movement by half.

Revelation: The creature's weak points become exposed to its foes, reducing any damage reduction it has by 5.

Rune bind lasts for a number of rounds equal to the rune binder's Wisdom modifier (minimum 1), after which the runic charge dissipates. She may only maintain one rune binding at a time; using the ability again dismisses the previous binding. The runic charge that is bound to the foe cannot be used for overloading her scripts, except by the method noted above, and counts against her normal maximum amount of runic charges she can have based on her level. The rune binder can use this ability once per day, plus an additional time per day for every three levels past 5th. This ability replaces bane.

Glyphic Power (Ex): At 8th level, when the rune binder uses her glyphic judgment ability, she gains two runic charges of her choice, rather than one. This ability replaces second judgment.

Greater Rune Bind (Su): At 12th level, the rune binder's rune bind ability lasts a number of minutes equal to her Wisdom modifier (minimum 1). So long as the target is bound, the rune binder gains the benefits of a *locate creature* spell, using her rune binder level as her caster level, and gains blindsight to a range of 15 feet; this blindsight only lets her see the bound creature. This ability replaces greater bane.

Glyphic Might (Ex): At 16th level, when the rune binder uses her glyphic judgment ability, she gains three runic charges of her choice, rather than two. Each runic charge she has that matches the design of her current judgment increases her effective inquisitor



level by a number of levels equal to twice the number of matching runic charges she has. This ability replaces third judgment and slayer.

Script List: The following lists the runic scripts available to a rune binder, as presented in Chapter V of this book:

0-Level Rune Binder Scripts: *decipher, fortify, pain, seek magic, staunch, sunspark, weakness*

1st-Level Rune Binder Scripts: *comprehension, disorient, drain, empower, pulse, recover, speed*

2nd-Level Rune Binder Scripts: *armament, course of action, nature's embrace, sharpness, second sight, ward of conviction*

3rd-Level Rune Binder Scripts: *cleansing, decaying ray, falsify senses, negation, sun and moon*

4th-Level Rune Binder Scripts: *control emotions, cripple, protection, revitalize, sight beyond sight*

5th-Level Rune Binder Scripts: *destroy conviction, disenchant, revivify, see the unwritten, unbindered*

6th-Level Rune Binder Scripts: *banish, expose weakness, negation (greater), overwhelm, rejuvenation*

MAGUS

Magi are well known for their signature combination of martial skill and magical prowess, but not all magi were satisfied with their abilities. Many have learned to branch out their abilities into new fighting styles, such as archery or two-weapon combat, while a select few have decided to forgo traditional spellcasting entirely in favor of the esoteric art of rune magic.

ARCANA DEFENDER (ARCHETYPE)

Arcana defenders do not take an aggressive approach to combat; they instead choose to use their magic powers to protect themselves. These heavily-armored warriors use spell and shield to stand against the odds.

Weapon and Armor Proficiency: An arcana defender is proficient with light armor, medium armor, and shields. He can cast magus spells while wearing light or medium armor or while using a shield without incurring the normal arcane failure chance. This replaces the arcana defender's armor proficiencies.

Diminished Spellcasting: An arcana defender may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Arcane Pool (Su): At 1st level, an arcana defender can use his arcane pool to grant an enhancement bonus to a weapon as normal, as well as to his shield, paying the arcane pool cost separately for each. At 5th level and above, he can also add the following shield special abilities: *animated*, *arrow catching*, *arrow deflection*, *bashing*, *blinding*, *fortification (any)*, *reflecting*, *spell resistance (any)*. He cannot enhance a shield as if it were a weapon (even a spiked shield).

Shielded Casting (Ex): At 1st level, arcana defenders add their shield's bonus to AC as a bonus to concentration checks. An arcana defender can use his hand holding his shield to perform the somatic components of magus spells without forfeiting his shield's bonus to AC. This ability replaces spell combat.

Spellstrike (Su): An arcana defender can use this ability with a weapon or a shield bash attack.

Armor Training (Ex): At 7th level, an arcana defender gains armor training, as the fighter ability. At 13th level, he gains armor training 2. This ability replaces knowledge pool.

Heavy Armor (Ex): At 7th level, an arcana defender gains proficiency with heavy armor. An arcana defender can cast magus spells while wearing heavy armor without incurring the normal arcane spell failure chance. This ability replaces medium armor and heavy armor.

Defensive Spell Combat (Ex): At 8th level, an arcana defender gains the spell combat ability, but only when wielding a shield. He is considered to have a free hand to cast spells to use this ability. This ability replaces improved spell combat and greater spell combat.

True Defense (Ex): At 20th level, an arcana defender adds his shield bonus to his AC as an additional bonus to his Reflex saves and to his touch AC. He no longer has to make concentration checks to cast defensively. In addition, his shield cannot be disarmed or sundered. This ability replaces true magus.

Magus Arcana: The following magus arcana complement the arcana defender archetype: arcane redoubt, arcane redoubt (greater), enduring blade (may use on weapon or shield), and prescient defense.

ARCANE MARAUDER (ARCHETYPE)

A few magi strive to use heavier weaponry for taking down foes, preferring a brute-force approach to combat that most magi shy away from. These arcane marauders trade some of their spellcasting ability for more powerful attacking strength.

Weapon and Armor Proficiency: An arcane marauder is proficient with both light armor and medium armor. He can cast magus spells while wearing light or medium armor without incurring the normal arcane failure chance. This replaces the arcane marauder's armor proficiencies.

Diminished Spellcasting: An arcane marauder may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Power Attack: At 1st level, an arcane marauder gains Power Attack as a bonus feat, even if he does not meet the prerequisites. This ability replaces spell combat.

Heavy Spellstrike (Su): This ability functions like spellstrike, but only works with a two-handed weapon (or a one-handed weapon wielded in two hands). Should the arcane marauder make a heavy spellstrike while using the Power Attack feat, he adds half the damage bonus he receives from Power Attack as a bonus to his caster level check to overcome his target's spell resistance with the spell being delivered through his weapon. This ability alters spellstrike.

Weapon Training (Ex): At 7th level, an arcane marauder gains weapon training, as the fighter ability, adding an additional weapon group every six levels after 7th (to a maximum of three groups at 19th level) and increasing the bonus on attack and damage rolls for weapon groups already chosen by +1. This ability replaces knowledge pool, medium armor, heavy armor, and greater spell access.

Heavy Spell Combat (Ex): At 8th level, an arcane marauder gains the spell combat ability, but only when

wielding a two-handed weapon (or a one-handed weapon with both hands). The arcane marauder is considered to have a free hand to cast spells when using this ability. This ability replaces Improved Spell Combat and Greater Spell Combat.

Weapon Mastery (Ex): At 20th level, an arcane marauder gains weapon mastery with a single two-handed weapon, as the fighter class ability. This ability replaces true magus.

Magus Arcana: The following magus arcana complement the arcane marauder archetype: accurate strikes, arcane accuracy, disruptive, enduring blade, maneuver mastery, pool strike (can be used with a two-handed weapon) and spellbreaker.

ELDRITCH EYE (ARCHETYPE)

A magus does not have to limit himself to melee confrontation. Preferring lighter armor and agile maneuvers, those known as eldritch eyes fight from a distance with ranged weaponry and spell alike.

Diminished Spellcasting: An eldritch eye may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Arcane Pool (Su): An eldritch eye uses his arcane pool to grant an enhancement bonus to a ranged weapon, rather than a melee weapon. At 5th level and above, he can add the following special abilities to a ranged weapon: *conserving*, *designating (lesser and greater)*, *distance*, *flaming*, *flaming burst*, *frost*, *icy burst*, *returning*, *seeking*, *shock*, and *shocking burst*. This alters the magus's arcane pool ability.

Point-Blank Shot: At 1st level, an eldritch eye gains Point-Blank Shot as a bonus feat. This ability replaces spell combat.

Ranged Spellstrike (Su): At 2nd level, an eldritch eye can cast a ranged touch attack spell and deliver it through a ranged weapon attack. Instead of the free ranged touch attack normally allowed to deliver the spell, an eldritch eye can make one free ranged attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this ranged attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range, but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack. At 8th level, if used in conjunction with ranged spell combat, the ranged attack takes all penalties given from ranged spell combat ranged attacks, and the eldritch eye may deliver one ray or line of effect with each attack, up to the maximum allowed by the spell (in the case of ray effects). Any effects not used in the round the spell is cast are lost. This ability replaces spellstrike.

Safe Shot (Ex): At 7th level, an eldritch eye no longer provokes attacks of opportunity when attacking with a ranged weapon. This ability replaces medium armor.

Ranged Spell Combat (Ex): At 8th level, an eldritch eye gains the spell combat ability, but instead of a light or one-handed melee weapon, an eldritch eye must use a ranged or thrown weapon for spell combat. She doesn't need a free hand for this ability. This ability replaces Improved Spell Combat and Greater Spell Combat.

Evasive Archer (Ex): At 13th level, the eldritch eye gains a +3 dodge bonus to AC against ranged attacks. This increases to +6 at 17th level. This ability replaces heavy armor.

Pinpoint Targeting (Ex): At 16th level, the eldritch eye gains Pinpoint Targeting as a bonus feat, even if he doesn't meet the prerequisites. In addition, the eldritch eye can spend 1 point from his arcane pool to perform a ranged spellstrike in conjunction with Pinpoint Targeting as a full-round action. This ability replaces counterstrike.

Weapon Mastery (Ex): At 20th level, an eldritch eye gains weapon mastery with a single ranged weapon, as the fighter class ability. This ability replaces true magus.

Eldritch Eye Arcana: An eldritch eye gains access to the following magus arcana. He cannot select any arcana more than once.

Arcane Grit (Ex): The eldritch eye may use points from his arcane pool as grit points. He may only use his arcane pool to perform deeds that spend grit points; having at least one point left in his arcane pool does not allow him to use deeds that can be performed as long as he has one grit point. The eldritch eye must be at least 6th level before selecting this arcana and must have the grit class feature (either by having levels in a class that grant grit or by the Amateur Gunslinger feat).

Arcane Marksman (Su): The eldritch eye gains proficiency with all firearms. When using his arcane pool ability to enhance his ranged weapon he can add the following effects to a firearm he wields: *greater lucky*, *greater reliable*, *lucky*, and *reliable*.

Long Range (Su): The eldritch eye can spend one point from his arcane pool as a swift action to increase the range increment of a one-handed ranged weapon by 20 feet or the range increment of a two-handed ranged weapon by 50 feet for 1 round.

Rapid Reload (Su): The eldritch eye can spend a point from his arcane pool as a free action to magically load his weapon. For one round, any ranged weapon he holds is automatically loaded with ammunition after being fired, allowing him to make full-attack actions with a weapon that normally requires him to take actions to reload. This ability will load any ammunition that the eldritch eye has on his person that he desires, but he must actually have the ammunition. The eldritch eye must be at least 6th level before selecting this arcana.

Magus Arcana: The following magus arcana complement the eldritch eye archetype: accurate strikes, arcane accuracy, enduring blade, and pool strike (can be used with a ranged weapon or thrown weapon).

MYSTIC DERVISH (ARCHETYPE)

Not all magi wish to limit themselves to one weapon. The mystic dervish is known for its unusual ability to cast spells while wielding two weapons, allowing it to unleash a flurry of strikes and spells.

Diminished Spellcasting: A mystic dervish may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Arcane Pool (Su): A mystic dervish can enhance two weapons with his arcane pool, rather than just one. He must pay separately for each and must take a swift action to enhance each one individually. This ability modifies arcane pool.

Two-Weapon Casting (Ex): At 1st level, a mystic dervish gains Two-Weapon Fighting as a bonus feat, even if he does not meet the prerequisites. A mystic dervish can cast magus spells while wielding a weapon in each hand, using the hands holding his weapons to complete the somatic components of his spells. This ability replaces spell combat.

Twinned Spellstrike (Su): This ability functions like spellstrike, but the mystic dervish can use it when wielding two weapons. The spell is delivered through whichever of his two weapons strikes first. This ability alters spellstrike.

Dervish Defense (Ex): At 7th level, a mystic dervish gains a +1 shield bonus to AC when wielding two weapons. This bonus increases to +3 at 13th level. The shield bonus stacks with the bonus provided by the Two-Weapon Defense feat. This ability replaces medium armor and heavy armor.

Twinned Spell Combat (Ex): At 8th level, a mystic dervish learns to cast spells and wield two weapons at the same time. This functions as the spell combat ability, but works only when the mystic dervish is wielding a weapon in each hand. He can use all attacks gained from wielding two weapons while using twinned spell combat. The mystic dervish is considered to have a free hand to cast spells when using this ability. The penalty to attack rolls for fighting with two weapons and for using spell combat stacks. This ability replaces Improved Spell Combat and Greater Spell Combat.

Spell Flurry (Ex): At 20th level, when a mystic dervish uses twinned spell combat, he no longer takes the -2 penalty to attack rolls that spell combat normally imposes (he still takes the penalty for using two weapons, unless he has another ability to reduce it). If he casts his spell before making any weapon attacks, he gains a

+2 insight bonus on his attack rolls until the end of his turn. If he makes his attacks before casting the spell, he gains a +1 insight bonus on his caster level check to overcome the spell resistance of his target for each weapon attack that he struck the target with that turn. This ability replaces true magus.

Magus Arcana: The following magus arcana complement the mystic dervish archetype: accurate strikes, arcane accuracy, critical strike, hasted assault, and prescient attack.

RUNE KNIGHT (ARCHETYPE)

Unsatisfied with the common use of arcane magic, a few magi looked to a form of spell far older than the rest. Often referred to as rune knights, these magical warriors are in a constant ebb and flow, rapidly building runic power before unleashing its power through both spell and sword.

Rune Magic: A rune knight's power comes through his understanding of scripts, an esoteric form of magic that involves the creation and destruction of mystic symbols called "runes".

A rune knight learns one runic script of his choice at each rune knight level, as shown on **Table: Rune Binder/Rune Knight Scripts** under "Scripts Known". At first, a rune knight can only learn 1st-level scripts. As he grows in skill, he can master scripts of much greater power, as shown on **Table: Rune Binder/Rune Knight Scripts** under "Max Script Level". To learn or cast a runic script, the rune knight must have a Intelligence score of at least 10 + the script's level. The Difficulty Class for a saving throw against a rune knight's script is 10 + the script's level + the rune knight's Intelligence modifier.

Unlike a typical spellcaster that has spell slots each day, a rune knight can cast each script he knows a number of times each day based on the level of the script, as shown in **Table: Castings per Script per Day**. For example, a 5th-level rune knight could cast each 1st-level script he knows twice each day, each 2nd-level script spell once each day, and each 3rd-level script he knows once each day. In addition, he receives bonus scripts per day if he has a high Intelligence score (see *Chapter V: Rune Magic* on page 108). These extra castings can be applied to any script he knows of the appropriate level.

A rune knight does not need to prepare his scripts in advance. He can cast any of the scripts he knows at any time, assuming he has not used up his total castings of that script for the day. This ability replaces the magus's spell class feature. A rune knight does not gain his normal spell abilities and cannot activate spell trigger or spell completion items from the magus spell list unless he uses Use Magic Device to do so.

Fundamentals: All rune knights learn a number of fundamentals, scripts that are so simple that they require

little effort to cast. A rune knight begins play knowing any two fundamentals of his choice. He continues to learn more fundamentals as he advances, as shown in **Table: Rune Binder/Rune Knight Scripts** under “Fundamentals Known”. Unlike other runic scripts, a fundamental can be cast an unlimited number of times per day. While fundamentals can be overloaded like any other runic scripts (see *Chapter V: Rune Magic* on page 108), the magic is too weak to generate much energy: casting a fundamental does not grant the rune knight any runic power charges. This ability replaces cantrips.

Runic Combat (Ex): At 1st level, a rune knight learns to cast scripts and wield his weapons at the same time. As a full-round action, he can make all of his attacks with his melee weapon(s) at a -2 penalty and can also cast any script from the rune knight script list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he is attacking with more than one weapon, the penalty for runic combat and for two-weapon fighting stack. If he casts this script defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the script is wasted, but the attacks still take the penalty. A rune knight can choose to cast the script first or make the weapon attacks first, but if he has more than one attack, he cannot cast the script between weapon attacks. This ability counts as and replaces spell combat.

Rune Strike (Su): At 2nd level, the rune knight learns to channel the power of his runic charges through his weapon, rather than overloading them into a spell. As a standard attack action, the rune knight can make a melee attack at his full attack bonuses. The rune knight can instead do this as part of a full-attack action; if he does, he gains an extra attack at his full attack bonuses to deliver the rune strike, but all attacks he makes during that action take a -2 penalty.

For each runic charge the rune knight uses, the attack deals an additional 2d6 damage. The type of damage is based on the design of the charges used:

- *Alteration:* Bludgeoning, piercing, or slashing
- *Creation:* Acid
- *Destruction:* Negative energy
- *Invocation:* Cold, electricity, or fire
- *Manipulation:* Force
- *Revelation:* Sonic

If a charge design has more than one damage type, the rune knight chooses which one a given charge deals and can choose different options for each charge (for example, if the rune knight uses two invocation charges, he can choose to deal 2d6 fire damage and 2d6 cold damage). This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the keen weapon

property or similar effects), but the rune strike damage only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Using rune strike consumes all runic charges the rune knight currently has. If the attack misses, the effect is not lost and can be delivered by a later weapon attack, so long as it is made within 1 minute (after which the effect dissipates). This ability replaces spellstrike.

Arcane Recharge (Su): At 4th level, the rune knight learns how to convert his arcane power into runic charge. As a swift action, the rune knight can gain any number of runic charges of his choice by spending an equal number of points from his arcane pool. This cannot put him above his normal maximum number of runic charges he can have based on his level. This ability replaces spell recall.

Hidden Knowledge (Su): At 7th level, when a rune knight regains his scripts for the day, he can decide to expend 1 or more points from his arcane pool, up to half his Intelligence bonus. For each point he expends, he can temporarily exchange one script he knows with a different script of the same level or lower from the rune knight script list, losing the daily castings of the old script and gaining daily castings of the new one. The next time he regains his scripts, the rune knight returns to his original list of known scripts. This ability replaces knowledge pool.

Improved Runic Combat (Ex): At 8th level, the rune knight’s runic combat improves. This ability functions as and replaces improved spell combat, except its benefit applies to runic combat.

Improved Arcane Recharge (Su): At 11th level, the rune knight’s arcane recharge becomes more efficient. For every point he spends from his arcane pool, he gains two runic charges of his choice, rather than one. Any charges gained in excess of his maximum are lost. This ability replaces improved spell recall.

Greater Runic Combat (Ex): At 14th level, the rune knight’s runic combat is even more potent. This ability functions as and replaces greater spell combat, except its benefit applies to runic combat.

Engraved Critical (Su): At 19th level, once per round when the rune knight scores a critical hit with a melee weapon, he gains his choice of either 1 point in his arcane pool or 1 runic charge of his choice. This ability replaces greater spell access.

True Magus (Su): This ability applies to runic combat, rather than spell combat.

Magus Arcana: The following magus arcana complement the rune knight archetype: accurate strike, arcane accuracy, concentrate, and spell shield.

Script List: The following lists the runic scripts available to a rune knight, as presented in Chapter V of this book:



0-Level Rune Knight Scripts: *decipher, lift, minor alteration, move portal, pain, seek magic, sunspark, weakness*

1st-Level Rune Knight Scripts: *aegis, drain, empower, hinder, pulse, slow fall, speed, winter's bite*

2nd-Level Rune Knight Scripts: *breaking, enhance movement, sharpness, shimmer, slide, striking, sun and moon*

3rd-Level Rune Knight Scripts: *alter form (lesser), dawn's fury, decaying ray, enhance mind, enhance physique, float, shift, negation, tremor*

4th-Level Rune Knight Scripts: *alter flow, jaunt, life drain, miasma, primordial ward, stormcall*

5th-Level Rune Knight Scripts: *barrier, diamond skin, gravity well, pulverize, shape gravity, twisting futures, wither*

6th-Level Rune Knight Scripts: *alter form, chain blast, corrosive spores, dust to dust, enhance mind (mass), enhance physique (mass), negation (greater)*

MONK



ZEN MARKSMAN (ARCHETYPE)

One does not normally picture the quiet tranquility of a monastery working in tandem with the thunderous roar of a firearm. Zen marksmen forgo much of their more spiritually-inclined training in order to master a deadly combination of physical perfection and precision with a firearm.

Weapon and Armor Proficiency: Zen marksmen are proficient with all firearms in addition to their normal weapon proficiencies.

Flurry of Blows (Ex): Starting at 1st level, a zen marksman can make a flurry of blows as a full-attack action, but only when using a gun (even though it is a ranged weapon), an unarmed strike, or with a pistol-whip attack (by using the pistol-whip deed, see Deeds below). He may not make a flurry of blows with any other weapons. A zen marksman does not apply his Strength bonus on damage rolls made with flurry of blows unless it is with an unarmed strike.

When making a flurry of blows with a firearm, the zen marksman can choose to rapidly reload his weapon, reducing the reload time to a free action. For each step he reduces the reload time of the weapon (from full-round to standard action, standard action to move action, and move to free action), the misfire chance of the firearm increases by 1. For example, reloading a pistol is normally a standard action: reducing it to a free action (standard action to move action, then move action to free) is two steps, so the misfire chance of the firearm increases by 2 for any attacks he makes while performing his flurry of blows. The misfire chance returns to normal if he does not perform a flurry of blows or opts to not use this ability during his flurry of blows (instead making remaining attacks with unarmed strikes or pistol whips).

A zen marksman's flurry of blows otherwise functions as normal for a monk of his level. A zen marksman cannot use Rapid Shot or Manyshot when making a flurry of blows with his firearm.

Gunsmith: At 1st level, a zen marksman gains one of the following firearms of his choice: blunderbuss, musket, or pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The zen marksman also gains Gunsmithing as a bonus feat. This ability replaces the bonus feat gained at 1st level.





Grit (Ex): At 1st level, a zen marksman gains an amount of Grit equal to his Wisdom modifier, as the gunslinger ability. He regains grit from dealing critical hits and from landing killing blows with both firearms and unarmed strikes, as opposed to just firearms. He may use these grit points to accomplish deeds (see below). This ability replaces stunning fist.

Deeds: At 1st, 3rd, 7th, 11th, and 19th levels, a zen marksman gains a single gunslinger deed. He must select a deed that he can use at the level he gains the deed. A zen marksman treats his monk levels as gunslinger levels for the purpose of the effects of deeds as well as for meeting the prerequisites for grit feats. If he selects the pistol-whip deed, he may use pistol-whips as part of a flurry of blows in place of any of the attacks made, but he must pay separately for each pistol-whip he uses. This ability replaces still mind, wholeness of body, diamond body, quivering palm, and empty body.

Bonus Feats: Starting at 2nd level and every four levels thereafter, a zen marksman gains bonus feats from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, Rapid Reload, and Rapid Shot.

At 6th level, the following feats are added to the list: Focused Shot^{APG}, Improved Precise Shot, Manyshot, Mobility, and Parting Shot^{APG}.

At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows.

The zen marksman does not need to have any of the prerequisites normally required for these feats to select them. These bonus feats replace the monk's normal bonus feats.

Zen Marksmanship (Ex): At 3rd level, a zen marksman may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a gun. This ability replaces maneuver training.

Ki Pool (Su): A zen marksman's *ki* pool is equal to 1/2 his monk level. He may use *ki* points interchangeably with grit points, substituting one for the other for performing deeds or *ki* abilities. Having at least one point in his *ki* pool allows him to use deeds that require at least one grit point, just as having at least one grit point allows him to make a *ki* strike. This ability alters *ki* pool.

Ki Focus Gun (Su): At 17th level, as long as he has at least 1 point of *ki* in his *ki* pool or has at least one grit point, a zen marksman may treat ammunition fired from his gun as if they were *ki focus* weapons, allowing him to use his special *ki* attacks as if his bullets were unarmed attacks. If he has the pistol-whip deed, he may also treat melee attacks made with the pistol-whip deed as if the gun was a *ki focus* melee weapon. This ability replaces tongue of the sun and moon.

RANGER



In order to fight against the various dangers of the world, rangers have learned to adapt their combat styles into new forms. Using firearms, staves, or even their bare hands, each ranger's style defines their approach to taking on the biggest of threats. Some, not satisfied with this approach, have taken it upon themselves to create intricate traps to ensnare their foes before striking them down with martial skill.

NEW COMBAT STYLES

At 2nd level, a ranger must select a combat style. In addition to the choices outlined in other *Pathfinder Roleplaying Game* material, a ranger can also select from the following new combat styles: firearm, polearm, quarterstaff, spear, and unarmed styles. The ranger can choose feats from his selected combat style even if he does not meet the prerequisites. If the ranger wishes to take a feat that requires the Weapon Specialization feat (such as Impaling Critical^{UC} or Point Blank Master^{APG}), he must instead have Weapon Focus with the chosen weapon instead.

Firearms: If the ranger selects firearm style, he can choose from the following list whenever he gains a combat style feat: Amateur Gunslinger^{UC}, Deadly Aim, Far Shot, Precise Shot, and Rapid Reload. At 6th level, he adds Bullseye Shot, Point Blank Master^{APG}, Improved Precise Shot, and Snap Shot^{UC} to the list. At 10th level, he adds Improved Snap Shot^{UC} and Pinpoint Targeting to the list.

Polearm: If the ranger selects polearm style, he can choose from the following list whenever he gains a combat style feat: Cleave, Cleaving Finish^{UC}, Combat Reflexes, Polearm Expertise*, and Power Attack. At 6th level, he adds Great Cleave, Improved Cleaving Finish^{UC}, Lunge, and Whirlwind Attack to the list. At 10th level, he adds Pin Down^{UC} and Strike Back to the list.

Quarterstaff: If the ranger selects quarterstaff style, he can choose from the following list whenever he gains a combat style feat: Improved Trip, Power Attack, Quarterstaff Master^{UM}, and Two-Weapon Fighting. At 6th level, he adds Felling Smash^{UC}, Greater Trip, Improved Two-Weapon Fighting, Tripping Staff^{UM}, and Tripping Strike^{APG} to the list. At 10th level, he adds Greater Two-Weapon Fighting and Tripping Twirl^{UM} to the list.

Spear: If the ranger selects spear style, he can choose from the following list whenever he gains a combat style feat: Charging Hurler^{UC}, Distance Thrower^{UC}, Power Attack, Powerful Throwing*, and Two-Handed

Thrower^{UC}. At 6th level, he adds Impaling Critical^{UC}, Improved Charging Hurler^{UC}, and Precise Shot to the list. At 10th level, he adds Impact Critical Shot^{UC} and Improved Impaling Critical^{UC} to the list.

Unarmed: If the ranger selects unarmed style, he can choose from the following list whenever he gains a combat style feat: Combat Reflexes, Improved Unarmed Strike, Monastic Legacy^{UC}, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting, Punishing Kick^{APG}, and Stunning Fist to the list. At 10th level, he adds Greater Two-Weapon Fighting and Spring Attack to the list.

ENTRAPPER (ARCHETYPE)

Some targets can be too dangerous to fight effectively, while others are too swift to be caught on foot. While still proficient at direct combat, entrappers give up their divine powers in favor of tried-and-true traps to snare and hinder their foes.

Class Skills: An entrapper adds Disable Device to his list of class skills.

Trapfinding (Ex): An entrapper adds 1/2 his ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). An entrapper can use Disable Device to disarm magic traps. This ability replaces wild empathy.

Hunting Traps: At 4th level, an entrapper gains the ability to create powerful traps to hunt his prey. These function like saboteur traps (see *Chapter 1: Classes* on page 12), but an entrapper uses his Wisdom modifier instead of his Intelligence modifier when determining the DC of hunting traps and the number of traps he can have placed at once. An entrapper uses his spells per day to determine the number of traps he can place each day.

Rather than arcane power, an entrapper looks to nature for inspiration in building his traps. The entrapper has his own assembly list of natural traps, as shown below. Effects created by hunter traps are treated as divine spells. In addition, an entrapper does not have an assembly book; each day when he creates his traps, he can choose to create any trap he is capable of creating based on his entrapper level.

This replaces the spells class feature. Entrappers do not gain any spells or spellcasting ability, but do have a caster level for the purpose of using hunting traps.

Entrapper's Mark (Ex): At 11th level, an entrapper can, as a standard action, denote one target within his line of sight as his mark. Whenever he is following the tracks of his mark, an entrapper can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, his mark takes a -2 penalty on saving throws and to AC against his hunting traps and on Disable Device and Perception checks to locate or disable his hunting traps. An entrapper can have no

more than one mark at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new mark for 24 hours. If the entrapper sees proof that his mark is dead, he can select a new mark after waiting 1 hour. This ability replaces quarry.

Improved Entrapper's Mark (Ex): At 19th level, the entrapper's ability to catch his focus improves. He can now select a mark as a free action, and can now take 20 while using Survival to track his mark, while moving at normal speed without penalty. The penalty his mark takes against his traps increases to -4. If his mark is killed or dismissed, he can select a new one after 10 minutes have passed. This ability replaces improved quarry.

Entrapper Assemblies: Entrappers gain access to the following traps. While most of these are spells found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (*) are new spells that are described in Chapter IV of this book.

1st-Level Entrapper Traps: *alarm, burning hands, entangle, expeditious excavation^{APG}, discerning trap extension*, faerie fire, flare burst^{APG}, invisibility alarm^{ACG}, obscuring mist, ray of sickening^{UM}, shocking grasp, sleep, stumble gap^{APG}, thunderstomp^{ACG}*

2nd-Level Entrapper Traps: *acid arrow, aggressive thundercloud^{ACG}, binding earth^{ARG}, create pit^{APG}, darkness, flaming sphere, fog cloud, frigid touch^{UM}, frost fall^{UC}, hold animal, sickening entanglement^{ACG}, snare, soften earth and stone, spike growth, spontaneous immolation^{UC}, stealth trap extension*, stone call^{APG}, unshakable chill^{UM}, web, wind wall*

3rd-Level Entrapper Traps: *air geyser^{ACG}, aqueous orb^{APG}, ash storm^{APG}, burst of nettles^{UM}, daylight, deep slumber, deeper darkness, fireball, instant enemy^{APG}, lightning bolt, poison, sleet storm, spiked pit^{APG}, stench of prey^{ACG}, stinking cloud, thorny entanglement^{ACG}, thunderstomp (greater)^{ACG}*

4th-Level Entrapper Traps: *aggressive thundercloud (greater)^{APG}, creeping ice^{ACG}, flaming sphere (greater)^{ACG}, geyser^{APG}, hold monster, ice storm, solid fog, spike stones, sprawling trap extension*, volcanic storm^{UM}, wall of fire, wall of thorns*

SABOTEUR

Saboteurs are always looking for new ways to complete their goals, but their normal abilities may not always be suitable. Some look to create specialized traps to conjure allies or demolish buildings, while others forgo their typical training and instead focus on delving into ancient ruins and civilizations, using their expertise to bypass traps and curses unharmed.

AMBUSER (ARCHETYPE)

Most saboteurs are fine as lone agents, but not all choose to do so. Strength in numbers is a very valid tactic, and when the job calls for attacking a traveling caravan or a platoon of soldiers, the ambusher makes sure to bring enough allies to swing the odds in her favor.

Ambush Trap I: At 2nd level, the ambusher adds *summon monster I* to her assembly book as a 1st-level trap. When a creature triggers a trap with a *summon monster* effect, a creature is summoned, serving the ambusher as per the spell and otherwise being treated as a summoned creature. Rather than staying within close range (25 ft. + 5 ft./2 levels) of the ambusher, the summoned creature(s) must remain within that range of the trap's location.

The ambusher must determine what creature(s) that the trap will summon when she places the trap. The creatures are summoned in the nearest available space from the trap's location. If the ambusher has line of sight to the trap when it triggers, she can change which creature is summoned at the time of triggering, and can cause the creature to appear in any location within the spell's normal range. The Augment Summoning feat can be applied to these creatures. This ability replaces the saboteur trick gained at 2nd level.

Surprise Attack (Ex): At 3rd level, an ambusher adds her Intelligence bonus to her initiative checks, in addition to her Dexterity bonus. Should she successfully attack an opponent during the surprise round, she may use her saboteur's mark on that target as a free action. She can also mark a target as a free action when a creature triggers one of her traps. She can still only maintain one mark at a time. This ability replaces hidden spotter.

Ambush Trap II: At 4th level, the ambusher adds *summon monster II* to her assembly book as a 2nd-level trap. This ability replaces swift sabotage.

Ambush Trap III: At 5th level, the ambusher adds *summon monster IV* to her assembly book as a 3rd-level trap. This ability replaces improved mark.

Ambush Trap IV: At 11th level, the ambusher adds *summon monster V* to her assembly book as a 4th-level trap. This ability replaces ranged setup.

Ambush Trap V: At 14th level, the ambusher adds *summon monster VII* to her assembly book as a 5th-level trap. This ability replaces the saboteur trick gained at 14th level.

Ambush Trap VI: At 17th level, the ambusher adds *summon monster IX* to her assembly book as a 6th-level trap. This ability replaces greater mark.

Always Prepared (Ex): At 19th level, an ambusher's initiative roll is automatically a natural 20, and she is never surprised. This ability replaces instant sabotage.

DEMOLITIONIST (ARCHETYPE)

Sabotage does not always require subtlety. Instead of traps for individuals, the demolitionist creates explosive charges to take down entire structures, bringing down fortresses long after she has already left.

Demolition Charge (Ex): At 2nd level, a demolitionist learns how to create demolition charges, using the magical energy that would normally power her traps to create deadly explosives.

In place of one of her daily trap slots, she can create a demolition charge. Creating a demolition charge takes the same time as creating a trap, and follows the normal rules for saboteur traps for the purpose of placing multiple charges, how long the charges last before falling apart harmlessly, and how to disarm them. Placing a demolition charge takes 1 round. A charge has 10 hit points and hardness 0; while the charge can be destroyed, it has a 25% chance of detonating (if not disarmed first); if it takes any direct fire damage, it always detonates.

When a demolition charge detonates, it explodes in a 10-foot-radius burst, dealing 1d6 fire damage per two saboteur levels obtained (max 10d6) plus an additional 1d6 damage per level of the trap slot used. This damage bypasses an amount of hardness of an object equal to double the saboteur's level, and the fire damage is not halved when dealing damage to an object (as energy damage normally is). A Fortitude save halves the damage, the DC using the same DC as her saboteur traps based on the trap slot used for the demolition charge. While it is especially potent against objects and structures, it is less effective against creatures; creatures caught in the blast take half the charge's normal damage (or one-quarter the damage on a successful saving throw).

When placing a demolition charge, the demolitionist chooses whether the charge detonates based on a set amount of time passing or from remote activation. If she chooses a set time, the demolitionist must declare a number of minutes before the charge explodes automatically (minimum 1). The maximum time she can set is equal to 10 minutes per saboteur level. At the end of this duration, the demolition charge explodes. Once she sets the timer, it cannot be deactivated save for the charge being disarmed or destroyed.

If she wishes to detonate it remotely, she can instead trigger it by concentrating on the charge's magic as a standard action; doing so causes the charge to detonate immediately. She must have line of sight to the demolition charge and must be within medium range (100 ft. + 10 ft./level) of its location to do so. She cannot otherwise trigger her demolition charges remotely, as she can a trap she has placed. This ability replaces the saboteur trick gained at 2nd level.

Combined Arms (Ex): At 7th level, the demolitionist gains the combined arms ability, but can only use the higher-level trap slots she gains through this ability to prepare a demolition charge. This alters the combined arms ability.

Demolition Bomb (Ex): At 11th level, the demolitionist can use her demolition charges offensively. Instead of placing the charge as normal, as a standard action she can throw the demolition charge with a volatile trigger, causing it to detonate on impact. She must make a ranged touch-attack to hit her target, and the target must be within 20 feet. On a hit, the demolition charge deals its normal damage, but does not have a splash radius; it only affects the target struck. This ability replaces ranged setup.

Improved Trigger (Ex): At 15th level, the demolitionist's demolition charges last for 1 hour per level, rather than 10 minutes per level. This also increases the maximum time she can set for her charges to automatically detonate to 1 hour per level. Her other saboteur traps do not benefit from this increase. In addition, when detonating a demolition charge remotely, she can do so if she is within long range of the charge (400 ft. + 40 ft./level) and no longer needs line of sight. This ability replaces lasting traps.

RUIN RAIDER (ARCHETYPE)

Occasionally a saboteur forgoes more civilized endeavors, instead seeking out lost knowledge and treasure. These ruin raiders use their expertise to gain entry to the most well-guarded tombs and crypts, learning the symbols and magic found within for their own use.

Class Skills: A ruin raider gains Knowledge (dungeoneering) and Knowledge (history) as class skills and loses Knowledge (local).

Intuition (Ex): At 1st level, ruin raiders learn to expect the unexpected, as you cannot always plan for what you will find in an ancient ruin. Instead of planning her targets ahead of time, she relies on her intuition to adapt to dangers as needed.

As a swift action, the ruin raider can call upon this insight, gaining a +1 insight bonus on attack rolls, armor class, saving throws, and skill checks. This bonus increases by +1 at 5th level and every four levels thereafter, to a maximum of +5 at 17th level.

The ruin raider can use this ability a number of rounds per day equal to her 1/2 her ruin raider level + her Intelligence bonus (minimum 1). Maintaining this bonus is a free action, but it ends immediately if the ruin raider is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. This ability replaces marked target. A ruin raider cannot take any saboteur tricks that modify marked target.

Explorer's Knack (Ex): At 4th level, a ruin raider can gain limited abilities to better tackle challenges. As a swift action, she can gain one of the following effects:

- Low-light vision.
- Darkvision 60 ft.
- Climb speed 30 ft.
- Swim speed 30 ft. and the ability to breathe underwater.
- Ignore difficult terrain caused by natural environmental effects, such as broken stone, mud, or water.

She can change which of these effects she gains each time she uses explorer's knack. She can use this ability for 10 minutes per day per ruin raider level she possesses. This duration does not have to be consecutive, but must be spent in 10-minute increments. She can only use one explorer's knack at a time.

At 12th level, she can maintain two uses of explorer's knack at once. Each one counts against her daily limit. This ability replaces the saboteur tricks gained at 4th level and at 12th level.

Symbology (Sp): At 7th level, the ruin raider has learned a bit of symbol-based magic from her time spent in the ruins of ancient civilization. She adds all *symbol* spells from the sorcerer/wizard spell list of 6th level and lower to her assembly list. She may create any of these *symbols* using one of her daily trap slots of the same level to prepare the *symbol* spell. She must use its normal casting time and material components to do so, and it behaves in all ways as the *symbol* spell (rather than as a saboteur trap). This ability replaces combined arms.

Combined Arms (Ex): At 8th level, the ruin raider gains the combined arms ability, but can only use the higher-level trap slots she gains through this ability to prepare a *symbol* spell. This replaces the saboteur trick gained at 8th level.

Improved Intuition (Ex): At 9th level, a ruin raider's intuition improves. She doubles the insight bonus to her AC against critical hit confirmations against her and against attacks from traps, and she doubles the insight bonus to her saving throws against curses, poison, language-dependent effects, and magic traps. This ability replaces improved mark.

Greater Intuition (Ex): At 17th level, a ruin raider's intuitive sense becomes almost instinctual. She can use her intuition ability as an immediate action, even when she is flat-footed. This ability replaces greater mark.

SHAMAN

The plethora of spirits of nature do not only encompass the winds and the waves. Despite its association with civilization and artifice, metal is as much a part of the natural world as flames and trees, and as such, spirits embodying metal's power can be called upon by a shaman.

The following presents a new spirit for shamans. A shaman can choose this spirit for her spirit or wandering spirit class features. Unless otherwise noted, the DC to save against the special abilities granted by a spirit is equal to 10 + 1/2 the shaman's class level + the shaman's Wisdom modifier. Effects that duplicate spells use the shaman's class level as her caster level.

METAL

A shaman that selects the metal spirit is often more methodical and rigid in her ways, and her eyes reflect like a polished mirror. When she calls upon the spirit's abilities, a low roar of a furnace and the clanging of metal can be heard as her skin briefly shimmers like polished steel.

Spirit Magic Spells: *lead blades* (1st), *heat metal* (2nd), *keen edge* (3rd), *versatile weapon* (4th), *major creation* (metal items only) (5th), *wall of iron* (6th), *statue* (metal statue instead of stone) (7th), *repel metal or stone* (8th), *iron body* (9th).

Hexes: A shaman who chooses the metal spirit can select from the following hexes.

Curse of Blades (Su): The shaman curses a target within 30 feet to be more susceptible to damage. For 1 round, the target takes a -2 penalty to AC, and any time a creature hits the target with a natural or manufactured weapon, the attacker rolls for damage twice and takes the better result. A successful Fortitude saving throw negates this hex. At 8th and 16th levels, the duration of this hex increases by 1 round. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Dance of the Blades (Ex): The shaman's base speed increases by 10 feet. At 7th level, she gains a +1 bonus on attack rolls with a metal weapon in any round in which she moves at least 10 feet. This bonus increases by +1 at 11th level, and every four levels thereafter. At 11th level, as a move action, she can maneuver her weapon to create a shield of whirling steel around herself until the start of her next turn; non-incorporeal melee and ranged attacks against her have a 20% miss chance while the shield is active. She must be wielding a metal weapon to use this ability.



Hand of the Forge (Su): A shaman with this hex can instantly repair or destroy an object within 30 feet. If she repairs it, the object is restored 1d6 hit points per two shaman levels; this otherwise functions as *make whole*. If she chooses to destroy the object, it instead takes 1d6 points of damage per two shaman levels (hardness applies). If the object is magical or in a creature's possession, the item (or its attending creature) can make a Fortitude save to halve the damage. The shaman can use this ability a number of times per day equal to her Charisma bonus (minimum 1).

Iron Constitution (Su): The shaman gains a +1 bonus on Fortitude saves. At 7th level, and again at 14th level, this bonus increases by +1.

Skill at Arms (Ex): The shaman gains proficiency in all martial weapons and heavy armor.



Spirit Animal: The shaman's spirit animal shimmers with a silvery glow, as if its body was made of polished metal. The spirit animal gains DR 5/cold iron.

Spirit Ability: A shaman who chooses the metal spirit as her spirit or wandering spirit gains the following ability.

Iron Weapon (Su): The shaman can create a melee simple or martial weapon that lasts for 1 minute for every shaman level she possesses. This weapon is appropriate for her size and entirely made of metal (even if it would normally include non-metal parts, such as a spear's shaft) but functions as if it were a normal weapon of its type. She is considered proficient with this weapon. The weapon disappears after 1 round if it leaves her grasp. At 3rd level, the blade is made of cold iron. At 7th level, 15th level, and 19th level, the blade gains a +1 enhancement bonus. At 11th level, the blade is made of adamantine. She can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the metal spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Metal Morph (Sp): The shaman can change the material properties of weapons nearby. This functions as a *heart of the metal*^{PCG} spell, using her shaman level as her caster level and requires no material components. Each weapon she targets is also affected by an *alter weapon** spell, if she desires. She can use this ability to change the weapons to other forms of metal not listed, such as gold or copper, subject to GM discretion. She can use this ability a number of minutes per day equal to her Charisma modifier. This duration does not need to be consecutive, but must be spent in 1-minute increments.

True Spirit Ability: A shaman who chooses the metal spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Heart of Iron (Ex): The shaman's flesh hardens like metal, granting her DR 5/cold iron. She has a 50% chance of negating any critical hit or sneak attack used against her; this does not stack with any other effect that reduces the chance of a critical hit or sneak attack, such as the *fortification* enhancement.

Manifestation: Upon reaching 20th level, the shaman becomes a master of iron and steel. She gains the benefits of Weapon Focus, Greater Weapon Focus, and Improved Critical with any one metal weapon that she is proficient with. Her armor is like a second skin to her—while wearing metal armor she is proficient with, the armor's maximum Dexterity bonus increases by +5 and she takes no armor check penalty. In addition, any metal she creates with her magic (such as *wall of iron*) has its hardness increased by +10.

SKALD



ANCESTRAL WARRIOR (ARCHETYPE)

Much like other skalds, an ancestral warrior is a storyteller and poet, regaling bygone legends to inspire their allies. All ancestral warriors have inherited a legendary weapon from those that came before them, hoping to forge a new legend worthy of the weapon's new wielder.

Weapon and Armor Proficiency: An ancestral warrior is proficient with all simple weapons and with one martial or exotic weapon of his choice (except for a firearm). This choice must match the form of his weapon of legend (see below). This alters the ancestral warrior's weapon proficiencies.

Weapon of Legend (Ex): At 1st level, an ancestral warrior inherits a weapon of legend passed down through his family line, tales of which have been spoken of to inspire allies to victory. The ancestral warrior begins play with this weapon at no cost. At 1st level, the weapon of legend is already a masterwork weapon; as he grows in strength, the weapon's power grows with him, as shown in **Table: Weapon of Legend**. The power of the weapon only functions when wielded by the ancestral warrior. The ancestral weapon cannot be enhanced using item creation feats. If his weapon is ever damaged, it is restored to full hit points the next time the skald regains his spells. If the weapon is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per skald level plus the cost of the masterwork item. This ritual takes 8 hours to complete.

If the weapon is lost or destroyed too many times, the warrior's ancestors may deem him unworthy to wield the weapon and refuse to return it to him. If this happens, he immediately loses the ancestral warrior archetype and gains the normal abilities of a skald. A quest may be given to the skald to regain favor in his ancestor's eyes, subject to GM discretion. Depending on his actions, an *atonement* spell can also redeem the ancestral warrior and allow him to regain his weapon of legend. This ability replaces bardic knowledge and scribe scroll.

Inspire Legends (Su): At 1st level, the ancestral warrior can use his raging song to regale the deeds and heroics of past bearers of his weapon of legend. The ancestral warrior chooses one of the following: attack rolls, armor class, saving throws, or skill checks. Allies affected by inspire legends receive a +1 morale bonus to the chosen ability. The bonus increases by +1 at 5th, 11th, and 17th levels. The ancestral warrior can choose a different bonus each time he starts the performance.

Allies affected by inspire legends are treated as if under the effect of an inspired rage raging song for all

Table: Weapon of Legend

Skald Class Level	Enhancement Bonus
3rd–4th	+1
5th–8th	+2
9th–12th	+3
13th–16th	+4
17th–20th	+5

purposes involving the skald's rage powers. This ability replaces the inspired rage raging song.

Bonus Feats: At 2nd level, and every five levels thereafter, an ancestral warrior gains a combat feat as a bonus feat. This ability replaces versatile performance and well-versed.

Enchanting Legend (Su): At 6th level, whenever the ancestral warrior is using his inspire legends performance, his weapon of legend temporarily grows in power. He chooses from the following special weapon properties: *defending*, *distance*, *flaming*, *flaming burst*, *frost*, *ghost touch*, *icy burst*, *keen*, *returning*, *seeking*, *sbock*, *sbocking burst*, *speed*, *thundering*, or *vorpai*. At first, he can only grant his weapon of legend properties whose total bonuses are +1 or less. Every three levels past 6th, the total properties he can grant to his weapon of legend increases by +1, up to a total of +5. Duplicate abilities do not stack. He can change which abilities he gains each time he uses inspire legends. This ability replaces the rage powers gained at 6th level and at 18th level.

Speak with the Ancients (Sp): At 7th level, the ancestral warrior can ask his ancestors for guidance, as the spell *commune*. He must use its normal casting time, but does not need to provide material components. He may do this once per day, plus an additional time per day at 13th and 19th levels. This ability replaces lore master.

Shared Legend (Su): At 12th level, the ancestral warrior can grant allies affected by inspire legends the benefit of one of the weapon properties he granted his weapon of legend (using enchanted legend). The property granted cannot have an equivalent bonus higher than +2, and duplicate abilities do not stack. This ability replaces the rage power gained at 12th level.

Legend Realized (Sp): At 20th level, the ancestral warrior can inspire his allies to greatness. As a full-round action, he can assure his allies of victory, as the spell *heroic invocation*^{UC}, using his ancestral warrior level as his caster level. This ability can be used once per day. This ability replaces master skald.

Rage Powers: The following rage powers complement the ancestral warrior archetype: clear mind, fearless rage, guarded life^{APG}, and spirit totem^{APG} (lesser, normal, and greater).

SORCERER

Sorcerers draw their magical heritage from any number of strange and misunderstood forces, and even the powers of metal magic can be found among them. Presented below is a new bloodline for sorcerers.

FORGEBORN BLOODLINE

Your bloodline has been imparted with the fires of creation. Perhaps your ancestors were blessed by a god of artifice, or you were exposed to the animating forces used to power constructs. You often feel more at home at a forge or among a priceless collection than among other people.

Class Skill: Knowledge (engineering)

Bonus Spells: *alter weapon** (3rd), *make whole* (5th), *greater magic weapon* (7th), *grasping steel** (9th), *major creation* (11th), *animate objects* (13th), *control construct*^{UM} (15th), *iron body* (17th), *field of blades** (19th).

Bonus Feats: Craft Construct^{B1}, Extend Spell, Forge Ring, Great Fortitude, Improved Unarmed Strike, Iron Will, Prodigy^{UM}, Skill Focus (Knowledge [engineering])

Bloodline Arcana: The DC of any spells you cast with the [metal] descriptor are increased by +1. You may treat constructs as living creatures and humanoids for the purpose of affecting them with your spells.

Bloodline Powers: You slowly feel yourself becoming more artificial than alive.

Restructure (Sp): At 1st level, you can alter the structural integrity of an object within 30 feet as a standard action. You choose to either repair or destroy the object. If you repair the object, it is restored of 1d6 + 1 hit point per two sorcerer levels; this otherwise functions as *mending*. If you destroy the object, it instead loses 1d6 + 1 hit point per two sorcerer levels; this damage ignores hardness. A Fortitude save negates the damage. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Smith's Insight (Ex): At 3rd level, you gain your choice of either Craft Magic Arms and Armor or Craft Wondrous Item as a bonus feat. You gain a bonus equal to 1/2 your sorcerer level to all Craft checks and to Spellcraft checks made to identify or create a magical item. You also only lose half your materials if you fail a check to craft a magic item and only one-quarter the materials if you fail a check to craft a mundane item.

Steel Skin (Ex): At 9th level, your flesh begins to harden like metal. You gain a 25% chance to ignore any critical hit or sneak attack used against you. This chance increases to 50% at 13th level.



Meltdown (Sp): At 15th level, you can reduce multiple objects near you to slag. You can target one non-magical object per two sorcerer levels, and no two objects can be further than 30 feet apart. Each object you target melts, as the spell *quicksilver**. Any object that melts is reduced to a superheated slag for 1 round; any creature in the same space as a melted object or that was holding or wearing a now-melted object takes 1d6 fire damage per sorcerer level. A Reflex save halves the damage. The DC of both the *quicksilver* effect and the Reflex save to avoid damage is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. After the 1 round passes, the objects remains destroyed, but are no longer hot enough to harm creatures. The damage from multiple objects does not stack. You can use this ability once per day.

Wrought in Iron (Ex): At 20th level, your body becomes more metal than flesh. You become immune to critical hits, sneak attacks, bleed damage, and gain DR 5/-. Any metal you create with spells such as *wall of iron* has its hardness increased by 10.

VANGUARD



Vanguards apply their metal magics in a variety of ways. Some choose to focus on morphing the physical structure of objects, while others forgo their construct companion to strengthen their own combat ability.

ARCANE MENDER (ARCHETYPE)

Some vanguards prefer to focus on supporting allies above all else. Acting as healing hands during battle, arcane menders gain access to a greater variety of healing magic to aid their comrades.

Life Mending (Sp): At 1st level, an arcane mender only gains the mending touch augmentation; he does not gain an additional augmentation of his choice. His construct companion can use mending touch to restore hit points to both objects and living creatures. The resonance effect of mending touch can restore hit points to either the construct companion or a living creature within 10 feet of the companion, the resonance ending when the target is healed. This ability alters the augmentations gained at 1st level.

Healing Imbue (Sp): At 2nd level, an arcane mender gains the imbue ability, but is only proficient in imbuing protective and healing spells. When imbuing a spell that is not an abjuration or conjuration (healing) spell, the maximum level of spell he can imbue is reduced by half. This reduction also applies to the additional imbues he gains from improved imbue and greater imbue. The arcane mender can also use imbue on any willing creature, rather than only himself or his construct companion, but when doing so can only imbue abjuration and conjuration (healing) spells. This ability alters imbue, improved imbue, and greater imbue.

Mender Arcana (Ex): At 5th level, the arcane mender gains access to a limited selection of helpful spells. The vanguard selects a single spell from the cleric spell list and add it to his list of spells known. This must be a spell that he is capable of casting. He may only cast this spell in conjunction with his imbue ability; he may not cast the spell otherwise. He learns an additional spell to use with his imbue ability for every three levels past 5th. This ability replaces vanguard arcana.

STEELBOUND WARDEN (ARCHETYPE)

Very rarely, a vanguard will find their talent lies within creating a single, magically-powered object, rather than a construct. These steelbound wardens gain great combat and magical ability while using their bonded item.

Steel Bond (Ex): At 1st level, a steelbound warden creates his steel bond, a piece of equipment that channels

his magical powers and grants him new abilities. This acts like a wizard's bonded object, using his vanguard level as his wizard level. Instead of the normal item types allowed, a steel bond must take the form of a weapon, a shield, or a suit of armor. The steelbound warden begins play with this object at no cost. As he is a spontaneous caster, the bonded object lets him cast any one spell he knows each day, rather than a spell from a spellbook.

This ability replaces his construct companion. When the steelbound warden casts a *discharge** spell, it comes into effect centered on himself. He may only cast those spells if he is holding or wearing his steel bond.

Steel Augmentation: At 1st level, a steelbound warden binds additional powers to his steel bond. The warden gains the mending touch augmentation and a single augmentation of his choice. He must meet the requirements of the chosen augmentation using his own ability scores, as opposed to the abilities of a construct companion, and uses his own abilities for determining the effects of those augmentations. As long as the steelbound warden is wielding or wearing his steel bond, he gains the benefit of the selected augmentation, though some of the augmentations have altered effects, as follows:

Extradimensional arsenal creates storage within the warden's steel bond; the items are lost if the steel bond is ever replaced or destroyed, and cannot be accessed unless the steel bond is in the warden's possession. Munitions generation grants the warden a constant *abundant ammunition*^{UC} effect without needing to integrate the ammunition first. Mental link allows the warden to telepathically communicate with a single willing ally at a time, and only within 100 feet.

At 4th level, and every three levels thereafter, he learns an additional augmentation. He can only gain the benefits of mending touch and two of his chosen augmentations. At 10th level and 16th level, he can benefit from an additional augmentation that he knows at the same time. The steelbound warden can change which of his chosen augmentations he gains the benefit of (except mending touch) by spending 1 hour modifying his steel bond. This alters the augmentation ability.

Steel Resonance (Su): A steelbound warden can create resonances, but has certain limitations. Resonances that affect creatures in an area around a construct companion, such as armor empowerment, are centered around the steelbound warden instead. When using a resonance that works based on the location of the construct companion relative to the vanguard, such as tactical reposition and energy discharge, the steelbound warden can choose one willing ally as his "companion" for determining the effects of that resonance. The resonance effect of mending touch restores hit points to the warden's steel bond, rather than a construct

companion. The warden can only create resonance effects for the augmentations he is currently benefiting from, and only while wielding or wearing his steel bond. This alters the resonance ability.

Bonus Feats: At 3rd level, and every three levels thereafter, the steelbound warden gains a combat feat or an item creation feat as a bonus feat. This replaces vanguard tactics and the vanguard's normal bonus feats.

Repurpose (Ex): This ability functions as normal, but it allows the warden to alter the augmentations he has applied to his steel bond. This alters repurpose.

Perfect Bond (Su): At 20th level, the steelbound warden's steel bond becomes indestructible; it cannot be damaged, broken, destroyed, or disarmed. Whenever he creates a resonance, he gains the benefit of a *haste* spell for a number of rounds equal to his Charisma modifier. This ability replaces perfect resonance.

TRANSMUTER (ARCHETYPE)

Transmuters see the world as a sculptor sees clay. Every stone, every bit of steel can be worked into a new form, and transmuters learn how to reshape materials to the exclusion of more combat-oriented abilities.

Transmute (Sp): At 2nd level, a transmuter learns how to alter the shape of items. This ability works as *stone shape*, using his transmuter level for his caster level, but it can affect objects of any composition, including metal, stone, wood, cloth, and so on. It cannot be used on rare materials, such as mithral, cold iron, or adamantine, subject to GM discretion. Transmute can only be used on inanimate objects and structures, and cannot be used on magic items. The transmuter can use this ability a number of times per day equal to 3 + his Charisma modifier. This ability replaces imbue.

Bonus Feats: A transmuter can only select item creation feats for his bonus feats. This alters the vanguard's bonus feats.

Transmogrifier (Ex): At 3rd level, a transmuter casts transmutation spells at +2 caster level and gains a +2 bonus on all saving throws against transmutation effects. This ability replaces vanguard tactics.

Improved Transmute (Sp): At 11th level, a transmuter can use his transmute ability to alter the form of rare materials such as mithral or adamantine. He can use two of his daily uses of transmute to craft raw materials into a finished product, as the spell *fabricate*, using his transmuter level as his caster level. This ability replaces improved imbue.

Greater Transmute (Sp): At 17th level, a transmuter never fails to create moving objects using his transmute ability. He can use three of his daily uses of transmute to cast *polymorph any object*, using his transmuter level as his caster level. He can only affect objects with the effect. This ability replaces greater imbue.

CHAPTER III

FEATS

Feats are abilities, skills, and talents that characters can obtain through understanding, training, or by means of their race or heritage.

TYPES OF FEATS

Though some of the feats in this chapter are general and have no special rules governing them, some feats belong to a type or types of feats that share special shared rules. The types a feat belongs to appear in parentheses after the feat name. This chapter of *Path of Iron* features the following types of feats.

Combat Feats

Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take these feats provided they meet the prerequisites.

Metaconstruction Feats

A metaconstruction feat is the equivalent of a metamagic feat for users of saboteur traps (and hunting traps, for the entrapper ranger archetype). Traps modified by a metaconstruction feat use a trap slot higher than normal. This does not change the level of the trap, so the DC for saving throws against it does not go up. Trap creators cannot modify their traps with metamagic feats, only metaconstruction feats.

During trap creation, the character chooses which traps to prepare with metaconstruction feats (and thus which ones take up higher-level trap slots than normal).

In all ways, a metaconstruction trap operates at its original trap level, even though it is prepared and cast using a higher-level trap slot. Saving throw modifications are not changed unless stated otherwise in the feat description.

Metaconstruction feats cannot be used with all traps. See the specific feat descriptions for the traps that a particular feat can't modify.

Multiple Metaconstruction Feats on a Trap: A trap user can apply multiple metaconstruction feats to a single trap. Changes to its level are cumulative. You can't apply the same metaconstruction feat more than once to a single trap.

Metascript Feats

A metascript feat is the equivalent of a metamagic feat for rune magic users. As scribes do not have spell slots, they instead can only apply a particular metascript feat to their scripts a set number of times per day, based on their scribe level. Some metascript feats also limit what level of script they can be applied to (typically, this is based on the highest level of script the scribe can cast).

Applying a metascript feat to a script increases its casting time to a full-round action, just like when applying a metamagic feat to a spontaneously cast spell. The exception to this is the *Quicken Script** feat, which instead reduces the casting time of a script to a swift action. A scribe cannot modify a single casting of a script with more than one metascript feat at a time.

Technique Feats

Those trained in the art of war often seek out new methods of employing their skill at arms. While monastic orders and martial artists looked to nature for their inspiration, mighty warriors and battle-hardened crusaders instead looked to the stars, shaping their techniques after the powerful outsiders of the multiverse.

As a swift action, you enter the stance employed by the combat technique that a technique feat embodies. Although you cannot use a technique feat before combat begins, the technique you are using persists until you spend a swift action to switch to a different combat technique. You can use a feat that has a technique feat as a prerequisite only while in the stance of the associated technique. For example, you if you have feats associated with *Archon Technique* and *Inevitable Technique*, you can use a swift action to adopt *Inevitable Technique* at the start of one turn, and then can use other feats that have *Inevitable Technique* as a prerequisite. By using another swift action at the start of your next turn, you could adopt *Archon Technique* and use other feats that have *Archon Technique* as a prerequisite.

As techniques rely on using a weapon as an extension of your body, they must be used with weapons. They cannot be used with unarmed strikes or natural weapons, even if the effects of the technique do not rely

on a specific weapon. For example, although Protean Technique does not specify a weapon, you would not gain its benefits with an unarmed strike. You cannot use a Technique feat while you are using a Style feat.

The techniques in this book are as follows, along with specific feat paths—feats that complement each technique.

Angel Technique: The concept of a guardian angel is one shared among the common folk, and true angels are known to protect the helpless just by being in their presence. Practitioners of the Angel Technique focus on defending themselves and nearby allies, taking special care to ward and avenge those that cannot defend themselves.

Feat Path: Angel Technique, Angel Retaliation, Angel Protection

Archon Technique: Steadfast in the face of impossible odds, users of the Archon Technique emulate the stalwart shield archon's impassable defense. They are experts at utilizing a tower shield to defend themselves, even when doling out telling blows.

Feat Path: Archon Technique, Archon Defense, Archon Bulwark

Asura Technique: Asuras are known for their ruthless efficiency in combat, many of them learning and mastering a form of combat unique to that asura. One of these is the adukhait asura, who dances about the battlefield with great agility while attacking its victims. Survivors of an encounter with an adukhait first developed the Asura Technique to fight more evenly with this foe, moving rapidly around the battlefield to strike several opponents in short order.

Feat Path: Asura Technique, Asura Motion, Asura Dance

Bebilith Technique: The bebilith is feared even among demons for its ruthless attacks and its signature ability to tear armor asunder with frightening ease. Those who use Bebilith Technique tear at their opponents' armor and even their very flesh, ripping their defenses apart. Bebilith Technique users prefer weapons that emulate a bebilith's claws such as sickles and heavy picks to strike at their prey.

Feat Path: Bebilith Technique, Bebilith Claw, Bebilith Rend

Demon Technique: Few demons are as widely feared as the balor, whose flaming sword and vicious whip drives forth the hordes of the Abyss. Masters of the Demon Technique learn to use the balor's signature of wielding a weapon along with a whip; while many complete the technique with a longsword, not all do. They lash out and entangle foes with quick strikes, pulling them closer to attack with their primary weapon.

Feat Path: Demon Technique, Demon Grasp, Demon Lash

Devil Technique: The legions of Hell are experienced with prolonged torture and suffering. The Devil Technique teaches how to strike in such a manner that the inflicted wounds bleed profusely. These wounds are deadly enough that they can cause lasting physical trauma and can be very difficult to heal.

Feat Path: Devil Technique, Devil Pact, Devil Wound

Inevitable Technique: The cold and calculating Inevitables seek to keep the world in complete order. Those that observed the works of these beings sought to replicate their even-handed, practiced form, developing a fighting technique that focuses on consistent assault until victory is guaranteed.

Feat Path: Inevitable Technique, Inevitable Justice, Inevitable Order

Kami Technique: The mysterious and tranquil Kami observe the world around them and become one with it. Sightings of these beings, especially the shikigami kami, have led people to also seek strength through keen observation and the environment, becoming masters of improvised weaponry and focused senses.

Feat Path: Kami Technique, Kami Insight, Kami Ward

Protean Technique: Proteans, as beings of pure chaos, fight in an unpredictable and flailing manner, striking and defending in confusing ways. Warriors sought to copy this wild combat, using the momentum of their critical strikes and complete fumbles to catch foes off-guard.

Feat Path: Protean Technique, Protean Twist, Protean Chaos

Rakshasa Technique: Rakshasas live to deceive, fooling even the strongest of minds. The Rakshasa Technique similarly aims to deceive foes, allowing its users to feint out and strike foes with ease. Users of this technique often wield their weapons with a reversed grip as an homage to the inverted hands of the rakshasas that inspired their deadly art.

Feat Path: Rakshasa Technique, Rakshasa Deception, Rakshasa Corruption

Shinigami Technique: The scythe is iconic of the death-bringing shinigami, even if they are often mistaken as the grim reapers found within folklore. Experts of the Shinigami Technique utilize their scythes with deadly efficiency, darting across the battlefield to bring swift death to as many foes as possible.

Feat Path: Shinigami Technique, Shinigami Reap, Shinigami Pursuit

Titan Technique: The powerful titans are feared and respected for their immense power and equally-immense weapons. The Titan Technique teaches how to wield weapons of incredible heft as easily as one wields a normal sword, striking out with weapons that are even larger than the wielder.

Feat Path: Titan Technique, Titan Grip, Titan Slayer

FEAT DESCRIPTIONS

Feats are summarized on **Table: Feats**. Note that the prerequisites and benefits on the table are abridged for reference. See each feat's description for full details.

The following format is used for feat descriptions.

Feat Name: The feat's name includes what subcategory of feat, if any, that feat belongs to, such as Combat or Technique. The name is followed by a brief description of what the feat does.

Prerequisite: Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. This entry will be absent if the feat has no prerequisites.

Feats that have prerequisites found in this book, such as new feats or features of the new archivist, saboteur, or vanguard classes, are marked with a dagger (†).

Benefit: What a feat enables a character to do ("you" in the description). If a character has the same feat more than once, its benefit does not stack unless otherwise noted in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat has no drawback, this entry is absent.

Special: Additional information about the feat, such as being able to take the feat multiple times.

Angel Protection (Combat)

Your defense extends to protect large groups from harm.

Prerequisite: Angel Retaliation[†], Angel Technique[†], Combat Expertise, Combat Reflexes, base attack bonus +12

Benefit: When you use Combat Expertise to grant yourself a dodge bonus to AC, the penalty you take to attack rolls is reduced by an additional 2 (this stacks with the reduction from Angel Technique).

Rather than designate a single adjacent ally to receive the benefit of your Angel Technique, you can instead grant the benefit to all allies within 10 feet of you. When doing so, the dodge bonus granted to allies by Angel Technique is reduced by half. An unconscious or helpless ally receives the normal benefits of Angel Technique (as opposed to double the bonus). This also allows you to avenge or defend any affected ally once per round each, as described in Angel Retaliation. Affected allies lose the benefit if they move more than 10 feet away from you.

Angel Retaliation (Combat)

You protect and avenge your allies with ferocious strikes and fending blows.

Prerequisite: Angel Technique[†], Combat Expertise, Combat Reflexes, base attack bonus +8

Benefit: Once per round when an opponent tries to attack the ally you are defending with Angel Technique, you can choose to either defend or avenge your ally.

If you defend your ally, you can use an attack of opportunity to make an attack roll against the attacking creature. If your attack roll beats the attacker's attack roll, you deal no damage, but the attacker's attack fails.

If you choose to avenge your ally, you get an attack of opportunity against the attacking opponent. You do not take the normal penalty to attack rolls from Combat Expertise when making this attack, and the attack deals an additional 1d8 damage. This damage is the same type as the weapon used and is not multiplied on a critical hit. The opponent must be in your threatened area to make this attack of opportunity, and your attack must be made after the opponent's attack resolves.

Angel Technique (Combat, Technique)

You are an expert at defending yourself and those around you.

Prerequisite: Combat Expertise, base attack bonus +4

Benefit: When you use Combat Expertise to grant yourself a dodge bonus to AC, the penalty you take to attack rolls is reduced by 1.

In addition, when you use Combat Expertise or take the total defense action you can designate one ally that is in an adjacent space to you. That ally gains a dodge bonus to AC equal to the bonus you granted yourself. If the ally is unconscious or helpless, the bonus is doubled. The ally loses the benefit if it is not adjacent to you, and the bonus lasts until the start of your next turn.

The dodge bonus you can grant to an ally with Angel Technique does not stack with any dodge bonuses gained by that ally via its own use of Combat Expertise, fighting defensively, or taking the total defense action, nor does it stack with a dodge bonus granted by another ally's use of Angel Technique. Unlike normal dodge bonuses, the dodge bonus you grant an ally with Angel Technique is not lost when that ally is denied its Dexterity bonus to AC; the bonus is only lost when you yourself are denied your Dexterity bonus to AC.

Archon Bulwark (Combat)

Your mastery of the tower shield makes it impossible to catch you off guard.

Prerequisite: Archon Defense[†], Archon Technique[†], Improved Shield Bash, base attack bonus +6

Benefit: If you successfully hit at least one shield bash attack with your tower shield when making a full-attack action, you can use a swift action to grant yourself total cover on one edge of your space. If you spend a move action to place your tower shield (with the Archon Defense feat), you can choose two contiguous sides of your space to defend, rather than just one. Changing

which side you are defending using the Archon Defense feat changes both sides with the same action.

Archon Defense (Combat)

Your strikes are as powerful as your defense.

Prerequisite: Archon Technique[†], Improved Shield Bash, base attack bonus +4

Benefit: The penalty to attack rolls for wielding a tower shield is reduced by an additional 1 (this stacks with the reduction from Archon Technique) and you always add your full strength bonus to damage rolls when making a shield bash with a tower shield. Using your tower shield to grant yourself total cover on an edge of your space becomes a move action, and you can spend an immediate action to change which side of your space you are defending.

Normal: Using a tower shield to create total cover on one edge of your space is a standard action.

Special: This feat counts as Double Slice for the purpose of meeting feat prerequisites, but only when using a tower shield.

Archon Technique (Combat, Technique)

You protect yourself from harm, your shield an extension of your body.

Prerequisite: Tower Shield proficiency, Improved Shield Bash

Benefit: The penalties to attack rolls for using a tower shield are reduced by 1, and you receive a +4 bonus to your CMD against attempts to sunder or disarm your tower shield. In addition, you can use a tower shield to make a shield bash as if it were a heavy shield, though it deals 1d6 damage for a medium sized creature on a hit.

Normal: You can't shield bash with a tower shield.

Asura Dance (Combat)

You slash with grace and speed, dancing around the battlefield to harry your foes.

Prerequisite: Asura Motion[†], Asura Technique[†], Combat Reflexes, base attack bonus +9

Benefit: Creatures do not gain an attack roll benefit when flanking you (though they can still gain other benefits of flanking, such as sneak attack), and the dodge bonus to AC to avoid attacks of opportunity from moving through a threatened square from Asura Technique increases to +4.

Whenever you take the full-attack action and strike with a melee weapon, you can move up to 10 feet before making your next attack. This movement does not provoke attacks of opportunity from the target you struck, but still provokes from other creatures as normal. You must have another attack to make in order to move in this manner, and cannot move a greater distance than your normal speed in a single turn.

Asura Motion (Combat)

You fight with a flowing dance, striking in multiple directions at once.

Prerequisite: Asura Technique[†], Combat Reflexes, base attack bonus +6

Benefit: Each melee attack you make within 1 round against a different target than the last deals an additional 2d6 damage per previous target hit. For example, if there are three different creatures that you strike, the first successful hit deals no additional damage, the second target hit takes 2d6 extra damage, and the third target hit takes 4d6 extra damage. This damage bonus cannot increase beyond 4d6 damage and is not multiplied on a critical hit. The additional damage is only added once per target on the first attack you hit them with that turn.

Asura Technique (Combat, Technique)

Your flowing movement makes it difficult to catch you off guard, and even more difficult to escape your reach.

Prerequisite: Combat Reflexes, base attack bonus +4

Benefit: The bonus creatures receive to attack rolls when flanking you is reduced by 1, and you gain a +2 bonus to dodge AC to avoid attack of opportunity from moving through a threatened square (this bonus stacks with the bonus granted by Mobility). Whenever you successfully hit with an attack of opportunity against an opponent with a melee weapon, you can move up to 10 feet in any direction, so long as your movement ends in a space adjacent to that opponent. This movement does not provoke attacks of opportunity from the target you struck, but still provokes as normal from other creatures. Your total movement each round from this feat can't exceed your normal speed.

Augmented Summons

Creatures you create are stronger than most.

Prerequisite: Design Focus (creation)[†] or Design Focus (invocation)[†]

Benefit: Each creature you create with any creation (summoning) script or invocation (manifestation) script gains a +4 enhancement bonus to Strength and Constitution for the duration of the script that created it.

Bebilith Claw (Combat)

Your strikes tear into your opponent's natural defenses.

Prerequisite: Bebilith Technique[†], Improved Sunder, Power Attack, base attack bonus +9

Benefit: You can make sunder checks against an opponent's natural armor. You make a sunder check as normal, using a melee weapon. On a successful hit, you deal only half your normal damage to the creature struck, but reduce the creature's natural armor by 1 (minimum 0). Armor bonus lost in this way can only be restored by a Heal check (DC 10 + your base attack

Table: Feats

FEAT	PREREQUISITES	BENEFIT
Counter Maneuver	Combat Expertise	Use maneuver against opponent that failed its own.
Design Focus	None	+1 bonus on save DCs for one runic design.
Augmented Summons	Design Focus [†] (creation) or (invocation)	Conjured creatures gain +4 Str and Con.
Greater Design Focus	Design Focus [†]	+1 bonus on save DCs for one runic design.
Double Strike	Two-Weapon Fighting or flurry of blows class feature, base attack bonus +6 or monk level 6th	Attack with two weapons as a standard action.
Extra Resonance	Resonance [†] class feature	Create a resonance two additional times per day.
Extra Saboteur Trick	Saboteur trick [†] class feature	Gain one additional saboteur trick.
Eye for Quality	Craft 5 ranks	Identify magic items using Craft checks.
Flanking Specialist	Base attack bonus +2	Flank a creature from squares adjacent to you.
Improved Bonded Object	Bonded object, caster level 3rd	Gain a more powerful bonded object.
Improved Counterscript	None	Counterscript with script of the same design.
Metal Focus	None	+1 bonus on save DCs for metal spells.
Greater Metal Focus	Metal Focus [†]	+1 bonus on save DCs for metal spells.
Metal Morph	Metal Focus [†]	Change the damage type of metal spells.
Polearm Expertise	None	Attack adjacent foes with a reach weapon.
Powerful Throwing	Str 13	Use Str instead of Dex on attack rolls with thrown weapons.
Resolute Companion	Construct companion [†] class feature	Companion functions while you are helpless.
Shared Target	Marked Target [†] class feature, saboteur level 5th	Share the benefits of your marked target with allies.
Swift Crafting	Craft 5 ranks or any item creation feat	Craft mundane and magical items faster.
Technique Mastery	Any two technique feats [†] , base attack bonus +5	May switch combat techniques as a free action.
METACONSTRUCTION FEATS	PREREQUISITES	BENEFIT
Empower Trap	None	Increase trap variables by 50%.
Extend Trap	None	Double trap duration.
Heighten Trap	None	Treat trap as a higher level.
Intensify Trap	None	Increase maximum damage dice by 5 levels.
Maximize Trap	None	Maximize trap variables.
Persistent Trap	None	Creatures who saved against a trap must save again.
Piercing Trap	None	Affected trap treats creatures with SR as having an SR of 5 lower.
Widen Trap	None	Double trap area.
METASCRIPPT FEATS	PREREQUISITES	BENEFIT
Empower Script	Caster level 5th	Increase script variables by 50%.
Enlarge Script	None	Double script range.
Extend Script	None	Double script duration.
Intensify Script	None	Increase maximum damage dice by 5 levels.
Maximize Script	Caster level 7th	Maximize script variables.
Persistent Script	Caster level 5th	Creatures who saved against a script must save again.
Piercing Script	None	Affected script treats creatures with SR as having an SR of 5 lower.
Quicken Script	Caster level 9th	Cast script as a swift action.
Widen Script	Caster level 7th	Double script area.



TECHNIQUE FEATS	PREREQUISITES	BENEFIT
Angel Technique	Combat Expertise, base attack bonus +4	Reduced penalty for Combat Expertise, use Combat Expertise to grant dodge bonuses to allies.
Angel Retaliation	Angel Technique [†] , Combat Expertise, Combat Reflexes, base attack bonus +8	Make attacks of opportunity against allies you are guarding, either dealing damage or stopping the attack.
Angel Protection	Angel Retaliation [†] , Angel Technique [†] , Combat Expertise, Combat Reflexes, base attack bonus +12	Further reduce Combat Expertise penalty. Protect multiple nearby allies with Angel Technique, and do so from further away.
Archon Technique	Tower Shield proficiency, Improved Shield Bash	Reduced penalty for using a tower shield, make shield bash attacks with a tower shield.
Archon Defense	Archon Technique [†] , Improved Shield Bash, base attack bonus +4	Further reduce penalty for using a tower shield. Defend yourself more quickly with a tower shield, and reposition your tower shield as an immediate action.
Archon Bulwark	Archon Defense [†] , Archon Technique [†] , Improved Shield Bash, base attack bonus +6	Defend yourself with a tower shield as a swift action when making a full-attack. Defending with a tower shield blocks more sides of your space.
Asura Technique	Combat Reflexes, base attack bonus +4	Improved defenses when moving or when flanked, move 10 feet whenever you make an attack of opportunity.
Asura Motion	Asura Technique [†] , Combat Reflexes, base attack bonus +6	Deal an additional 2d6 damage each time you hit a different creature than the last, up to 4d6.
Asura Dance	Asura Motion [†] , Asura Technique [†] , Combat Reflexes, base attack bonus +9	Defenses when moving or when flanked from Asura Technique improved. Move 10 feet after any attack you make as part of a full-attack action.
Bebilith Technique	Improved Sunder, Power Attack, base attack bonus +6	Make a sunder check as a free action after hitting at least twice in a round.
Beblith Claw	Bebilith Technique [†] , Improved Sunder, Power Attack, base attack bonus +9	Make sunder checks against an opponent's natural armor.
Bebilith Rend	Bebilith Claw [†] , Bebilith Technique [†] , Improved Sunder, Power Attack, base attack bonus +11	Reduce opponent's armor rating when making a critical hit or a sunder check, destroy armor once it reaches AC 0.
Demon Technique	Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery ^{UC} , base attack bonus +5	Use a whip as a light weapon, threaten spaces while using a whip.
Demon Grasp	Demon Technique [†] , Greater Whip Mastery ^{UC} , Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery ^{UC} , base attack bonus +9	Grapple an opponent when making a critical hit with a whip. Move foes adjacent to you upon grappling, and gain a +2 bonus to maintain grapple checks with whips.
Demon Lash	Demon Grasp [†] , Demon Technique [†] , Greater Whip Mastery ^{UC} , Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery ^{UC} , base attack bonus +11	No longer gain the grappled condition when grappling with a whip, make a free attack upon grappling a foe.
Devil Technique	Power Attack or Two-Weapon Fighting, base attack bonus +6	Deal bleed damage when striking a creature more than once in a round.
Devil Pact	Devil Technique [†] , Power Attack or Two-Weapon Fighting, base attack bonus +8	Creatures you inflict bleed damage on using Devil Technique take penalties to AC and saves, bleeding is harder to stop.
Devil Wound	Devil Pact [†] , Devil Technique [†] , Power Attack or Two-Weapon Fighting, base attack bonus +10	Bleed damage now stacks, and the penalties from Devil Pact increase. Critical hits on bleeding foes cause ability damage.
Inevitable Technique	Combat Expertise, base attack bonus +3	Increase your minimum d20 roll by 2 each time you miss, stacks up to minimum of 11.
Inevitable Justice	Combat Expertise, Inevitable Technique [†] , base attack bonus +5	Make a single attack to maximize the benefit of Inevitable Technique.
Inevitable Order	Combat Expertise, Inevitable Justice [†] , Inevitable Technique [†] , base attack bonus +9	Impose half your d20 minimum roll bonus from Inevitable Technique as a penalty to a foe's maximum d20 roll.

Table: Feats (cont.)

FEAT	PREREQUISITES	BENEFIT
Kami Technique	Catch Off-Guard or Throw Anything, Perception 4 ranks, base attack bonus +3	Deal varying damage with improvised weapons, use Perception in place of your AC against attacks.
Kami Insight	Catch Off-Guard or Throw Anything, Kami Technique [†] , Perception 7 ranks, base attack bonus +5	Use Perception in place of AC when flat-footed, use Perception to confirm critical hits with improvised weapons.
Kami Ward	Catch-Off Guard or Throw Anything, Improved Weapon Mastery, Kami Technique [†] , Kami Insight [†] , Perception 11 ranks, base attack bonus +8	Locate creatures within 30 feet of you that attack you, increase the critical multiplier of improvised weapons when using Perception for your critical hit confirmations.
Protean Technique	Combat Expertise, Dodge, base attack bonus +7	Gain +1 dodge AC when rolling a 19 or 20, gain +1 attack roll bonus when rolling a 1 or 2, stacks.
Protean Twist	Combat Expertise, Dodge, Protean Technique [†] , base attack bonus +11	Gain dodge bonus on 18–20, gain attack roll bonus on 1–3. Bonuses increased for critical confirmations.
Protean Chaos	Combat Expertise, Dodge, Protean Technique [†] , Protean Twist [†] , base attack bonus +13	Gain dodge bonus on 17–20, gain attack roll bonus on 1–4. maximum bonus from Protean Technique increases to +3. Use bonuses to negate hits against you or your own missed attacks.
Rakshasa Technique	Improved Feint, Bluff 4 ranks, base attack bonus +3	+2 bonus on feint checks, deal 1d6 extra damage against flat-footed foes.
Rakshasa Deception	Improved Feint, Rakshasa Technique [†] , Bluff 6 ranks, base attack bonus +4	Feint as part of a full-attack action, cause creature to lose its Dex bonus to AC against all attacks for one round.
Rakshasa Corruption	Improved Feint, Rakshasa Deception [†] , Rakshasa Technique [†] , Bluff 9 ranks, base attack bonus +6	No penalty when feinting non-humanoid creatures. Less penalty for feinting animal Intelligence creatures, can feint non-intelligent creatures at a -8 penalty.
Shinigami Technique	Power Attack, Weapon Focus (scythe), base attack bonus +4	Move 10 feet and gain +2 bonus to attack rolls and AC when you kill a foe.
Shinigami Reap	Power Attack, Shinigami Technique [†] , Weapon Focus (scythe), Whirlwind Attack, base attack bonus +8	No attack of opportunity when performing a coup de grace. No penalty for using Power Attack when making a Whirlwind Attack, hit creatures outside your reach.
Shinigami Pursuit	Power Attack, Shinigami Reap [†] , Shinigami Technique [†] , Spring Attack, Weapon Focus (scythe), Whirlwind Attack, base attack bonus +11	Use movement and bonuses from Shinigami Technique as an immediate action, rather than a swift action, move farther when doing so. Move up to your speed when performing a coup de grace or Whirlwind Attack.
Titan Technique	Power Attack, Str 15	Wield weapons intended for larger creatures.
Titan Grip	Power Attack, Titan Technique [†] , Str 17, base attack bonus +4	Reduce penalties for wielding oversized weapons.
Titan Slayer	Power Attack, Titan Grip [†] , Titan Technique [†] , Str 19, base attack bonus +8	Wield weapons for creatures two sizes large than you, increased reach when doing so.

bonus, taking 10 minutes per point of natural armor lost) or by applying a *restoration*, *regenerate*, *heal*, *wish*, or *miracle* to the creature (which restores all lost natural armor with no check needed). A creature that has the regeneration ability recovers lost natural armor bonus at a rate of 1 point per round.

Bebilith Rend (Combat)

You grind down your opponent's equipment until it breaks from wear.

Prerequisite: Bebilith Claw[†], Bebilith Technique[†], Improved Sunder, Power Attack, base attack bonus +11

Benefit: Any time you confirm a critical hit against an opponent or successfully make a sunder attempt against an opponent's armor or shield, you reduce the armor bonus that equipment provides by 1 (if from a critical hit, you choose whether to affect the creature's armor, shield, or its natural armor, as described in Bebilith Claw). Repairing the equipment to full hit points restores its lost AC bonuses. If an armor or shield's armor bonus is reduced to 0, it is reduced to half hit points, gains the broken condition, and is unequipped from the creature, regardless of its current hit points or hardness. The equipment falls on the ground in the creature's space.

Bebilith Technique (Combat, Technique)

You strike in a flurry, attacking both your opponent and the equipment that protects it.

Prerequisite: Improved Sunder, Power Attack, base attack bonus +6

Benefit: Whenever you make at least two successful attacks in a round against an opponent with a melee weapon, you can make a sunder check against that target as a free action at your full attack bonuses. You can only do this once per round.

Counter Maneuver (Combat)

You use your opponent's failed maneuvers as a window of opportunity to make your own.

Prerequisite: Combat Expertise

Benefit: Whenever an opponent makes a failed combat maneuver check against you, you can use an attack of opportunity to attempt the same kind of maneuver upon that opponent. You must be able to reach your opponent to do so.

Demon Grasp (Combat)

You strike your foes with deadly accuracy, entangling them with ease.

Prerequisite: Demon Technique[†], Greater Whip Mastery^{UC}, Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery^{UC}, base attack bonus +9

Benefit: When you score a critical hit with a whip, you can immediately attempt a grapple check using the whip (as described in Greater Whip Mastery^{UC}) without provoking an attack of opportunity.

If you successfully grapple a creature using a whip, you can draw your foe into a square adjacent to you while maintaining the grapple. This does not provoke an attack of opportunity. You also gain a +2 bonus on combat maneuver checks to make or maintain a grapple with a whip.

Normal: Pulling a creature you have grappled with a whip using Greater Whip Mastery^{UC} provokes an attack of opportunity.

Demon Lash (Combat)

Your mastery over the whip allows you to reposition foes within striking range.

Prerequisite: Demon Grasp[†], Demon Technique[†], Greater Whip Mastery^{UC}, Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery^{UC}, base attack bonus +11

Benefit: Whenever you grapple an opponent using a whip, you do not gain the grappled condition. If you successfully grapple an opponent with a whip and pull them adjacent to you, you can make an attack with your main-hand weapon against that creature as a free action with a +2 bonus to the attack roll.

In addition, so long as you maintain a grapple with your whip, you can maintain the grapple on your opponent as a swift action. This only lets you maintain the grapple; you cannot damage, move, pin, or tie-up your opponent without using a standard action to maintain as normal.

Normal: When you maintain a grapple, both you and the creature you are grappling gain the grappled condition. Maintaining a grapple is a standard action.

Demon Technique (Combat, Technique)

Your mixture of close-range combat with the reach of a whip proves a deadly combination.

Prerequisite: Two-Weapon Fighting, Weapon Focus (whip), Whip Mastery^{UC}, base attack bonus +5

Benefit: When wielding a non-whip melee weapon in your main hand and a whip in your off-hand, you treat the whip as a light weapon for the purposes of two-weapon fighting. While wielding a whip, you threaten the area of your natural reach plus 5 feet.

Normal: Whips are one-handed weapons.

Special: This feat counts as Improved Whip Mastery^{UC} for the purpose of feat and ability requirements.

Design Focus

Choose any design of runic script. Any scripts you cast of that design are harder to resist

Benefit: Add +1 to the Difficulty Class for all saving throws against scripts from the design of runic script you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new design of script.

Devil Pact (Combat)

You ensure that your bloody strikes reach their full potential.

Prerequisite: Devil Technique[†], Power Attack or Two-Weapon Fighting, base attack bonus +8

Benefit: Any opponent that is currently taking bleed damage from your Devil Technique takes a -1 penalty to their AC and to saving throws.

Bleed damage you inflict from any weapon attack (even bleed damage not inflicted with Devil Technique) is difficult to stanch; the DC of the Heal check to stop the bleeding is increased by half your base attack bonus. A creature using magical healing must succeed on a caster level check equal to the Heal DC or fail to stop the bleed damage (though the spell still applies its other effects, such as recovering hit points).

Devil Technique (Combat, Technique)

You inflict vicious, bleeding wounds on your opponents.

Prerequisite: Power Attack or Two-Weapon Fighting, base attack bonus +6

Benefit: If you successfully attack the same opponent at least twice in a single turn with a melee weapon, you cause the target to take 1d8 bleed damage. The bleed damage increases by +1 for every attack you hit the opponent with in the same turn above two (for example, if you strike an opponent with five attacks during your turn, the target takes 1d8 + 3 bleed damage). This bleed damage does not stack. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing.

Devil Wound (Combat)

The wounds you inflict accumulate in their lethality and leave your foes physically debilitated.

Prerequisite: Devil Pact†, Devil Technique‡, Power Attack or Two-Weapon Fighting, base attack bonus +10

Benefit: The bleed damage you inflict with Devil Technique can now stack, and the penalty to AC and to saving throws provided by Devil Pact increases to -2.



If you critically hit an opponent that is suffering from bleed damage inflicted by your Devil Technique, you can inflict 1 point of Strength, Dexterity, or Constitution damage (your choice).

Double Strike (Combat)

Your attacks with two weapons are swift enough to be used while moving.

Prerequisite: Two-Weapon Fighting or flurry of blows class feature, base attack bonus +6 or monk level 6th

Benefit: As a standard action, you can make one attack with both your primary and secondary weapons (or with both ends of a double weapon). The penalties for attacking with two weapons apply normally. If you are a monk, you can use your monk level as your base attack bonus when making these attacks (as when using flurry of blows).

Normal: You can only attack with two weapons when using a full-attack action. Monks only use their level for their base attack bonus when using flurry of blows.

Special: If you have the Spring Attack feat, you can use this feat to attack your target once with both your primary and secondary weapons (or with both ends of a double weapon) as part of the full-round action to use the Spring Attack feat. The penalties for attacking with two weapons apply normally. If you are a monk, you can use your monk level as your base attack bonus when making these attacks (as when using flurry of blows).

Empower Script (Metascript)

You can increase the power of your scripts, causing them to deal more damage.

Prerequisite: Caster level 5th

Benefit: All variable, numeric effects of an empowered script are increased by half including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are scripts without random variables.

You may empower a script once per day, plus an additional time per day at 10th and 15th caster level. The script must be at least one level lower than the highest level of script you can cast.

Empower Trap (Metaconstruction)

You can increase the power of your traps, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered trap are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are traps without random variables. An empowered trap uses up a trap slot two levels higher than the trap's actual level.

Enlarge Script (Metascript)

You can increase the range of your scripts.

Benefit: You can alter a script with a range of close, medium, or long to increase its range by 100%. An enlarged script with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range scripts have a range of 200 ft. + 20 ft./level and long-range scripts have a range of 800 ft. + 80 ft./level.

Scripts whose ranges are not defined by distance, as well as scripts whose ranges are not close, medium, or long, do not benefit from this feat.

You can enlarge a script once per day, plus an additional time each day at 6th, 12th, and 18th levels.

Extend Script (Metascript)

You can make your scripts last twice as long.

Benefit: An extended script lasts twice as long as normal. A script with a duration of concentration, instantaneous, or permanent is not affected by this feat.

You can extend a script once per day, plus an additional time each day at 6th, 12th, and 18th levels.

Extend Trap (Metaconstruction)

The effects of your traps last twice as long.

Benefit: An extended trap's effects lasts twice as long as normal. A trap with a duration of concentration, instantaneous, or permanent is not affected by this feat. This only affects the duration of the trap's effects, not how long the trap remains before breaking apart. An extended trap uses up a trap slot one level higher than the trap's actual level.

Extra Resonance

You can cause a resonance with your companion more frequently.

Prerequisite: Resonance[†] class feature

Benefit: You can activate a resonance an additional two times each day.

Special: You can take this feat multiple times. Its effect stacks.

Extra Saboteur Trick

You've learned an additional trick.

Prerequisite: Saboteur trick[†] class feature

Benefit: You gain an additional saboteur trick. You must meet all of the prerequisites for this saboteur trick.

Special: You can gain this feat multiple times.

Eye for Quality

Your long experience in your craft allows you to identify items of exceptional or magical quality.

Prerequisite: Craft 5 ranks

Benefit: You can use a Craft check in place of a Spellcraft check to identify magic items as if using *detect*

magic or in place of an Appraise check to determine an item's price. You must hold the item for 1 round to make such a check, and can only identify or appraise items related to your Craft skill, subject to GM discretion. For example, Craft (armor) could be used to appraise armor or shields, while Craft (alchemy) could identify a potion.

Flanking Specialist (Combat)

You are more adept at flanking with allies.

Prerequisite: Base attack bonus +2

Benefit: You count as occupying both your current space and any space adjacent to you for the purpose of flanking an opponent (including allowing your allies to flank as if you were in any of those spaces). The space must be open; you cannot use this ability to flank from a space that contains an object, creature, or barrier.

Greater Design Focus

Choose any design of runic script to which you have already applied the Design Focus feat. Any scripts you cast of this design are very hard to resist.

Prerequisite: Design Focus[†]

Benefit: Add +1 to the Difficulty Class for all saving throws against scripts from the design of runic script you select. This bonus stacks with the bonus from Design Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new design to which you already have applied the Design Focus feat.

Greater Metal Focus

Your metal-based spells are even more difficult to resist.

Prerequisite: Metal Focus[†]

Benefit: Add +1 to the Difficulty Class for all saving throws against spells you cast that have the [metal] descriptor. This bonus stacks with the bonus from Metal Focus.

Heighten Trap (Metaconstruction)

You can make traps as if they were a higher level.

Benefit: A heightened trap has a higher trap level than normal (up to a maximum of 6th level). Unlike other metaconstruction feats, Heighten Trap actually increases the effective level of the trap that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level.

Improved Bonded Object

The arcane magic that binds your object to you is stronger than most.

Prerequisite: Bonded object class feature, caster level 3rd

Benefit: Your bonded object improves. The benefits you receive are based on your caster level. You automatically gain each benefit when your caster level reaches the specified level, even if you gain the caster level after taking this feat:

CL 3rd: You add your Intelligence, Wisdom, or Charisma modifier (whichever is highest) to your CMD against attempts to sunder, disarm, steal, or otherwise attack your bonded object, as well as to any saving throws your bonded object must make. If the bonded object must be held in one hand, you can use the hand holding your bonded object to perform the somatic components of spells.

CL 7th: Choose any three skills. As long as you are in possession of your bonded object, you add your Intelligence, Wisdom, or Charisma modifier (whichever is highest) as an additional bonus to those skill checks. You can change which three skills this benefit applies to once per week. The concentration DC to cast spells without your bonded object is reduced by 5.

CL 11th: Your bonded object allows you to cast an additional spell from your spellbook each day (if you are a spontaneous caster, this instead allows you to cast an additional spell you know each day). Spells you cast using your arcane bond have their DCs increased by +2.

Improved Counterscript

You are skilled at countering the scripts of others using similar scripts.

Benefit: When counterscripting, you may use a script of the same design that is one or more levels higher than the target script.

Normal: Without this feat, you may counter a script only with the same script.

Inevitable Justice (Combat)

You strike with an even and practiced technique, leading even more strikes to their mark.

Prerequisite: Combat Expertise, Inevitable Technique[†], base attack bonus +5

Benefit: Once per round as a standard action or when making an attack of opportunity, you may make a single attack against an opponent at your full attack bonuses, except you may take 10 on your attack roll. If you successfully hit an opponent with this strike, you immediately gain the maximum benefit provided by Inevitable Technique, raising your minimum d20 roll on attack rolls to an 11 until you stop attacking or hit an opponent (as described in Inevitable Technique).

Special: You may use the strike provided by Inevitable Justice with the benefit of Vital Strike, Improved Vital Strike, Greater Vital Strike, or as part of the full-round action to use Spring Attack. You cannot do so if you are using this feat as part of an attack of opportunity.

Inevitable Order (Combat)

Your resolute strikes bring down the weight of order upon your foes.

Prerequisite: Combat Expertise, Inevitable Justice[†], Inevitable Technique[†], base attack bonus +9

Benefit: When you hit an opponent with an attack while your minimum d20 roll on your attack is higher than 1 due to Inevitable Technique, you can turn your benefit into a penalty upon the target struck. Half of the increase to your minimum d20 rolls is imposed as a penalty to the target's maximum d20 rolls when making attack rolls. For example, if your minimum roll has been increased by 6, making any rolls below a 7 count as a 7, you would reduce the target's maximum d20 roll by 3, treating any attack rolls above a 17 as if they rolled a 17.

This is a supernatural effect that lasts for 1 round, and can only be used on a given creature once in a 24 hour period.

Inevitable Technique (Combat, Technique)

Your repeated strikes get ever closer to their mark.

Prerequisite: Combat Expertise, base attack bonus +3

Benefit: Each time you attack an opponent and miss, the minimum roll that you can score on a d20 when making an attack roll increases by 2. This effect stacks for each time you miss. For example, if you have missed creatures three times, you treat any attack roll below a 7 as if you rolled a 7. This effect cannot cause your minimum roll to go above an 11. You lose the stacking benefit and must regain it again should you spend more than 1 round not attacking or if you successfully attack an opponent.

Intensify Script (Metascript)

Your scripts can go beyond normal limitations.

Benefit: An intensified script increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the script are affected, and scripts that inflict damage that is not modified by caster level are not affected by this feat.

You can intensify a script once per day, plus an additional time each day at 6th, 12th, and 18th levels.

Intensify Trap (Metaconstruction)

Your traps can go beyond normal limitations.

Benefit: An intensified trap increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the trap are affected, and traps that inflict damage that is not modified by caster level are not affected by this feat. An intensified trap uses up a trap slot one level higher than the trap's actual level.

Kami Insight (Combat)

You can sense the best method to strike at a creature and keep it off guard and defend yourself.

Prerequisite: Catch Off-Guard or Throw Anything, Kami Technique[†], Perception 7 ranks, base attack bonus +5

Benefit: You gain a +2 bonus on Perception checks. You can now use Kami Technique to use a Perception check in place of your AC against attacks that you are not aware of, and can do so even when flat-footed.

Whenever you score a critical hit with an improvised weapon, you can make a Perception check in place of the attack roll to confirm the critical hit.

Kami Technique (Combat, Technique)

You sense the world around you, finding new methods of offense and defense.

Prerequisite: Catch Off-Guard or Throw Anything, Perception 4 ranks, base attack bonus +3

Benefit: When using an improvised weapon, you can deal bludgeoning, piercing or slashing damage with any given improvised weapon. You also count any improvised weapon you wield as being magic for the purpose of overcoming damage reduction.

While using Kami Technique, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Perception check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed.

Special: Taking this feat allows you to treat improvised weapons as a weapon type you are proficient with for learning feats that apply to specific weapons, such as Weapon Focus (improvised weapons) or Improved Critical (improvised weapons).

Kami Ward (Combat)

You can feel the world around you, making it difficult for foes to evade your gaze.

Prerequisite: Catch-Off Guard or Throw Anything, Improved Weapon Mastery, Kami Insight[†], Kami Technique[†], Perception 11 ranks, base attack bonus +8

Benefit: If you use Kami Technique to use a Perception check in place of your AC, and the attacker is within 30 feet of you when you do so, you are immediately aware of its location, even if it is invisible, and remain aware of where it is so long as it is within 30 feet of you (as if you had blindsight to a range of 30 feet.). If the attacker is further than 30 feet away from you, you know which direction the attack came from, but not how far away the opponent is.

If you use Kami Insight to make a Perception check to confirm a critical hit with an improvised weapon, that weapon's critical multiplier increased by 1 for that attack.

Maximize Script (Metascript)

Your scripts have the maximum possible effect.

Prerequisite: Caster level 7th

Benefit: All variable, numeric effects of a script modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are scripts without random variables.

You can maximize a script once per day, plus an additional time each day at 14th level. The script must be at least two levels lower than the highest level of script you can cast.

Maximize Trap (Metaconstruction)

Your traps have the maximum possible effect.

Benefit: All variable, numeric effects of a trap modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are traps without random variables. A maximized trap uses up a trap slot three levels higher than the trap's actual level.

An empowered, maximized trap gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Metal Focus

Your metal-based spells are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells you cast with the [metal] descriptor.

Metal Morph

You can shape your metallic spells into different forms.

Prerequisite: Metal Focus[†]

Benefit: Whenever you cast a spell with the [metal] descriptor that deals bludgeoning, piercing, or slashing damage, you can have the spell deal any one of these three damage types, rather than its normal type.

Persistent Script (Metascript)

You can modify a script to become more tenacious.

Prerequisite: Caster level 5th

Benefit: Whenever a creature targeted by a persistent script or within its area succeeds on its saving throw against the script, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the script, as if it had failed its first saving throw.

Scripts that do not require a saving throw to resist or lessen the trap's effect do not benefit from this feat.

You may use persistent script once per day, plus an additional time per day at 10th and 15th caster level. The script must be at least one level lower than the highest level of script you can cast.

Persistent Trap (Metaconstruction)

You can modify a trap to become more tenacious.

Benefit: Whenever a creature targeted by a persistent trap or within its area succeeds on its saving throw against the trap, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the trap, as if it had failed its first saving throw. A persistent trap uses up a trap slot two levels higher than the trap's actual level.

Traps that do not require a saving throw to resist or lessen the trap's effect do not benefit from this feat.

Piercing Script (Metascript)

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing script against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR.

You can make a script piercing once per day, plus an additional time each day at 6th, 12th, and 18th levels.

Piercing Trap (Metaconstruction)

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you create a piercing trap and its effects trigger on a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing trap uses up a trap slot one level higher than the trap's actual level.

Polearm Expertise (Combat)

Your expertise with reach weapons lets you strike foes that are adjacent to you.

Benefit: As a free action, you can shorten your grip on a reach weapon that you are proficient with to use it against adjacent targets. While doing so, the weapon does not have reach, instead threatening the area for a normal melee weapon. You have a -2 penalty on attack rolls while using this feat. You can use another free action to return to the normal grip and reach.

Normal: You cannot strike an enemy that is adjacent to you while wielding a reach weapon.

Powerful Throwing (Combat)

Your thrown weapons are as strong as they are accurate.

Prerequisite: Str 13

Benefit: You can use your Strength modifier for both your attack and damage rolls with thrown weapons.

Special: Starting at 2nd level, a ranger with the thrown weapon combat style may select Powerful Throwing as a combat style feat (see the *Pathfinder Roleplaying Game Advanced Class Guide*).

Protean Chaos (Combat)

Your flailing combat style allows you to strike and evade at critical moments.

Prerequisite: Combat Expertise, Dodge, Protean Technique[†], Protean Twist[†], base attack bonus +13

Benefit: You now gain the bonus to attack rolls provided by Protean Technique on a natural roll of a 17, 18, 19, or 20, and gain the bonus to AC on a natural roll of a 1, 2, 3, or 4. The maximum bonus to AC or attack rolls granted by Protean Technique is increased to +3.

If you have a +3 dodge bonus to AC from Protean Technique and an opponent hits you, you can lose the dodge bonus you have gained (resetting it to +0) to cause the opponent to miss instead. If the creature had critically hit you, it instead deals normal damage (as if it had not critically hit).

If you have a +3 bonus to attack rolls from Protean Technique and you miss an attack, you can lose the attack bonus you have gained (resetting it to +0) to instead have the attack roll be treated as a 20. This can only be used on an attack that missed due to a failed attack roll, not due to concealment or some other effect. This attack cannot critically hit and does not trigger any other abilities or effects that occur on a natural attack roll of a 20 (including Protean Technique).

Protean Technique (Combat, Technique)

You strike in a chaotic and unpredictable fashion, using your momentum to both strike and deflect.

Prerequisite: Combat Expertise, Dodge, base attack bonus +7

Benefit: Whenever you make an attack roll and make a natural roll of a 19 or 20, you gain a +1 dodge bonus to AC. Whenever you make an attack roll and make a natural roll of a 1 or 2, you gain a +1 bonus to attack rolls. These bonuses stack, up to +2 each. You must move at least 10 feet or make at least one attack each round to maintain these bonuses, otherwise the bonuses are lost and must be gained again.

Protean Twist (Combat)

Your chaotic strikes are more potent, granting you exceptional ability when defending against or employing critical strikes.

Prerequisite: Combat Expertise, Dodge, Protean Technique[†], base attack bonus +11

Benefit: You now gain the bonus to attack rolls provided by Protean Technique on a natural roll of an 18, 19, or 20, and gain the bonus to AC on a natural roll of a 1, 2 or 3. The bonus to AC is doubled against critical hit confirmations against you, and the bonus to attack rolls is doubled on critical confirmation rolls you make.

Quicken Script (Metascript)

You can cast scripts in a fraction of the normal time.

Prerequisite: Caster level 9th



Benefit: Casting a quickened script is a swift action. You can perform another action, even casting another script, in the same round as you cast a quickened script. A script whose casting time is more than 1 round or 1 full-round action cannot be quickened.

Casting a quickened script doesn't provoke an attack of opportunity.

You can quicken a script once per day, plus an additional time at 18th level. The script must be at least three levels lower than the highest level of script you can cast.

Rakshasa Corruption (Combat)

Your technique is deceptive to any creature, even those that fight in an instinctual or unthinking manner.

Prerequisite: Improved Feint, Rakshasa Deception[†], Rakshasa Technique[†], Bluff 9 ranks, base attack bonus +6

Benefit: You no longer take a penalty to your feint check for feinting against a non-humanoid target. Feinting a creature of animal Intelligence (1 or 2) now imposes only a -4 penalty. You can feint a creature with no Intelligence score, although you have a -8 penalty when doing so.

Normal: When feinting against a non-humanoid you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a creature lacking an Intelligence score, it's impossible.

Rakshasa Deception (Combat)

Your deception is swift and effective, making creatures more vulnerable to attack.

Prerequisite: Improved Feint, Rakshasa Technique[†], Bluff 6 ranks, base attack bonus +4

Benefit: Whenever you take a full-attack action, you can forgo your attack at your highest base attack bonus to feint an opponent.

If you hit a creature that is denied its Dexterity bonus to AC due to you feinting it, you cause the opponent to lose its balance. It loses its Dexterity bonus to AC against all attacks (including those not made by you) until the end of your next turn.

Normal: A creature you feint loses its Dexterity bonus against your next melee attack. This attack must be made on or before your next turn.

Rakshasa Technique (Combat, Technique)

You are an expert at keeping an opponent off guard with deceptive strikes.

Prerequisite: Improved Feint, Bluff 4 ranks, base attack bonus +3

Benefit: You gain a +2 bonus on Bluff checks made to feint in combat. When you feint an opponent, it is considered flat-footed against your next weapon attack, whether it is melee or ranged.

Whenever you strike an opponent that is denied

their dexterity bonus to AC, you deal an additional 1d6 precision damage. This precision damage is of the same type as your weapon, is not multiplied on a critical hit, and stacks with any other precision damage you can deal, such as sneak attack.

Normal: A creature you feint loses its Dexterity bonus against your next melee attack. This attack must be made on or before your next turn.

Resolute Companion

Your link with your construct companion is strong enough that it can remain active when you falter.

Prerequisite: Construct Companion[†] class feature

Benefit: If you are knocked unconscious, fall asleep, or are killed, your construct companion remains active for a number of rounds equal to your vanguard level before it shuts down. If you are brought back to consciousness before this duration expires, your construct does not shut down. If the duration expires before you are brought back to consciousness, your companion shuts down as normal.

Normal: A construct companion shuts down immediately when its controlling vanguard is stunned, confused, unconscious, asleep, or killed.

Shared Target

You can share the benefits of your marked target with allies to take down foes more quickly.

Prerequisite: Marked Target[†] class feature, saboteur level 5th

Benefit: When you take this feat, you must choose one type of mark you can apply with your marked target class feature, such as assassin's mark or informant's mark. As a move action while you have a target marked with the chosen mark, you can grant all allies within 30 feet of you that can see or hear you part of the mark's benefits. Each ally receives half the bonus your mark grants you against your marked target. In addition, if you have a saboteur trick that modifies that type of mark, such as duelist's parry or nowhere to hide, you can grant the benefits of that saboteur trick to your allies, as well. The trick must be usable by a saboteur of half your saboteur level, and allies use that trick as if they were saboteurs of half your level. If the ally already has the chosen saboteur trick, they do not gain any additional benefit. Allies track uses of tricks that have limited uses (such as certain deception or linked senses) across all uses of shared target in a day.

The bonus lasts for a number of rounds equal to your Intelligence modifier (minimum 1), and does not stack with other uses of this feat nor any other marked targets your allies may have.

Special: You may take this feat multiple times. Its effects do not stack. Each time, you must select a

different form of your marked target ability, allowing you to share that form of mark with allies. You can only share one mark type at a time.

Shinigami Pursuit (Combat)

You are tireless in your pursuit to bring a swift end to your foes.

Prerequisite: Power Attack, Shinigami Reap[†], Shinigami Technique[†], Spring Attack, Weapon Focus (scythe), Whirlwind Attack, base attack bonus +11

Benefit: You can use the movement provided by Shinigami Technique as an immediate action at any point before the start of your next turn, rather than right after reducing an opponent to 0 or fewer hit points. You can also move up to half your base speed when doing so, rather than only 10 feet, and no longer provoke attacks of opportunity for doing so.

You may move up to your speed as part of the full-round action made to perform a coup de grace or use the Whirlwind Attack feat. This movement can be before or after you perform the coup de grace or Whirlwind Attack. You provoke attacks of opportunity as normal for this movement.

Shinigami Reap (Combat)

Your reaping scythe takes lives with deadly efficiency and focus.

Prerequisite: Power Attack, Shinigami Technique[†], Weapon Focus (scythe), Whirlwind Attack, base attack bonus +8

Benefit: You no longer provoke attacks of opportunity when performing a coup de grace.

When wielding a scythe, you no longer take a penalty to attack rolls when using Power Attack in conjunction with Whirlwind Attack. When you use Whirlwind Attack with a scythe, you can designate one opponent that is no more than 5 feet outside of your reach; you can attack that opponent when performing the Whirlwind Attack as if it were within your reach.

Normal: Performing a coup de grace provokes attacks of opportunity.

Shinigami Technique (Combat, Technique)

You move swiftly about the battlefield, bringing death to those in your way.

Prerequisite: Power Attack, Weapon Focus (scythe), base attack bonus +4

Benefit: When you reduce an opponent to 0 or fewer hit points by attacking with a scythe or kill them outright with a coup de grace, you can use a swift action to move up to 10 feet. This movement provokes attacks of opportunity as normal. If you take this action, you gain a +2 bonus to attack rolls and a +2 dodge bonus to AC until the start of your next turn.

Special: A character with this feat can take Spring Attack and Whirlwind Attack as feats without meeting their prerequisites. He can only use them while wielding a scythe and using Shinigami Technique.

Swift Crafting

You can craft items both mundane and magical faster than most.

Prerequisite: Craft 5 ranks or any item creation feat

Benefit: It takes you half as long to make non-magical items using Craft skills, and you treat magic items as being 20% cheaper for the purpose of determining how long it will take to create. This reduction does not stack with any other reduction in crafting time from class features, such as a vanguard's rapid construction ability.

Technique Mastery (Combat)

You can quickly switch between techniques as needed.

Prerequisite: Any two technique feats[†], base attack bonus +5

Prerequisite: You can switch your technique as a free action. At the start of combat, pick one of your techniques. You start the combat using that technique, even in the surprise round.

Normal: It takes a swift action to begin or switch your techniques.

Titan Grip (Combat)

With great strength and a hard grip, you can wield weapons of immense size with ease.

Prerequisite: Power Attack, Titan Technique[†], Str 17, base attack bonus +4

Benefit: The penalty for wielding an inappropriately-sized weapon that is too large for you is reduced by 1. The penalty is reduced by an additional 1 at base attack bonus +8 and every 4 thereafter, to a maximum reduction of 5.

Titan Slayer (Combat)

You can wield weapons of incredible size, using its size to your advantage.

Prerequisite: Power Attack, Titan Grip[†], Titan Technique[†], Str 19, base attack bonus +8

Benefit: You can wield weapons intended for creatures two size categories larger than you with the same handedness. The penalty described in Titan Technique still applies. When wielding a weapon that is too large for you, your reach increases by 5 feet.

Normal: The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For

example, a Small creature would wield a Medium one-handed weapon as a two-handed weapon. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Titan Technique (Combat, Technique)

You are adept as using weapons of great proportions to take down large foes.

Prerequisite: Power Attack, Str 15

Benefit: You can wield weapons intended for creatures that are one size category larger than you, using the same handedness. You take a -2 penalty on attack rolls when wielding a weapon that would otherwise be unusable (such as a large two-handed weapon, if you are a medium creature); this is in addition to the normal penalty for wielding a weapon not appropriately sized for you.

Normal: The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a Small creature would wield a Medium one-handed weapon as a two-handed weapon. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Widen Script (Metascript)

You can cast scripts so that they occupy a larger space.

Prerequisite: Caster level 7th

Benefit: You can alter a burst, emanation, or spread-shaped script to increase its area. Any numeric measurements of the script's area increase by 100%. Scripts that do not have an area of one of these four sorts are not affected by this feat.

You can widen a script once per day, plus an additional time each day at 14th level. The script must be at least two levels lower than the highest level of script you can cast.

Widen Trap (Metaconstruction)

You can create your traps so that their triggered effects occupy a larger space.

Benefit: You can alter a burst, emanation, or spread-shaped trap to increase its area. Any numeric measurements of the trap's effects area increase by 100%. A widened trap uses up a trap slot three levels higher than the trap's actual level.

Traps that do not have an area of one of these four sorts are not affected by this feat. Only the effects of the trap are widened; the trap itself still only occupies one 5-foot square.

CHAPTER IV

SPELLS

Spellcasters employ all manner of magical power, from instantly creating walls and soldiers to telekinetically hurling weapons. The powers of metal are explored in depth in this chapter of *Path of Iron*, providing a plethora of new avenues for nearly all magic users to channel their powers.

Most of the spells in this section focus on metal magic, objects, equipment, and constructs, making them vital to vanguards. Saboteurs will also find some new traps in this section, along with “trap extensions”; traps that by themselves do nothing, but instead empower the next trap placed in the same space.

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript of “F” or “M” appearing at the end of a spell’s name denotes a focus or material component that is not normally included in a spell component pouch.

Order of Presentation: These lists present spells in alphabetical order by name, except for spells whose name begins with “communal”, “lesser”, “greater”, or “mass”, in which case it is alphabetized by the second word of the spell name.

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

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

Communal Spells: Communal spells function like other spells, except they allow you to divide the duration among multiple targets, treating each target as a subject of the spell. When you divide the duration, you must divide it as evenly as possible among the targets. Furthermore, unless a communal spell’s description indicates otherwise, no target can receive a duration increment smaller than the smallest increment of duration given in the spell description. For example, if you are 4th level, your spell’s duration is 1 hour per level, and you have three targets, then each target must receive 1 hour of duration. The extra 1 hour must be assigned to one of the three targets (your choice) or it is wasted.

The Metal Descriptor

Many spells within this book (and many spells presented in other Pathfinder Roleplaying Game material) manipulate or create metal in some fashion. However, until now there has been no descriptor to tie these abilities together. This is where the new [metal] descriptor comes in.

Spells with the [metal] descriptor are those that affect objects made of metal or directly create, utilize, or manipulate metal in some manner. Several of the spells in this book have the [metal] descriptor added. Some abilities, feats, and magic items found in *Path of Iron*, such as the Metal Focus feat, rely on the [metal] descriptor for their function.

In addition to the spells in this book, several spells from existing Pathfinder Roleplaying Game material gain the [metal] descriptor, as listed below:

- *bullet ward*^{ACG}
- *chill metal*
- *fabricate bullets*^{UC}
- *heart of the metal*^{ACG}
- *beat metal*
- *iron beard*^{ARG}
- *iron body*
- *mirror polish*^{ACG}
- *molten orb*^{ACG}
- *pellet blast*^{UC}
- *repel metal or stone*
- *rusting grasp*
- *silk to steel*^{UM}
- *silver darts*^{ACG}
- *transmute metal to wood*
- *wall of iron*
- *wreath of blades*^{UC}

While these are the only spells that directly utilize metal found within the Pathfinder Roleplaying Game series, many other supplements contain spells that, if included in this book, would likely be given the [metal] descriptor. Consider giving the new [metal] descriptor to spells featured in your favorite books that utilize metal in some manner to further expand upon the abilities found in *Path of Iron*.

SPELL LISTS

ALCHEMIST SPELLS

1st-Level Alchemist Spells

Detect Metals and Ore: Locate worked metals and unworked metal ores.

3rd-Level Alchemist Spells

Constructed Anatomy: Take on the form of a half-construct, gaining several benefits.

Fists of Steel: Your unarmed strikes are lethal and protected from harmful effects.

4th-Level Alchemist Spells

Repel Projectiles: Ranged attacks are reflected back to their origin point for 1 round.

War Training: Target becomes proficient with armor and weapons.

ANTIPALADIN SPELLS

1st-Level Antipaladin Spells

Squire's Aid: Quickly pack gear and don equipment.

Weapon of the Faithful: Conjure the favored weapon of your deity.

2nd-Level Antipaladin Spells

Anchoring Chains: Chains bind you to the ground, making you hard to move.

Dead Weight: Dense ball of metal weighs target down.

Spikes: Target grows metallic spikes.

3rd-Level Antipaladin Spells

Chain Gang^F: Chains shackle creatures together.

Divine Strike: Strike your opponent with divine energy, harming opponents near your target.

War Training: Target becomes proficient with armor and weapons.

4th-Level Antipaladin Spells

Iron Maiden: Large iron maiden traps creature within.

Vorpal Edge: Target weapon gains the *vorpal* property.

BARD SPELLS

0-Level Bard Spells (Cantrips)

Conjure Tool: Conjures a simple tool.

Fling: Launch a lightweight object.

Tune Object: Tune objects and instruments.

1st-Level Bard Spells

Scatter: Objects fly in random directions.

Squire's Aid: Quickly pack gear and don equipment.

2nd-Level Bard Spells

Alter Weight: Target object doubles or halves in weight.

Restricting Armor: Armor restricts creatures' movement.

3rd-Level Bard Spells

Analyze Construction^F: Quickly determine information about an object, structure, or construct.

Magnetic Grasp: Pull objects towards you from a distance.

Shared Technique: Share a single feat between yourself and target creature.

4th-Level Bard Spells

Confuse Constructs: Constructs behave oddly or go berserk.

Shared Technique, Communal: As *shared technique*, but you may divide the duration among creatures touched.

5th-Level Bard Spells

Alter Weight, Mass: As *alter weight*, except it affects multiple objects.

Destructive Shatter: Object shatters and explodes, dealing 1d6/level in 20-ft.-radius.

Transfer Enhancement^M: Permanently transfer magical properties from one item to another.

BLOODRAGER SPELLS

1st-Level Bloodrager Spells

Alter Weapon: Weapon changes shape.

Magnetizing Ray: Ranged attacks against target gain +2 bonus to attacks, gain *seeking* property.

Shrapnel Burst: Jagged shards deal 1d4/level.

2nd-Level Bloodrager Spells

Backlash: Weapon strikes back at its wielder.

Blade Spiral: Weapon flies to strike distant enemies.

Conjure Armor: Create one non-magical suit of armor or a shield.

Conjure Weapon: Create one non-magical weapon.

Energy Weapon: Weapon gains elemental properties.

Fists of Steel: Your unarmed strikes are lethal and protected from harmful effects.

Pulling Chains: Strong chains pull creatures within 20 ft. towards a center point.

Spikes: Target grows metallic spikes.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Bloodrager Spells

Alter Weapon, Greater: As *alter weapon*, except you can change the weapon's shape each round.

Combustion: Target object or creature burns, taking 4d4 fire damage each round.

Sundering Shield: Gain DR against a single weapon attack, possibly breaking the weapon used.

4th-Level Bloodrager Spells

Impact: Conjure one metal ball/4 levels to damage and push foes.

Repel Projectiles: Ranged attacks are reflected back to their origin point for 1 round.

Vorpal Edge: Target weapon gains the *vorpal* property.

CLERIC SPELLS

1st-Level Cleric Spells

Squire's Aid: Quickly pack gear and don equipment.

Weapon of the Faithful: Conjure the favored weapon of your deity.

2nd-Level Cleric Spells

Instant Barding: Summon barding to armor your mount, replacing its current equipment.

Spikes: Target grows metallic spikes.

Squire's Aid: Quickly pack gear and don equipment.

Ward Object: As *protection from energy*, but lasting longer and only affecting objects.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Cleric Spells

Anchoring Chains: Chains bind you to the ground, making you hard to move.

Chain Gang^F: Chains shackle creatures together.

Needle Storm: Burst of needles deals 1d8/2 levels, bleeds foes struck.

Restricting Armor: Armor restricts creatures' movement.

4th-Level Cleric Spells

Lockdown^F: Closes and bars nearby doors, windows, and entry points.

War Training: Target becomes proficient with armor and weapons.

5th-Level Cleric Spells

Iron Maiden: Large iron maiden traps creature within.

Vorpal Edge: Target weapon gains the *vorpal* property.

8th-Level Cleric Spells

Teleport Structure: Teleports a free-standing structure.

Titan's Wrath: Colossal sword slams down, harming creatures and creating difficult terrain.

DRUID SPELLS

2nd-Level Druid Spells

Instant Barding: Summon barding to armor your mount, replacing its current equipment.

Steel Sight: See through metal as if it were invisible.

Ward Object: As *protection from energy*, but lasting longer and only affecting objects.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Druid Spells

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

5th-Level Druid Spells

Unmake: Break down object or construct into its basic components.

7th-Level Druid Spells

Cloud of Corrosion: Cloud of corrosive energy destroys metal objects and creatures within.

INQUISITOR SPELLS

1st-Level Inquisitor Spells

Scatter: Objects fly in random directions.

Squire's Aid: Quickly pack gear and don equipment.

Weapon of the Faithful: Conjure the favored weapon of your deity.

2nd-Level Inquisitor Spells

Dead Weight: Dense ball of metal weighs target down.

Restricting Armor: Armor restricts creatures' movement.

Shared Technique: Share a single feat between yourself and target creature.

3rd-Level Inquisitor Spells

Chain Gang^F: Chains shackle creatures together.

4th-Level Inquisitor Spells

Divine Strike: Strike your opponent with divine energy, harming opponents near your target.

Lockdown^F: Closes and bars nearby doors, windows, and entry points.

Shared Technique, Communal: As *shared technique*, but

you may divide the duration among creatures touched.
War Training: Target becomes proficient with armor and weapons.

5th-Level Inquisitor Spells

Iron Maiden: Large iron maiden traps creature within.

Vorpal Edge: Target weapon gains the *vorpal* property.

MAGUS SPELLS

O-Level Magus Spells (Cantrips)

Create Caltrops: Caltrops fill one or more 5-ft. squares.

Fling: Launch a lightweight object.

1st-Level Magus Spells

Alter Weapon: Weapon changes shape.

Shrapnel Burst: Jagged shards deal 1d4/level.

Squire's Aid: Quickly pack gear and don equipment.

2nd-Level Magus Spells

Alter Weight: Target object doubles or halves in weight.

Armament Reservoir: Weapon or armor gains the *spell storing* property.

Blade Spiral: Weapon flies to strike distant enemies.

Conjure Armor: Create one non-magical suit of armor or a shield.

Conjure Barricade: Conjure a 5 ft. by 10 ft. barricade.

Conjure Weapon: Create one non-magical weapon.

Energy Weapon: Weapon gains elemental properties.

Pulling Chains: Strong chains pull creatures within 20 ft. towards a center point.

Restricting Armor: Armor restricts creatures' movement.

Spikes: Target grows metallic spikes.

3rd-Level Magus Spells

Alter Weapon, Greater: As *alter weapon*, except you can change the weapon's shape each round.

Anchoring Chains: Chains bind you to the ground, making you hard to move.

Combustion: Target object or creature burns, taking 4d4 fire damage each round.

Constructed Anatomy: Take on the form of a half-construct, gaining several benefits.

Dancing Steel: Animate weapon or shield to fight.

Fists of Steel: Your unarmed strikes are lethal and protected from harmful effects.

Flash of Spikes: Spikes emerging from your body deal 1d6/level, bleeds foes struck.

Shared Technique: Share a single feat between yourself and target creature.

Sundering Shield: Gain DR against a single weapon attack, possibly breaking the weapon used.

4th-Level Magus Spells

Grasping Steel: Plate of steel impacts for 1d6/2 levels (max 10d6), wraps around target's head.

Impact: Conjure one metal ball/4 levels to damage and push foes.

Quicksilver: Object melts and flows like water.

Repel Projectiles: Ranged attacks are reflected back to their origin point for 1 round.

Replicate, Lesser: As *replicate*, except it doesn't copy special material properties.

Shared Technique, Communal: As *shared technique*, but you may divide the duration among creatures touched.

Siphon Enhancement: Temporarily siphon magic from an item and give it to your own.

War Training: Target becomes proficient with armor and weapons.

5th-Level Magus Spells

Alter Weight, Mass: As *alter weight*, except it affects multiple objects.

Destructive Shatter: Object shatters and explodes, dealing 1d6/level in 20-ft.-radius.

Full Salvo: Conjure one firearm/2 levels to fire at foes.

Iron Maiden: Large iron maiden traps creature within.

Transfer Enhancement^M: Permanently transfer magical properties from one item to another.

Vorpal Edge: Target weapon gains the *vorpal* property.

6th-Level Magus Spells

Bladed Ground: Spiky ground deals 1d6/level, slows movement of creatures.

Replicate: Create an exact replica of an object.

PALADIN SPELLS

1st-Level Paladin Spells

Squire's Aid: Quickly pack gear and don equipment.

Weapon of the Faithful: Conjure the favored weapon of your deity.

2nd-Level Paladin Spells

Anchoring Chains: Chains bind you to the ground, making you hard to move.

Instant Barding: Summon barding to armor your mount, replacing its current equipment.

Shared Technique: Share a single feat between yourself and target creature.

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

3rd-Level Paladin Spells

Chain Gang^F: Chains shackle creatures together.

Divine Strike: Strike your opponent with divine energy,

harming opponents near your target.

Shared Technique, Communal: As *shared technique*, but you may divide the duration among creatures touched.

War Training: Target becomes proficient with armor and weapons.

RANGER SPELLS

1st-Level Ranger Spells

Conjure Tool: Conjures a simple tool.

Detect Metals and Ore: Locate worked metals and unworked metal ores.

2nd-Level Ranger Spells

Backlash: Weapon strikes back at its wielder.

Energy Weapon: Weapon gains elemental properties.

Instant Barding: Summon barding to armor your mount, replacing its current equipment.

Piercing Shot: Ranged weapon pierces through targets in a line.

Shared Technique: Share a single feat between yourself and target creature.

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

3rd-Level Ranger Spells

Hail of Arrows: Make several attacks with a ranged weapon against nearby foes.

Rain of Blades: Make several attacks with melee weapons against nearby foes.

Shared Technique, Communal: As *shared technique*, but you may divide the duration among creatures touched.

SABOTEUR SPELLS

1st-Level Saboteur Spells

Discerning Trap Extension: Trap placed in same space has specific triggering conditions.

Shrapnel Burst: Jagged shards deal 1d4/level.

2nd-Level Saboteur Spells

Dead Weight: Dense ball of metal weighs target down.

Pulling Chains: Strong chains pull creatures within 20 ft. towards a center point.

Stealth Trap Extension: Trap placed in same space is harder to detect and disarm.

3rd-Level Saboteur Spells

Binding Chains: Chains pin or entangle a creature.

Combustion: Target object or creature burns, taking 4d4 fire damage each round.

Needle Storm: Burst of needles deals 1d8/2 levels,

bleeds foes struck.

Observation Trap Extension: Trap placed in same space creates a scrying sensor when triggered.

4th-Level Saboteur Spells

Confuse Constructs: Constructs behave oddly or go berserk.

Impact: Conjure one metal ball/4 levels to damage and push foes.

Teleporting Trap Extension: Trap placed in same space lets you teleport to it when triggered.

5th-Level Saboteur Spells

Iron Maiden: Large iron maiden traps creature within.

Sprawling Trap Extension: Trap placed in same space has a larger trigger area.

6th-Level Saboteur Spells

Bladed Ground: Spiky ground deals 1d6/level, slows movement of creatures.

Resetting Trap Extension^M: Trap placed in same space can trigger multiple times.

SHAMAN SPELLS

2nd-Level Shaman Spells

Steel Sight: See through metal as if it were invisible.

Ward Object: As *protection from energy*, but lasting longer and only affecting objects.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Shaman Spells

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells (Cantrips)

Conjure Tool: Conjures a simple tool.

Create Caltrops: Caltrops fill one or more 5-ft. squares.

Fling: Launch a lightweight object.

1st-Level Sorcerer/Wizard Spells

Alter Weapon: Weapon changes shape.

Detect Metals and Ore: Locate worked metals and unworked metal ores.

Scatter: Objects fly in random directions.

Shrapnel Burst: Jagged shards deal 1d4/level.

2nd-Level Sorcerer/Wizard Spells

Alter Weight: Target object doubles or halves in weight.

Armament Reservoir: Weapon or armor gains the *spell storing* property.

Backlash: Weapon strikes back at its wielder.

Conjure Armor: Create one non-magical suit of armor or a shield.

Conjure Barricade: Conjure a 5 ft. by 10 ft. barricade.

Conjure Weapon: Create one non-magical weapon.

Dead Weight: Dense ball of metal weighs target down.

Energy Weapon: Weapon gains elemental properties.

Pulling Chains: Strong chains pull creatures within 20 ft. towards a center point.

Refine Ore: Turn unrefined ore into usable materials.

Spikes: Target grows metallic spikes.

Ward Object: As *protection from energy*, but lasting longer and only affecting objects.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Sorcerer/Wizard Spells

Alter Weapon, Greater: As *alter weapon*, except you can change the weapon's shape each round.

Animate Armor: Suit of armor animates to fight alongside you.

Binding Chains: Chains pin or entangle a creature.

Call Bonded Object^M: Summon your bonded object to your hands.

Combustion: Target object or creature burns, taking 4d4 fire damage each round.

Constructed Anatomy: Take on the form of a half-construct, gaining several benefits.

Dancing Steel: Animate weapon or shield to fight.

Enable Function: Grant a feat or skill ranks to a construct.

Fists of Steel: Your unarmed strikes are lethal and protected from harmful effects.

Flash of Spikes: Spikes emerging from your body deal 1d6/level, bleeds foes struck.

Magnetic Grasp: Pull objects towards you from a distance.

Restricting Armor: Armor restricts creatures' movement.

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

Steel Sight: See through metal as if it were invisible.

Summon Clockwork Spy^F: Conjure a clockwork to spy and record sounds.

Tempering: Repairs an object and temporarily protects it from damage and decay.

4th-Level Sorcerer/Wizard Spells

Analyze Construction^F: Quickly determine information about an object, structure, or construct.

Animate Armor, Greater: As *animate armor*, except you can animate more or larger suits of armor.

Confuse Constructs: Constructs behave oddly or go berserk.

Grasping Steel: Plate of steel impacts for 1d6/2 levels (max 10d6), wraps around target's head.

Impact: Conjure one metal ball/4 levels to damage and push foes.

Lockdown^F: Closes and bars nearby doors, windows, and entry points.

Quicksilver: Object melts and flows like water.

Repel Projectiles: Ranged attacks are reflected back to their origin point for 1 round.

Replicate, Lesser: As *replicate*, except it doesn't copy special material properties.

Siphon Enhancement: Temporarily siphon magic from an item and give it to your own.

Sundering Shield: Gain DR against a single weapon attack, possibly breaking the weapon used.

War Training: Target becomes proficient with armor and weapons.

5th-Level Sorcerer/Wizard Spells

Alter Weight, Mass: As *alter weight*, except it affects multiple objects.

Destructive Shatter: Object shatters and explodes, dealing 1d6/level in 20-ft.-radius.

Full Salvo: Conjure one firearm/2 levels to fire at foes.

Reconstruct: Restore object or construct to full hit points, reanimate destroyed constructs.

Tempering, Greater: As *tempering*, except the protections placed on the object are permanent.

Transfer Enhancement^M: Permanently transfer magical properties from one item to another.

Unmake: Break down object or construct into its basic components.

Vorpal Edge: Target weapon gains the *vorpal* property.

6th-Level Sorcerer/Wizard Spells

Bladed Ground: Spiky ground deals 1d6/level, slows movement of creatures.

Replicate: Create an exact replica of an object.

Symbol of Locking^M: As *symbol of death*, but seals a door or object and harms those that open it.

7th-Level Sorcerer/Wizard Spells

Mark of the Golem: Target construct becomes immune to magic like a golem.

Summon Sentries: Conjure several clockworks to fight with you or guard an area.

Teleport Structure: Teleports a free-standing structure.

Transmute Metal to Stone: Metal within 40 ft. becomes stone.

Transmute Stone to Metal: Stone within 40 ft. becomes metal.

8th-Level Sorcerer/Wizard Spells

Battlement^M: Conjure a metal and stone wall complete with battlements.

Replicate, Greater: As *replicate*, but also copies magical properties of the targeted item.

Titan's Wrath: Colossal sword slams down, harming creatures and creating difficult terrain.

9th-Level Sorcerer/Wizard Spells

Field of Blades: Countless weapons in 120-ft. radius move at your command.

Iron Guardian: Summon an iron golem.

SUMMONER SPELLS

2nd-Level Summoner Spells

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

Ward Object: As *protection from energy*, but lasting longer and only affecting objects.

3rd-Level Summoner Spells

Flash of Spikes: Spikes emerging from your body deal 1d6/level, bleeds foes struck.

6th-Level Summoner Spells

Teleport Structure: Teleports a free-standing structure.

VANGUARD SPELLS

0-Level Vanguard Spells (Cantrips)

Conjure Tool: Conjures a simple tool.

Create Caltrops: Caltrops fill one or more 5-ft. squares.

Fling: Launch a lightweight object.

1st-Level Vanguard Spells

Alter Weapon: Weapon changes shape.

Detect Metals and Ore: Locate worked metals and unworked metal ores.

Hastening Discharge: End resonance to let allies move instantly.

Scatter: Objects fly in random directions.

Shrapnel Burst: Jagged shards deal 1d4/level.

Squire's Aid: Quickly pack gear and don equipment.

2nd-Level Vanguard Spells

Alter Weight: Target object doubles or halves in weight.

Armament Reservoir: Weapon or armor gains the *spell storing* property.

Backlash: Weapon strikes back at its wielder.

Blade Spiral: Weapon flies to strike distant enemies.

Blinding Discharge: End resonance to blind enemies.

Conjure Armor: Create one non-magical suit of armor or a shield.

Conjure Barricade: Conjure a 5 ft. by 10 ft. barricade.

Conjure Weapon: Create one non-magical weapon.

Dead Weight: Dense ball of metal weighs target down.

Enable Function: Grant a feat or skill ranks to a construct.

Energy Weapon: Weapon gains elemental properties.

Fists of Steel: Your unarmed strikes are lethal and protected from harmful effects.

Pulling Chains: Strong chains pull creatures within 20 ft. towards a center point.

Refine Ore: Turn unrefined ore into usable materials.

Restricting Armor: Armor restricts creatures' movement.

Spikes: Target grows metallic spikes.

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

Steel Sight: See through metal as if it were invisible.

Unchain Companion: Remove distance restrictions on construct companion.

Ward Object: As *protection from energy*, but lasting longer and only affecting objects.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Vanguard Spells

Alter Weapon, Greater: As *alter weapon*, except you can change the weapon's shape each round.

Analyze Construction^F: Quickly determine information about an object, structure, or construct.

Anchoring Chains: Chains bind you to the ground, making you hard to move.

Animate Armor: Suit of armor animates to fight alongside you.

Binding Chains: Chains pin or entangle a creature.

Chain Gang^F: Chains shackle creatures together.

Combustion: Target object or creature burns, taking 4d4 fire damage each round.

Confuse Constructs: Constructs behave oddly or go berserk.

Constructed Anatomy: Take on the form of a half-construct, gaining several benefits.

Dancing Steel: Animate weapon or shield to fight.

Flash of Spikes: Spikes emerging from your body deal 1d6/level, bleeds foes struck.

Magnetic Grasp: Pull objects towards you from a distance.

Needle Storm: Burst of needles deals 1d8/2 levels, bleeds foes struck.

Rejuvenating Discharge: End resonance to cure 2d8 damage for allies.

Replicate, Lesser: As *replicate*, except it doesn't copy special material properties.

Shared Technique: Share a single feat between yourself and target creature.

Summon Clockwork Spy^F: Conjure a clockwork to spy and record sounds.

Sundering Shield: Gain DR against a single weapon attack, possibly breaking the weapon used.

Tempering: Repairs an object and temporarily protects it from damage and decay.

4th-Level Vanguard Spells

Alter Weight, Mass: As *alter weight*, except it affects multiple objects.

Animate Armor, Greater: As *animate armor*, except you can animate more or larger suits of armor.

Forceful Discharge: End resonance to deal 3d8 force damage, push back foes.

Grasping Steel: Plate of steel impacts for 1d6/2 levels (max 10d6), wraps around target's head.

Impact: Conjure one metal ball/4 levels to damage and push foes.

Lockdown^F: Closes and bars nearby doors, windows, and entry points.

Quicksilver: Object melts and flows like water.

Repel Projectiles: Ranged attacks are reflected back to their origin point for 1 round.

Shared Technique, Communal: As *shared technique*, but you may divide the duration among creatures touched.

Siphon Enhancement: Temporarily siphon magic from an item and give it to your own.

War Training: Target becomes proficient with armor and weapons.

5th-Level Vanguard Spells

Destructive Shatter: Object shatters and explodes, dealing 1d6/level in 20-ft.-radius.

Full Salvo: Conjure one firearm/2 levels to fire at foes.

Iron Maiden: Large iron maiden traps creature within.

Protective Discharge: End resonance to increase allies' AC by +1/level.

Reconstruct: Restore object or construct to full hit points, reanimate destroyed constructs.

Replicate: Create an exact replica of an object.

Tempering, Greater: As *tempering*, except the protections placed on the object are permanent.

Transfer Enhancement^M: Permanently transfer magical properties from one item to another.

Transmute Metal to Stone: Metal within 40 ft. becomes stone.

Transmute Stone to Metal: Stone within 40 ft. becomes metal.

Unmake: Break down object or construct into its basic components.

Vanguard's Call: Teleport your construct companion.

Vorpal Edge: Target weapon gains the *vorpal* property.

6th-Level Vanguard Spells

Battlement^M: Conjure a metal and stone wall complete with battlements.

Bladed Ground: Spiky ground deals 1d6/level, slows movement of creatures.

Cloud of Corrosion: Cloud of corrosive energy destroys metal objects and creatures within.

Field of Blades: Countless weapons in 120-ft. radius move at your command.

Mark of the Golem: Target construct becomes immune to magic like a golem.

Replicate, Greater: As *replicate*, but also copies magical properties of the targeted item.

Static Discharge: End resonance to deal 4d6 electricity damage, stun foes.

Summon Sentries: Conjure several clockworks to fight with you or guard an area.

WITCH SPELLS

1st-Level Witch Spells

Scatter: Objects fly in random directions.

2nd-Level Witch Spells

Steadfast Companion: Companion becomes resistant to mind-affecting effects, immune to fear.

Weaken Structure: Target object or structure has its hardness and hit points reduced.

3rd-Level Witch Spells

Flash of Spikes: Spikes emerging from your body deal 1d6/level, bleeds foes struck.

Needle Storm: Burst of needles deals 1d8/2 levels, bleeds foes struck.

Restricting Armor: Armor restricts creatures' movement.

4th-Level Witch Spells

Confuse Constructs: Constructs behave oddly or go berserk.

Lockdown^F: Closes and bars nearby doors, windows, and entry points.

5th-Level Witch Spells

Full Salvo: Conjure one firearm/2 levels to fire at foes.

Iron Maiden: Large iron maiden traps creature within.

6th-Level Witch Spells

Unmake: Break down object or construct into its basic components.

7th-Level Witch Spells

Teleport Structure: Teleports a free-standing structure.

SPELL DESCRIPTIONS

ALTER WEAPON

School transmutation; **Level** bloodrager 1, magus 1, sorcerer/wizard 1, vanguard 1

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration 10 min./level (D)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

With a firm hand you grasp a weapon and remake it into something new. *Alter weapon* changes the shape of the touched weapon into another weapon of your choice. The new form for the weapon must have the same size and handedness as the original; a greatsword could be turned into a halberd, but a dagger could not be made into a longsword. A ranged weapon can be altered, such as a longbow into a shortbow or a hand crossbow into a pistol, but this only alters the weapon, not its ammunition. Melee weapons must be altered into melee weapons, and ranged weapons must be altered into ranged weapons. The targeted weapon and its new form cannot be improvised weapons.

The weapon maintains its special material properties. If you target a magic weapon, the new form retains all special abilities of the original, if applicable (a *keen* greatsword, for example, would no longer be *keen* if altered into a greatclub). If you target a double weapon that has both ends enchanted, only the bonuses for one end of the weapon are granted to the new form, unless the new form is also a double weapon, in which case the enhancements apply to each respective end of the weapon. If a non-double magic weapon is altered into a double weapon, the bonuses only apply to one end of the double weapon, chosen when the spell is cast.

This spell cannot target an unarmed strike or natural weapon, even if it would normally count as a manufactured weapon for the purpose of spells (such as for a monk or brawler). This spell does not grant any proficiency with the weapon's new form.

ALTER WEAPON, GREATER

School transmutation; **Level** bloodrager 3, magus 3, sorcerer/wizard 3, vanguard 3

This spell functions like *alter weapon*, except that for the duration of the spell you can use a swift action to change the shape of the weapon. You can do this any number of times for the duration of the spell, but you must be touching the targeted weapon to change its shape again.

ALTER WEIGHT

School transmutation; **Level** bard 2, magus 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S, F (a bronze weight used for a measuring scale)

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

Target one object of up to 2 cu. ft./level

Duration 1 min./level (D)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You change the weight of a single object, making it lighter or heavier. This has a few effects, depending on which option is chosen.

If you lighten the object, its weight is decreased by half. It deals only half as much damage for falling on a creature, and takes half as much falling damage itself. If cast on a weapon, it deals damage as if one size category smaller. If cast on armor, its armor check penalty is reduced by 1 and its Maximum Dexterity bonus increases by +1.

If you make the object heavier, its weight doubles. It deals twice as much damage for falling on a creature, and takes twice as much falling damage itself. If cast on a weapon, it deals damage as if one size category larger. If cast on armor, its armor check penalty is increased by 1 and its Maximum Dexterity bonus is reduced by -1.

Alter weight has no effect on the proficiency required to use armor effectively, nor does it change its arcane failure chance. Multiple castings of *alter weight* do not stack on a given object; casting it a second time on an object ends the previous effect (assuming the object fails its save).

ALTER WEIGHT, MASS

School transmutation; **Level** bard 5, magus 5, sorcerer/wizard 5, vanguard 4

Targets up to 1 object/level whose total volume is up to 5 cu. ft./level, no two of which can be more than 30 ft. apart

Duration 10 min./level (D)

This spell functions as *alter weight*, except as noted above. All targeted objects must be altered in the same way.

ANALYZE CONSTRUCTION

School divination; **Level** bard 3, sorcerer/wizard 4, vanguard 3

Casting Time 1 standard action

Components V, S, F (a masterwork magnifying glass worth 150 gp)

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

Target one object, structure, or construct, see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You quickly analyze the method of construction and material composition of a given object, structure, or construct. The size of the target that you can analyze depends on what kind of thing you target:

- A structure (such as a building, castle, or monument) can be as large as two 10-foot cubes per caster level.
- A single object (such as a weapon or piece of furniture) can be up to 5 cubic feet per caster level in volume.
- A construct can be of any size, though the spell fails if its Hit Dice exceeds twice your caster level.

The spell grants you a +10 insight bonus on any Craft, Knowledge, or Spellcraft checks regarding the target's construction, such as its historical or religious significance, flaws in its creation, the cultural style of its architecture, or its special abilities (in the case of a construct). You can make all of these checks as part of casting the spell, and can even use *analyze construction* to retry a failed Knowledge or Spellcraft check (though additional castings of this spell do not allow for further retries). If the target is a magic item or has magical auras on it, you can identify its magical properties as if you had studied the target for three rounds with an *identify* spell (though you do not gain the additional bonus to Spellcraft checks that *identify* would normally provide). You also glean the following information automatically:

- What materials the target is made of.
- How old the target is, from the point of its completion.
- Its current hit points, hardness, and damage reduction (if applicable).
- If the target is a golem, you learn what spells bypass its normal spell immunities and what effects those spells have on the creature.

Analyze construction does not allow you to learn something that is totally unknown to civilization, such as the fact that a given ruin was constructed by a not-yet-discovered ancient religious order, or identifying a material that has not yet been found before (though subsequent castings on other targets may discover they are made by the same people or made of the same unnamed material). This spell cannot identify most properties of an artifact, but it can at least determine its material make, if it is made of known materials.

ANCHORING CHAINS

School conjuration (creation) [metal]; **Level** antipaladin 2, cleric 3, magus 3, paladin 2, vanguard 3

Casting Time 1 standard action

Components V, M (a small chain)

Range personal

Target you

Duration 1 round/level (D)

Numerous chains emerge from the ground and wrap about your midsection, anchoring you firmly in place.

The *anchoring chains* grant you a +20 bonus to your CMD to resist bull rush, overrun, pull, push, reposition, and trip combat maneuvers, as well as any other effect that would move you from your current position (such as being swallowed whole) or knock you prone. It also grants you a +4 resistance bonus to saving throws against effects that would move or teleport you, such as *jester's jaunt*^{APG} or *plane shift*. The chains extend into the spaces near you, making all adjacent squares next to you difficult terrain.

While anchored in such a manner, you cannot move from your current space. If you are moved from your current space for any reason, such as a creature successfully beating your CMD to bull-rush you or if you use *dimension door* to teleport, the chains break, and the spell ends. This spell has no effect if you are not touching the ground (climbing, flying, swimming, and so on).

ANIMATE ARMOR

School transmutation [metal]; **Level** sorcerer/wizard 3, vanguard 3

Casting Time 10 minutes

Components V, S

Range touch

Target one suit of full plate sized for a medium creature

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You breathe life into a suit of armor, turning it into a construct under your control.

This spell turns the suit of armor into an animated creature that fights beside you. It has the same statistics as a guardian phantom armor^{B4}, except that it loses the undead type, channel resistance, and undead traits and gains the construct type and construct traits. It gains an additional 20 hit points for being a medium-sized construct. The animated armor is proficient with all simple and martial weapons that you provide it with. The armor acts like a summoned creature under your control and follows your orders to the best of its ability. If the armor targeted has magical properties, the animated armor gains those properties.

The armor must be unworn and not broken to be targeted by *animate armor*. If the animate armor takes enough damage to be killed, the spell ends and the armor falls to the ground, gaining the broken condition (unless the effect that killed it would utterly destroy it, such as *disintegrate*, in which case the armor is destroyed).

ANIMATE ARMOR, GREATER

School transmutation [metal]; **Level** sorcerer/wizard 4, vanguard 4

Targets one suit of full plate sized for a large creature, or multiple suits of full plate sized for medium creatures

This spell functions like *animate armor*, except you can animate larger or multiple suits of armor.

If you target a suit of full plate intended for a large creature, you can animate it to act as a giant phantom armor^{B4}. As with *animate armor*, it loses the undead type, channel resistance, and undead traits and gains the construct type and construct traits. It gains an additional 30 hit points for being a large-sized construct.

If you choose to animate medium-sized full plate, you can instead animate one suit of armor for every four caster levels you have (maximum 4).

ARMAMENT RESERVOIR

School transmutation; **Level** magus 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S

Range touch

Target weapon or armor touched

Duration 10 min./level

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

This spell allows a creature to channel spells through his equipment, granting the touched armor or weapon the *spell storing* property. The wielder can use this special property multiple times throughout the duration.

Multiple *spell storing* effects on a given piece of equipment do not stack. If a spell is in the armor or weapon when *armament reservoir* ends or is dispelled, the stored spell dissipates harmlessly to no effect. You cannot cast this spell on an unarmed strike or a natural weapon, such as a claw.

BACKLASH

School transmutation; **Level** bloodrager 2, ranger 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S

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

Target one manufactured weapon

Duration 1 round/level or until discharged

Saving Throw none, Will negates (object), see text; **Spell Resistance** yes (object)

You cause a weapon to strike back at its wielder. The weapon does not receive an initial saving throw.

If the targeted weapon is used to attack while *backlash* is in effect, the weapon must make a Will save or flex backwards towards its wielder. The weapon uses the wielder's saving throw bonus unless its own is higher. If it fails the save, the weapon attempts to strike at its wielder, using the attack roll of its wielder against the wielder's flat-footed AC. If it hits, it deals damage as appropriate for the weapon, plus any special properties the weapon has (such as *flaming*). The attack does not



receive any damage bonus; it only does the base damage of the weapon, and it cannot critically strike its wielder.

The weapon can attempt to *backlash* at its wielder once plus an additional time for every five caster levels above 3rd (maximum 3), after which the spell is discharged. The weapon makes a separate saving throw for each *backlash* that triggers. This spell cannot affect artifacts or similarly unique weapons.

BATTELEMENT

School conjuration (creation) [earth, metal]; **Level** sorcerer/wizard 8, vanguard 6

Casting Time 1 standard action

Components V, S, M (a hammer plus gold powder worth 100 gp)

Range 0 ft.

Effect 10-ft.-high wall, up to 5 ft. long/level (S)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell creates a *battlement* of metal and stone that you and your allies can fight from.

The wall can be up to 5 feet long per caster level and can be in any shape you desire, but must form into a closed loop with either itself or nearby walls or structures. The wall is 5 feet thick. Each 5-foot section of the wall has 180 hit points and hardness 10. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 60.

The top of the wall has a battlement suitable for walking on. It has regularly-spaced arrow slits and openings for archers to fire through. The inside of the created wall has your choice of either a single set of stairs leading to the wall's top (in which case, the stairs take up a 5 foot by 10 foot space adjacent to one wall) or up to one ladder per four caster levels built into the wall directly. You can, at your choice, also include an iron door in one part of the wall (60 hit points, hardness 10, DC 28 to break). The door is barred upon being created, if you desire.

Like any other wall made of metal, the metal in the wall is subject to rust, perforation, and other natural phenomena. Metal created by this spell is not suitable for use in the creation of other objects and is worthless.

BINDING CHAINS

School conjuration (creation) [metal]; **Level** saboteur 3, sorcerer/wizard 3, vanguard 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (D)

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

You conjure several metal chains to wrap a creature and restrict its movement. A creature that fails its saving throw is considered pinned by the chains; a successful save makes it entangled instead.

A creature that is held by the chains can make a Strength check (DC = *binding chain's* DC) or an Escape Artist check (DC = *binding chain's* DC + 5) as a full-round action to break or escape the chains, which ends the spell. *Binding chains* cannot bind an incorporeal creature nor a swarm.

BLADE SPIRAL

School transmutation; **Level** bloodrager 2, magus 2, vanguard 2

Casting Time 1 standard action

Components V, S, F (a weapon)

Range see text

Area see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You finish the quick incantation and let go of the weapon, the magic flinging the blade against your foes. Upon finishing the casting of this spell, the weapon you used as a focus for *blade spiral* flies forth to attack. You can choose one of two different attack forms:

- *Forward Spiral*: The weapon spins forth in a 60-foot line in front of you.
- *Centered Spiral*: The weapon spins around you in a 10-foot radius, centered on you.

You make a single weapon attack against each foe in the area as if striking the target with a melee attack with that weapon, including any bonuses you would gain from feats or special abilities such as Weapon Focus. You roll separately for each target. Once you finish making the attacks, the weapon immediately flies back to your hand, regardless of whether it hit or missed its targets.

Despite the spell's name, any sort of weapon can be used with *blade spiral*, not just bladed ones, though you cannot use a natural weapon or an unarmed strike.

BLADED GROUND

School conjuration (creation) [metal]; **Level** magus 6, saboteur 6, sorcerer/wizard 6, vanguard 6

Casting Time 1 standard action

Components V, S, M (a handful of caltrops)

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

Area 20-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half (object); **Spell Resistance** yes (object)

You toss the caltrops into the air and finish the spell, the caltrops vanishing as the ground begins to shake.

Upon casting *bladed ground*, numerous jagged blades protrude from the ground in the targeted area, striking at creatures and unattended objects in the area for 1d6 slashing damage per caster level (max 15d6). This damage bypasses damage reduction that is normally bypassed by silver, cold iron, or adamantite.

Any creature that fails its saving throw has its movement reduced to half normal for 24 hours. Another creature can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. The effect is also removed if it receives enough magical healing to heal all damage it took from the *bladed ground* effect.

BLINDING DISCHARGE

School evocation [light]; **Level** vanguard 2

Casting Time 1 swift action

Components V

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

Area 15-ft.-radius burst

Duration instantaneous

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

You must have a resonance in effect to cast this spell. With a single command you release the resonant energy built up between you and your companion in a brilliant flash, ending the resonance immediately. Enemies within 15 feet of your construct companion must make a Reflex save or be blinded for 1 round. A successful save makes them dazzled for 1 round instead.

The magical effect of the resonance allows it to discern between friend and foe; allies are not affected by the *blinding discharge*.

CALL BONDED OBJECT

School conjuration (teleportation); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (ruby worth 500 gp)

Range see text

Target your bonded object

Duration permanent until discharged

Saving Throw none; **Spell Resistance** no

You call your bonded object directly to your hand from virtually any location.

When you cast this spell, you magically and invisibly inscribe the name of the bonded object onto the ruby used for this spell. Thereafter, you can summon your bonded object by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

CHAIN GANG

School conjuration (creation) [metal]; **Level** antipaladin 3, cleric 3, inquisitor 3, paladin 3, vanguard 3

Casting Time 1 standard action

Components V, S, F (manacles worth at least 15 gp)

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

Targets one creature/2 levels, no two of which can be more than 30 ft. apart

Duration 1 min./level (D)

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

A spell created by prison wardens in the case of an attempted escape, *chain gang* chains multiple creatures together with metal shackles.

Each target must succeed on a Reflex save or be shackled to the nearest creature that also failed its Reflex save by metal chains. For the duration of *chain gang*, the creatures cannot move further apart from the creature

it is shackled to than the distance they were from each other at the time they were shackled by the *chain gang* spell. A creature that is sufficiently strong can break the chains; a chain has hardness 10 and 20 hit points, and can be broken in one attack by a DC 28 Strength check. A creature can also escape the chains with a DC 35 Escape Artist check. Once a chain is broken, the two creatures connected by that chain are no longer limited in movement in relation to each other, but are still restricted should there be chains connecting them to other creatures. A creature could also attempt to drag other creatures with it by the chains while it moves, should it be strong enough to do so.

One chain is also formed between you and one creature of your choice that failed its saving throw; this chain does not restrict your movement and simply appears in your grasp, allowing you to pull or restrain the creatures by a “lead line”. You can fasten the chain to a structure or other creature (it has a manacle to clasp onto a creature’s arms or onto iron bars, to name a few uses), or you can simply pull on the chain should you want to lead the creatures about. Letting go of the lead line does not end the spell, and another creature (or you) can pick up the lead line to pull the affected creatures.

Chain gang has no effect on an incorporeal creature or a swarm.

CLOUD OF CORROSION

School conjuration (creation) [metal]; **Level** druid 7, vanguard 6

Casting Time 1 standard action

Components V, S, M (a pinch of rust)

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

Effect cloud of corrosive gas spreads in 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You create a cloud of corroding energy that destroys objects made of metal. This functions as a *solid fog* spell, but in addition any objects made of iron or iron alloys within the area are destroyed, including weapons and armor. An item that is made of non-iron metal, such as mithral or adamantite, instead take 1d6 damage each round; this damage bypasses hardness.

A creature that is made of iron takes 5d6 points of damage + 1 per caster level (max +10) each round it remains in the cloud. A metallic creature that is not made of iron takes half this damage.

This spell has no effect on magic items. The cloud is heavy and thick enough that it has difficulty penetrating containers; any metal items secured in a closed container, such as a scroll box or a coin purse, are generally unaffected (unless the container is destroyed first by the *cloud of corrosion*).

COMBUSTION

School evocation [fire]; **Level** bloodrager 3, magus 3, saboteur 3, sorcerer/wizard 3, vanguard 3

Casting Time 1 standard action

Components V, S, M (a tindertwig)

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

Target one creature or object

Duration 1 round + 1 round/2 levels

Saving Throw Fortitude half (object); **Spell Resistance** yes (object)

The targeted creature or object bursts into flames, taking 4d4 fire damage. For every two caster levels you possess, the fire lingers an additional round (to a maximum of 10 rounds at 20th level), dealing an additional 4d4 fire damage each round. A Fortitude save can be made to halve the fire damage in that round only.

A creature or object that is submersed in water stops burning and takes no damage so long as it remains submersed, but if it emerges from the water while *combustion* has duration remaining, the target is set alight again. Particularly flammable objects or constructs, such as those made of wood or cloth, or are covered in flammable oils, may have their hardness bypassed and take full damage from *combustion* (rather than the normal half), subject to GM discretion.

CONFUSE CONSTRUCTS

School transmutation; **Level** bard 4, saboteur 4, sorcerer/wizard 4, vanguard 3, witch 4

Casting Time 1 standard action

Components V, S, M (a few twisted metal wires)

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

Targets all constructs in a 10-ft.-radius burst

Duration 1 round/level or instantaneous; see text

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

This spell functions as *confusion*, except it only affects constructs. When you are rolling for a confused construct's behavior, a result of 26–50 indicates the construct twitches uncontrollably.

If a construct in the area has the berserk ability (such as a clay golem^{BI}), you can forgo confusing it to instead cause it to go berserk (this effect is instantaneous).

CONJURE ARMOR

School conjuration (creation); **Level** bloodrager 2, magus 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S, F (a smith's hammer)

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

Effect one conjured suit of armor or shield

Duration 10 min./level

Saving Throw none; **Spell Resistance** none

You conjure a non-magical suit or armor or a shield. You can summon any armor or shield that provides a +4 AC

bonus or lower, plus 1 for every two caster levels you possess past 3rd. For example, at caster level 7th, you could summon any armor or shield that provides a +6 armor bonus or lower, such as chainmail, leather armor, or a tower shield. The armor must be appropriately sized for you.

The armor or shield is not equipped to any creature when conjured and must be put on. It can be enhanced like any other armor with spells such as *magic vestment*. If the armor or shield is destroyed, the spell ends. This spell does not grant any sort of proficiency with the summoned equipment.

CONJURE BARRICADE

School conjuration (creation); **Level** magus 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S, M (a nail)

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

Effect barricade 10 ft. wide and up to 1 ft./level high

Duration 1 min./level

Saving Throw Reflex half and Reflex negates, see text;

Spell Resistance no

This spell allows you to conjure a small barricade to impede foes and provide cover to allies. The barricade is 10 feet wide and can be as high as 1 foot per caster level, is made primarily of wood, and is held together by metal bands and nails. The barricade itself is about six inches thick; it has 60 hit points and hardness 5, and can be broken in one strike with a DC 23 Strength check. As it's made out of wood, it is fairly susceptible to fire; fire damage ignores the hardness of and deals full damage to a barricade.

One side of the barricade, designated by you, is covered in spikes 1 foot in length each, spaced about six inches apart. A creature that charges into the barrier rams into the spikes, taking 3d6 points of piercing damage; a Reflex save halves the damage taken. A creature can attempt to climb over a barricade with a DC 15 Climb check, but doing so requires it to make a Reflex save or take 1d6 piercing damage and stop climbing that round.

CONJURE TOOL

School conjuration (creation); **Level** bard 0, ranger 1, sorcerer/wizard 0, vanguard 0

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect one tool

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

A handy spell for those that like to be prepared, *conjure tool* creates one of several mundane, non-masterwork tools for your use. You can conjure one of the following

tools: crowbar, drill, flint and steel, hammer, saw, sewing needle, shovel, or sledge. The tool appears in your hands, but can be put down or given to someone else.

You can only have one *conjured tool* in effect at a time. If you cast it again, the previously conjured tool vanishes.

CONJURE WEAPON

School conjuration (creation); **Level** bloodrager 2, magus 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S, F (a smith's hammer)

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

Effect one conjured weapon

Duration 10 min./level

Saving Throw none; **Spell Resistance** none

You conjure a non-magical weapon. The weapon can be any simple or martial weapon of your choice. You can also conjure exotic weapons once you reach caster level 11th. The weapon must be appropriately sized for you.

The weapon can either appear in your hands or in an open space within range, from which it can be used as normal. It can be enhanced like any other weapon with spells such as *magic weapon*. If the weapon is destroyed, the spell ends. This spell does not grant any sort of proficiency with the summoned equipment.

CONSTRUCTED ANATOMY

School transmutation (polymorph) [metal]; **Level** alchemist 3, magus 3, sorcerer/wizard 3, vanguard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

A low rumble of grinding gears and crackling flames can be heard as you cast this spell. Your appearance becomes slightly different, your flesh shimmering almost like polished steel, your movement more precise and calculated.

This spell turns you partially into a construct. You gain the half-construct subtype^{ARG}. This grants you a +2 bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. You do not need to breathe, eat, or sleep for the duration, unless you want to gain some beneficial effect from one of these activities. If you already have the half-construct subtype, this has no effect.

In addition to the above effects, you also receive a +2 size bonus to Strength and a +2 bonus to natural armor, as well as low-light vision and darkvision 60 feet.

CREATE CALTROPS

School conjuration (creation) [metal]; **Level** magus 0, sorcerer/wizard 0, vanguard 0

Casting Time 1 standard action

Components V, S

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

Effect caltrops that fill one or more 5-ft. squares

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This basic spell scatters a number of mundane caltrops in a single 5-foot square within range. These function like any ordinary caltrops, except that they disappear at the end of the spell's duration. Damage and crippling effects caused by stepping on the caltrops remain.

At caster level 4th and 8th, you can affect an additional 5-foot square with a single casting of *create caltrops*. Multiple *create caltrops* effects or mundane caltrops occupying the same space have no additional effect.

DANCING STEEL

School transmutation; **Level** magus 3, sorcerer/wizard 3, vanguard 3

Casting Time 1 standard action

Components V, S

Range touch

Target melee weapon or shield touched

Duration 10 min./level or until discharged

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

You animate a weapon or shield to fight in your stead. This grants a weapon the *dancing* special weapon property, or grants a shield the *animated* special armor property. The wielder (or you, if it is unattended) can have the object begin *dancing* or *animating* as part of casting this spell.

The wielder of the weapon or shield can activate the *dancing* or *animated* property one time per three caster levels throughout the spell's duration (maximum 5), after which the spell is discharged.

DEAD WEIGHT

School conjuration (creation) [metal]; **Level** antipaladin 2, inquisitor 2, saboteur 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S

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

Effect one ball and chain

Duration 1 round/level

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

Dead weight conjures a dense ball of metal in an unoccupied space within range, complete with a metallic chain of 10 feet in length stretching from it. The ball is 1 foot in diameter per three caster levels (max 5 feet) and is incredibly dense, weighing 200 pounds and doubling in weight for every foot in its diameter above 1 (400 pounds at 2 feet, 800 pounds at 3 feet, and so on).



Upon conjuring the *dead weight*, you can have the chain reach out and shackle itself to a nearby creature or object. A Reflex save prevents this effect. The *dead weight* can attempt to shackle a creature or object once each round on your turn (as you direct it) until it successfully grabs a creature. The chain is able to grab a creature of any size, the manacle and chain's size scaling as necessary to shackle its target (though its length does not change).

A creature that is chained to the *dead weight* cannot move more than 10 feet away from the weight. The weight itself is not immobile, and as such a sufficiently strong creature can drag, lift, or even throw the weight. The weight's size and density makes it very difficult to destroy; it has hardness 20 and 400 hit points per foot of diameter, and can be broken with a DC 80 Strength check. The chain can also be broken and is made of similar material, having hardness 20 and 100 hit points and requiring a DC 60 Strength check to break. Even if the chain breaks, the weight remains for the entire duration of *dead weight* and can be used for other

purposes. If the weight is destroyed, the spell ends.

Dead weight can be conjured in the air near a flying creature and shackle it; a creature that is flying and is caught by the *dead weight* falls immediately to the ground and takes falling damage as appropriate (assuming the weight is beyond the creature's carrying capacity for flying). It cannot, however, shackle an incorporeal creature or a swarm.

DESTRUCTIVE SHATTER

School evocation [sonic]; **Level** bard 5, magus 5, sorcerer/wizard 5, vanguard 5

Casting Time 1 standard action

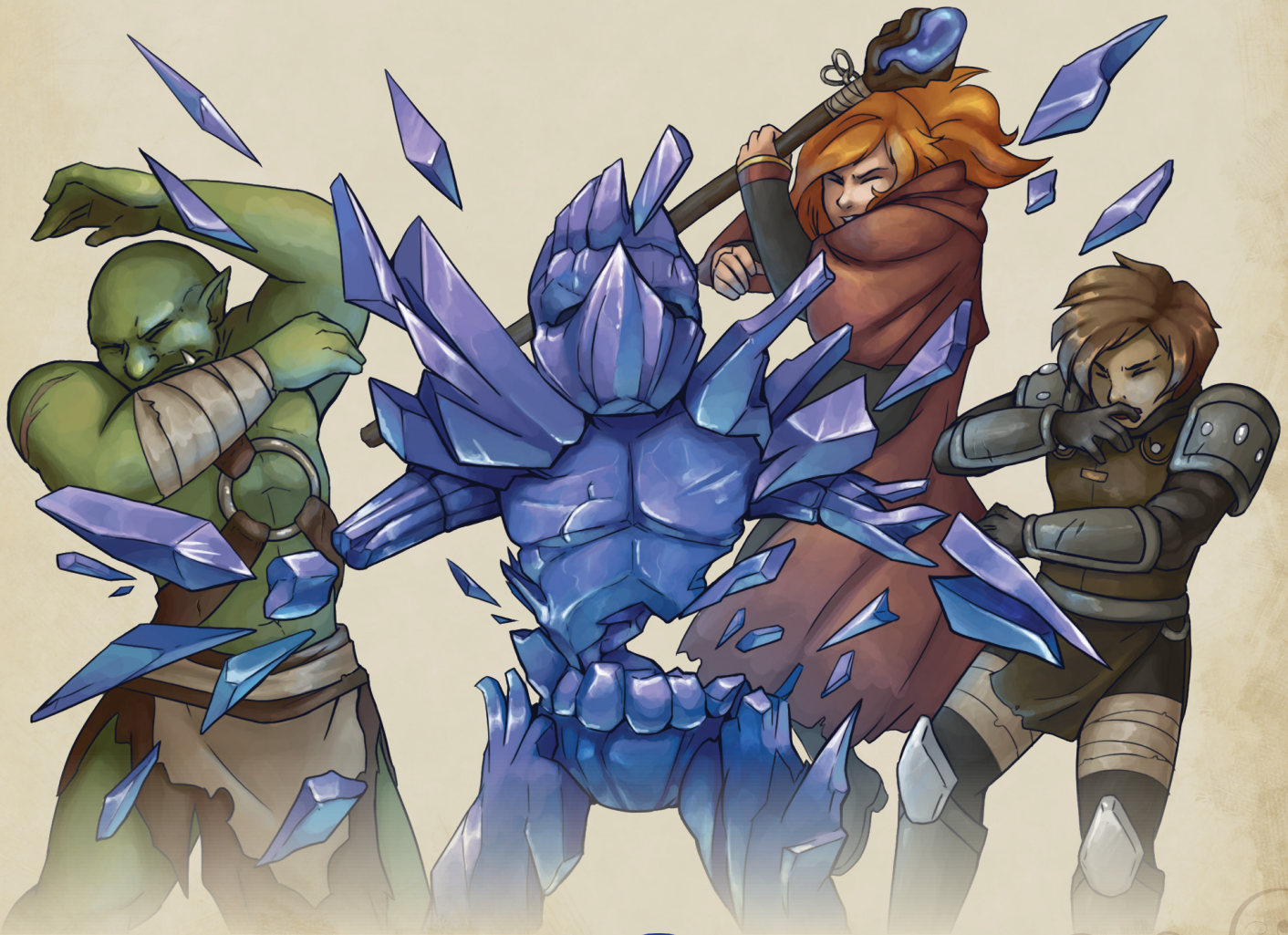
Components V, S

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

Targets one solid object or crystalline creature, plus creatures in a 20-ft.-radius burst, see text

Duration instantaneous

Saving Throw Will partial (object), Fortitude half, and Reflex half, see text; **Spell Resistance** yes



A more focused and deadly version of the spell *shatter*, *destructive shatter* destroys a single non-magical object weighing up to 20 pounds per caster level or a crystalline creature of any size. An object that fails its Will save is destroyed; an object that makes its saving throw is broken instead. An object that is already broken gets no saving throw. A crystalline creature takes 1d6 sonic damage per caster level (max 15d6) with a Fortitude save for half damage.

An object that is destroyed by *destructive shatter* or a crystalline creature that is slain explodes violently, shards and fragments flying outward and striking nearby creatures. Any creature within 20 feet of the destroyed creature or object takes 1d6 slashing damage per caster level (max 15d6); a Reflex save halves the damage. If the destroyed object or creature was made of a special material, such as a destroyed adamantite sword, the slashing damage caused by it exploding counts as that type for overcoming damage reduction.

This spell counts as a *shatter* spell for affecting creatures that are specifically weak to *shatter*, such as a glass golem^{B2}. This spell does not work on artifacts.

DETECT METALS AND ORES

School divination [metal]; **Level** alchemist 1, ranger 1, sorcerer/wizard 1, vanguard 1

Casting Time 1 standard action

Components V, S, F (a small bit of iron ore)

Range 60 ft. or long (400 ft. + 40 ft./level), see text

Area cone-shaped emanation

Duration concentration, up to 1 min./level

Saving Throw none; **Spell Resistance** no

This spell allows you to detect metal within its area, either worked or unrefined. When you cast *detect metals and ores*, you must designate whether you want to find either metal or metal ore. The spell functions differently depending on your choice.

If you choose to detect metal, the spell detects all worked metal in a 60-foot cone. This includes weapons, armor, doors, tools, constructs, and so on that are made of a refined metal or metal alloy. This version of the spell can penetrate barriers, but 3 feet of wood or dirt or 1 foot of stone blocks it.

If you choose to detect ores, the spell detects all unrefined metal within a long range (400 ft. + 40 ft./level). This version is not blocked by barriers, wood, dirt, or stone, but can only detect unrefined ore, whether it has been mined or is still in the ground. Metal that has been smelted down or refined in any way is not detected by this version of the spell.

With either choice, you can choose to detect a specific form of metal (such as iron, mithral, or gold), in which case the spell only shows you the location of that metal and no others.

DISCERNING TRAP EXTENSION

School divination; **Level** saboteur 1

Casting Time 1 standard action

Components S

Range see text

Effect one trap extension

Duration see text

Saving Throw none; **Spell Resistance** no

A *discerning trap extension* allows you to modify the next trap you place in the same square to be more discerning in its triggering conditions.

You first place the *discerning trap extension* as a saboteur trap in a square adjacent to you, just as you would any other saboteur trap. At any point within the next minute, you must place a second trap in that same square (either a saboteur trap or a mundane trap). This effect supersedes the normal rule that two saboteur traps cannot be placed in the same space. The *discerning trap extension* merges with the second trap, enhancing its function. A trap that is enhanced by a *discerning trap extension* only triggers when a specific kind of creature steps on it, or allows certain creatures to pass without triggering. You choose one option from the list below:

- **Alignment Trigger:** Creatures of a certain alignment trigger the trap. You choose a single alignment axis (such as good, lawful, or neutral) or a specific alignment (such as chaotic evil). Only creatures of the specified alignment trigger the trap.
- **Alignment Bypass:** You choose a single alignment axis (such as good, lawful, or neutral) or a specific alignment (such as chaotic evil). Creatures of the specified alignment cannot trigger the trap.
- **Type Trigger:** You choose a single creature type, such as aberration or humanoid. Only creatures of the specified type trigger the trap.
- **Type Bypass:** You choose a single creature type, such as aberration or humanoid. Creatures of the specified type do not trigger the trap.

The *discerning trap extension* lasts until the trap is triggered, disarmed, or breaks apart (if the trap does so, as a saboteur trap does). Only one “trap extension” spell can be added to a particular trap.

DIVINE STRIKE

School evocation; **Level** antipaladin 3, paladin 3, inquisitor 4

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round/level until discharged, see text

With a word of conviction, you strike your opponent with divine wrath, creating a cascade of energy to burst from your weapon's strike.

After casting *divine strike*, your weapons glow with a pale radiance (about as bright as a candle); the color of the radiance is up to you. At any point during the spell's duration when you strike an opponent with a weapon attack, you may discharge the effect onto the creature struck. This can be a melee attack or a ranged attack (ranged weapons bestow the effect onto their ammunition).

The target struck takes an additional 2d8 damage (no save); this damage is considered divine power and ignores damage reduction (but it not multiplied on a critical hit). Any creature that is adjacent to the creature struck (except you) also takes this damage. If the creature is the target of your smite evil or smite good, or if you are currently using your judgment ability, the damage doubles to 4d8.

Once you have dealt additional damage with *divine strike*, the spell is discharged.

ENABLE FUNCTION

School transmutation; **Level** sorcerer/wizard 3, vanguard 2

Casting Time 1 round

Components V, S

Range touch

Target construct touched

Duration 10 min./level

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

Enable function allows you to grant new abilities to a construct. You can grant it either ranks in a skill or a specific feat.

If you grant it ranks in a skill, you must choose a single skill. You grant it either a number of ranks in that skill equal to half your caster level (max 10) or equal to your own ranks in the skill (max 20). A non-intelligent construct cannot be granted ranks in an Intelligence- or Charisma-based skill.

If you grant it a feat, the construct gains a single feat of your choice. It must be one that the construct can qualify for.

You can cast *enable function* multiple times on a given construct; however, any feats or skill ranks granted by *enable function* cannot be used to meet prerequisites of feats granted by further castings of the spell.

ENERGY WEAPON

School transmutation; **Level** bloodrager 2, magus 2, ranger 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration 1 min./level

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

This spell functions as *magic weapon*, except that instead of granting a +1 enhancement bonus you instead grant the weapon your choice of either the *flaming*, *frost*, or *shock* special weapon property. Duplicate abilities on a weapon do not stack.

At 11th caster level and higher, you can instead grant the weapon *flaming burst*, *icy burst*, or *shocking burst*.

FIELD OF BLADES

School conjuration (creation) [metal]; **Level** sorcerer/wizard 9, vanguard 6

Casting Time 1 round

Components V

Range 120 ft.

Effect numerous weapons in 120 ft.-radius spread on the ground, centered on you

Duration 1 round/level (D)

Saving Throw Reflex half, see text; **Spell Resistance** no
As you finish the lengthy invocation, you feel the fires of creation flow through your veins. For a moment your eyes close as you picture yourself among a world of infinite blades, becoming one with the weapons in both flesh and mind. You open your eyes to see the world now matches your vision, blades filling the land around you.

One of the strongest forms of metal creation, the *field of blades* spell fills the ground within a 120-foot radius around you with innumerable bladed weapons (any kind of melee weapon that can deal slashing or piercing damage and is at least partially made of metal). The weapons are sized for you to wield. Each one is stuck in the ground blade-first, with the handle facing up. The weapons fill enough space to make the entire area difficult terrain for creatures within one size category of you (if you are Medium, this includes Small, Medium, and Large creatures). Creatures smaller than those sizes can pass through the blades easily enough but cannot charge through the area, while creatures bigger than those sizes can move through the area by simply forcing the weapons aside when they move (no action needed).

While within the *field of blades*, you have access to a number of powers, both offensive and defensive in nature, as follows:

- You can call any kind of weapon to your hand from the *field of blades* as a free action. You can wield any weapon in the *field of blades* as if you were proficient and you treat your caster level as your base attack bonus (if it is higher than your base attack bonus) when using these weapons. This can grant you extra attacks for having a high base attack bonus. Any other creature in the area can grab a weapon as well, but they receive no special abilities when they do so and the type of weapon they find is random.

- As a standard action, you can telekinetically hurl several weapons at nearby foes. You can hurl up to one blade per two caster levels (max 15), making a ranged attack using your caster level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest) as your attack bonus. You can target any number of creatures, but each weapon only strikes once. Each weapon hurled in this manner deals its normal damage with no added bonus.
- As a standard action, you can create a whirling storm of blades in a 15-foot-radius burst. Any creature in the burst takes 1d6 damage per two caster levels (max 15d6); a Reflex save halves the damage.
- As an immediate action when an opponent makes an attack with a ranged weapon, you can attempt to counter it by striking the projectile with a blade. You make a single attack roll using your caster level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest). If your attack roll meets or exceeds the opponent's roll, the attack is negated. Instead of using an immediate action, you can instead use a standard action to ready several blades; if you do, you can negate up to one ranged attack per two caster levels (max 15) within a single round, making a separate roll for each.
- As a full-round action, you can create a wall of blades. This can be up to 5 feet long per caster level in a straight line, or a circle around a center point with a radius of 5 feet per four caster levels; either version is 20 feet high. Any creature attempting to pass through the wall takes 1d6 damage per two caster levels (max 15d6); a Reflex save halves the damage. The wall falls apart at the start of your next turn unless you spend that turn maintaining the wall (also a full-round action). Creatures on opposite sides of the wall have cover from each other (+4 bonus to AC, +2 bonus on Reflex saves).

Any weapon that you use with the *field of blades* counts as magic and any kind of material that you want for the purpose of overcoming damage reduction, including silver, cold iron, or adamantine. Other creatures using the weapons do not receive this benefit unless you allow it. At the end of the duration, all weapons created by *field of blades* vanish, leaving no trace (the ground leaves no markings for where the blades were stuck).

FIISTS OF STEEL

School transmutation [metal]; **Level** alchemist 3, bloodrager 2, magus 3, sorcerer/wizard 3, vanguard 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

This spell transforms your hands and forearms into living iron. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d8 points of lethal bludgeoning damage (1d6 if you are Small). In addition, your unarmed strikes ignore up to 10 points of hardness of any object or construct struck.

The strength of *fists of steel* lies in the ability to protect you from harm. You do not take damage when touching or making unarmed strikes against a creature or object that would normally harm you for doing so (such as striking a creature with the burn universal monster ability). This does not protect you from harm should you grapple or are grappled by a creature that would harm you for doing so.

A qinggong monk can select *fists of steel* as a 6th-level *ki* power, requiring 1 *ki* point to use.

FLASH OF SPIKES

School conjuration (creation) [metal]; **Level** magus 3, sorcerer/wizard 3, summoner 3, vanguard 3

Casting Time 1 standard action

Components V

Range 5 ft.

Area 5-ft.-radius burst, centered on you

Duration instantaneous

Saving Throw Reflex half (object); **Spell Resistance** no

A vicious but practical spell, *flash of spikes* causes numerous sharpened spikes of metal to immediately protrude from your body, harming creatures directly next to you and destroying bindings. A creature or object caught in the area takes 1d6 piercing damage per caster level (max 10d6); a creature struck begins bleeding from the impaling strike, taking 1d6 bleeding damage each round. A Reflex save halves the damage and negates the bleeding effect. The damage counts as magic and silver at 5th level. It also counts as cold iron at 10th level, and adamantine at 15th level.

You gain a +4 bonus on concentration checks to cast this spell while grappled or pinned. In addition, a creature that is grappling you takes a -2 penalty on its Reflex save, and if it fails its saving throw it takes a penalty to its CMB to maintain its hold on you during the next round equal to half your caster level (max -10).

FLING

School transmutation; **Level** bard 0, magus 0, sorcerer/wizard 0, vanguard 0

Casting Time 1 standard action

Components V, S

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

Target object weighing no more than 2 lbs./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This simple spell allows you to hurl a small object a

moderate distance. You must have the object in hand, and it cannot weigh more than 2 pounds per caster level, to a maximum of 20 pounds. You can *fling* the object to any location in range, using your caster level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest) to throw the object.

You can also throw the object at a creature, though the object is not thrown with enough force to harm it. However, you can use *fling* to throw a splash weapon, such as a vial of alchemist fire, from a longer distance, harming the targets hit as normal.

FORCEFUL DISCHARGE

School evocation [force]; **Level** vanguard 4

Casting Time 1 swift action

Components V

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

Area 20-ft.-radius burst

Duration instantaneous

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

You must have a resonance in effect to cast this spell. With a single command you release the resonant energy built up between you and your companion in a wave of force, ending the resonance immediately. Each enemy within 20 feet of your construct companion takes 3d8 force damage, is pushed back to the edge of spell's area, and is finally knocked prone. A Reflex save negates the pushing and prone effects but not the damage.

The magical effect of the resonance allows it to discern between friend and foe; allies are not affected by the *forceful discharge*.

FULL SALVO

School conjuration (creation) [metal]; **Level** magus 5, sorcerer/wizard 5, vanguard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a firearm bullet worth at least 1 gp)

Range see text

Effect several conjured firearms

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With a sweep of your hands you conjure several loaded firearms nearby, each one floating and ready to fire.

Full salvo creates one medium musket per two caster levels (max 10). They each appear floating in your space or in squares adjacent to you. Each one immediately fires a single bullet at a nearby foe, dealing 1d12 piercing damage on a hit, threatening a critical hit on a 20 and dealing x4 damage on a critical hit. It has a range increment of 40 feet, can go up to five range increments, and strikes against touch AC in the first range increment. The gun misfires on a roll of a 1 or 2, making the shot for that gun automatically miss.

You must make a separate attack roll for each gun, using your normal bonuses. Any feats you have that apply to firearms, such as Weapon Focus or Clustered Shots^{UC}, apply to the *full salvo*. The bullets count as magic and your choice of either silver or cold iron for the purpose of overcoming damage reduction. At 12th caster level, you can instead make the bullets count as adamantine for this purpose. Once you finish making all attacks, the guns vanish and the spell ends.

GRASPING STEEL

School conjuration (creation) [metal]; **Level** magus 4, sorcerer/wizard 4, vanguard 4

Casting Time 1 standard action

Components V, S, M (a small, thin sheet of metal)

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

Target one creature

Duration instantaneous and 1 round/level

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

A large, thick plate of iron appears before you and flies forth towards your opponent's head. The target is struck by the brute force of the slab of metal, taking 1d6 bludgeoning damage per two caster levels (max 10d6). The damage only occurs once, when the *grasping steel* first hits.

After being hit (whether it takes damage or not), the target must make a Reflex save or have the metal plate wrap around its head. This causes a number of debilitating effects:

First, the target is effectively blinded unless it can see through at least two inches of iron or steel. It also takes a -5 penalty on hearing-based Perception checks. The *grasping steel* is not water-tight nor air-tight, so the creature will not suffocate.

Second, it cannot use any natural attacks that originate from its head, such as a bite attack or gore attack. It cannot use these attacks to strike at the *grasping steel* in attempts to break it. It can, however, still speak, though it is muffled; other creatures take a -10 penalty on Perception checks made to hear what the target says.

Third, any energy-based effects, spells, spell-like abilities, and supernatural abilities that originate from the creature's head are impaired, such as a breath weapon or a gaze attack. If it attempts to use an attack that creates energy or projectiles from its head in some way, the attack fails unless it manages to destroy the *grasping steel*. Even then, the steel forces the attack back in the creature's face, subjecting it to the effects of the attack. The attack automatically hits the creature and it is not afforded a Reflex save (if the attack would normally allow one), but its other defenses still function, such as energy resistance or Fortitude and Will saves.

The steel is two inches thick, has hardness 10, and has 60 hit points. If it is reduced to 0 hit points, the spell

ends. Creatures that do not have a discernible head can still be struck by the *grasping steel* and take damage, but are not subject to its other effects.

A qinggong monk can select *grasping steel* as a 10th-level *ki* power, requiring 2 *ki* points to use.

HAIL OF ARROWS

School transmutation; **Level** ranger 3

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round

Hail of arrows greatly speeds up your ability to strike at foes with ranged weapons.

During the turn that you cast *hail of arrows*, you can use a full-round action to make a single ranged attack with a ranged weapon you are wielding against each



opponent that is within the first range increment of the weapon. Each attack is made at your full base attack bonus and uses your normal abilities, such as *Precise Shot* or *Weapon Focus*.

You can attack a number of targets equal to your caster level, and can only attack an individual creature once. If you do not take the action to attack during the turn you cast *hail of arrows*, the spell is wasted.

Despite its name, *hail of arrows* can be used with any ranged weapon, including throwing weapons. Thrown weapons must be used for ranged attacks, not *melee*.

HASTENING DISCHARGE

School transmutation; **Level** vanguard 1

Casting Time 1 swift action

Components V

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

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

You must have a resonance in effect to cast this spell. With a single command you release the resonant energy built up between you and your companion in a wave of accelerating force, ending the resonance immediately. Each ally within 20 feet of your construct companion is immediately accelerated, allowing it to move 5 feet as a free action without provoking attacks of opportunity. This does not count as a 5-foot step. Your construct companion does not gain this benefit. At 11th caster level, each ally can move 10 feet instead.

The magical effect of the resonance allows it to discern between friend and foe; enemies are not affected by the *hastening discharge*.

IMPACT

School conjuration (creation) [metal]; **Level** bloodrager 4, magus 4, saboteur 4, sorcerer/wizard 4, vanguard 4

Casting Time 1 standard action

Components V, S

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

Targets up to four creatures, no two of which can be more than 30 feet apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You conjure a number of magically-charged orbs of iron and steel, each of which impact their targets with great force. You create one orb per four caster levels (max 4). Each orb you create flies out to strike creatures within range; you can have more than orb target a single creature, but a single orb only hits once. You must make a ranged touch attack to strike with each orb. On a hit, the target takes 4d6 bludgeoning damage. This damage is considered magic for the purpose of overcoming

damage reduction. If multiple orbs strike a single creature, the damage is totaled before damage reduction is applied.

Once a creature has been struck by an orb, you can make a bull rush or trip attempt against the target; this check does not provoke attacks of opportunity. You use your caster level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest) in place of your CMB, and you gain a +5 on the check for each orb that strikes the same target. You must roll separately for each target struck.

INSTANT BARDING

School conjuration (creation) [force]; **Level** cleric 2, druid 2, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature suitable to be a mount

Duration 10 min./level (D)

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

This spell functions like *instant armor*^{APG}, except that it targets a single creature that is suitable to be a mount. The *instant barding* replaces any barding the creature is already wearing.

IRON GUARDIAN

School conjuration (summoning) [metal]; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster IX*, except it summons an iron golem^{BI}.

IRON MAIDEN

School conjuration (creation) [metal]; **Level** antipaladin 4, cleric 5, inquisitor 5, magus 5, saboteur 5, vanguard 5, witch 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (D)

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

A groaning, creaking sound of stressed metal echoes around you as you finish casting this spell. Large walls of a coffin-shaped container appear on either side of a creature, their interiors covered in spikes. The two halves slam together, trapping the creature inside.

Iron maiden creates a large, magically-reinforced iron maiden to trap a single creature. The iron maiden is appropriately sized for the targeted creature. If the creature fails its saving throw, it is completely encased by the iron maiden. It is considered pinned by the iron maiden and can take no actions except trying to break the iron maiden with a Strength check (see below). It gains total cover from those outside of the iron maiden, and those outside have total cover from it. Each round, the creature takes 3d8 piercing damage from the spikes within the iron maiden. The spikes are considered magical for the purpose of overcoming damage reduction. No light penetrates the iron maiden.

A creature that succeeds on its saving throw is only partially caught by the spell; it is considered grappled by the iron maiden and cannot move from its space, but can otherwise act normally. It also takes half the damage it would normally take from the iron maiden each round.

Whether the creature failed or succeeded on its saving throw, it can attempt to break out of the iron maiden in a few ways. The iron maiden has hardness 10 and 120 hit points and can be destroyed by enough damage. It can also be broken in a single attack with a Strength check (DC 10 + your caster level). A creature that is grappled (but not pinned) by the iron maiden can attempt an Escape Artist check or a combat maneuver check to break free (DC 15 + your caster level). A creature does not add its size bonus to its maneuver check to escape in this manner (as the iron maiden is always large enough to hold it).

If the target escapes the iron maiden, or if it is destroyed, the spell ends.

LOCKDOWN

School abjuration [metal]; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4, vanguard 4, witch 4

Casting Time 1 round

Components V, S, F (a lock worth at least 20 gp)

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

Target one structure whose total volume does not exceed four 10-ft.-cubes/level

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

As you finish casting the spell, you snap the lock in your hand shut. A quick clattering of doors and windows can be heard as the entire building closes itself.

The *lockdown* spell quickly and efficiently locks and bars all points of entry into the structure. All doors and windows shut automatically. If something is forcefully holding a door or window open, the door or window can make a Strength check using your caster level + 10 in place of its Strength score to close; this can be either as an opposed Strength check against a creature or an attempt to break on object holding it open.

All doors and windows that have locks become locked if they weren't already. Bars of iron also reinforce each entry point, with four bars per foot of width the entry point has. The bars serve to reinforce doors, treating them as iron doors (hardness 10, 60 hit points, DC 28 Strength check to break) while also blocking access to windows and other non-door entry points into the building (hardness 10 and 30 hit points per bar, DC 24 Strength check to break).

While the initial casting of *lockdown* bars all entry points, you may choose to dismiss its effects on an individual entry point by touching it. Dismissing it in this manner is not reversible, but has no effect on other nearby entry points. If all entry points are dismissed, the spell ends.

MAGNETIC GRASP

School evocation [electricity]; **Level** bard 3, sorcerer/wizard 3, vanguard 3

Casting Time 1 standard action

Components V, S, F (a magnet)

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

Target one or more metal objects, see text

Duration 1 round/level

Saving Throw Fortitude negates (object), see text; **Spell Resistance** yes (object)

You create a magnetic pulse that attracts objects towards your hand.

Each round on your turn (starting with the round you cast *magnetic grasp*), you can target a single metallic object within range. The object is pulled towards you, flying directly into your hands (or in the nearest available space if it is too large to hold or you do not wish to hold it).

If you attempt to take an item from a creature, you must make a steal or disarm attempt (as appropriate for what you are taking). You use your caster level as your Combat Maneuver Bonus, adding your Intelligence, Wisdom, or Charisma modifier (whichever is highest) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it.

Magic items receive a Fortitude save to prevent either of these effects. If the object is held down in some way (such as by ropes), you can make a Strength check to break the bindings, using 5 + your Intelligence, Wisdom, or Charisma modifier (whichever is highest) in place of your Strength bonus.

MAGNETIZING RAY

School evocation [electricity]; **Level** bloodrager 1, magus 1, sorcerer/wizard 1, vanguard 1

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You fire a yellowish ray of electricity at a target, magnetizing it on a successful hit. You must make a ranged touch attack to strike the target. If you hit, any ranged attacks made against the target with a projectile that is at least partially made of metal gains a +2 bonus to its attack roll. In addition, ranged attacks against the target are treated as if they had the *seeking* property.

MARK OF THE GOLEM

School transmutation; **Level** sorcerer/wizard 7, vanguard 6

Casting Time 1 standard action

Components V, S

Range touch

Target construct touched

Duration 1 round/level

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

You touch a construct and alter the fabric of magic that animates it, rebinding it in such a way that it becomes impervious to magic like a golem.

This spell grants a touched construct a golem's immunity to magic ability. Any spells that allow for spell resistance fail outright on the subject. However, the construct gains the weaknesses of a single type of golem, chosen by you at the time of casting. It must be a type of golem that you know of, and must be one that has a list of spells that bypass its magic immunity.

The construct gains a mark on its chest that represents what kind of golem you designated for *mark of the golem*. This mark can be identified using Knowledge checks as if identifying the golem it represents; identifying the mark lets a creature know what spells work on the construct.

This spell cannot be cast on a construct that already has the immunity to magic ability.

NEEDLE STORM

School conjuration (creation) [metal]; **Level** cleric 3, saboteur 3, vanguard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a needle)

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

Area 15-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You toss the needle into the air as you cast the spell. A furious burst of tiny spikes erupts from a point nearby.

Any creature caught in the area of the *needle storm* is assaulted by hundreds of needles, taking 1d8 piercing damage per two caster levels (max 5d8) and begins bleeding, taking 1d6 bleeding damage each round. A Reflex save halves the damage and negates the bleeding.

This damage counts as magic and silver for the purpose of overcoming damage reduction; at 10th level, it also counts as cold iron, and at 15th level it also counts as adamantine.

OBSERVATION TRAP EXTENSION

School divination (scrying); **Level** saboteur 3

Casting Time 1 standard action

Components S

Range see text

Effect one trap extension

Duration see text

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

An *observation trap extension* allows you to modify the next trap you place in the same square to create a scrying sensor upon triggering.

You first place the *observation trap extension* as a saboteur trap in a square adjacent to you, just as you would any other saboteur trap. At any point within the next minute, you must place a second trap in that same square (either a saboteur trap or a mundane trap). This effect supersedes the normal rule that two saboteur traps cannot be placed in the same space. The *observation trap extension* merges with the second trap, enhancing its function. A trap that is enhanced by an *observation trap extension* notifies you mentally when it is triggered, similar to the mental alarm provided by an *alarm* spell but out to any range. You are not given any information about the triggering creature.

At any point within 10 minutes of receiving the alarm, you can choose to observe the creature that triggered the trap, as a *scrying* spell. The creature gets a Will saving throw against this effect (you are considered to have firsthand knowledge of the target, as described in the *scrying* spell). The *scrying* effect lasts for 1 minute per caster level.

The *observation trap extension* lasts until the trap is triggered, disarmed, or breaks apart (if the trap does so, as a saboteur trap does). Only one “trap extension” spell can be added to a particular trap.

PIERCING SHOT

School transmutation; **Level** ranger 2

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round

This spell empowers your ranged weapons with potent magic, allowing it to pierce through multiple targets.

During the round you cast *piercing shot*, you may use a standard action to make a single ranged attack with a ranged weapon or thrown weapon. Instead of attacking a specific target, the projectile affects all creatures in a single line, originating from you and going out a distance equal to the range increment of the weapon you used.

To hit, you make a single attack at your full attack bonus, plus an additional +1 bonus per four caster levels (max +4). You apply this single attack roll to each target in the line, hitting each target whose AC you beat with your attack roll and dealing normal damage (plus the effects of any special properties on the projectile). If you score a critical hit, you critically hit only the first target struck in the line.

If you do not take the action to attack during the turn you cast *piercing shot*, the spell is wasted.

PROTECTIVE DISCHARGE

School abjuration; **Level** vanguard 5

Casting Time 1 swift action

Components V

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

Area 20-ft.-radius burst

Duration 1 round

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

You must have a resonance in effect to cast this spell. With a single command you release the resonant energy built up between you and your companion in a wave of protective energy, ending the resonance immediately. Each ally within 20 feet of your construct companion gains a deflection bonus to AC equal to your caster level (max +20) for 1 round.

The magical effect of the resonance allows it to discern between friend and foe; enemies are not affected by the *protective discharge*.

PULLING CHAINS

School conjuration (creation) [metal]; **Level** bloodrager 2, magus 2, saboteur 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S

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

Area 20-ft.-radius burst

Duration instantaneous

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

A burst of chains fly out from a point in space you designate, wrapping themselves around several creatures before retracting back to the center.

Pulling chains targets each creature in the burst (except you, if you choose), dragging each creature as close as possible to the center point of the *pulling chains*, after which the creatures fall prone. A Reflex save halves the distance a creature is pulled and negates the prone effect.

QUICKSILVER

School transmutation; **Level** magus 4, sorcerer/wizard 4, vanguard 4

Casting Time 1 standard action

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

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

Target non-magical object weighing no more than 5 lbs./level

Duration instantaneous

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

You cause an object to lose its shape, briefly flowing like water before becoming solid again. This has no effect on the object's temperature. The object flows for a few seconds before solidifying again, most likely in the form of a puddle on the floor. The solidifying of the object does not hinder any creatures or objects within the area of the liquefied "object". A liquefied object cannot be repaired by normal means or by spells like *mending* and

make whole, though a *reconstruct*, *limited wish*, *wish*, or *miracle* spell can repair it.

Only attended objects are granted a saving throw.

RAIN OF BLADES

School transmutation; **Level** ranger 3

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round

Rain of blades greatly speeds up your ability to strike at foes with melee weapons.

During the turn that you cast *rain of blades*, your reach increases by 5 feet. You can use a full-round action to make a single attack with each melee weapon you are wielding against every foe within your reach. Each attack is made at your full base attack bonus and uses your normal feats and abilities.

If you are wielding more than one weapon or a double weapon, you can attack each foe once with each weapon (or each end of the double weapon), taking the normal penalty for two-weapon fighting.

RECONSTRUCT

School transmutation; **Level** cleric 5, sorcerer/wizard 5, vanguard 5



Casting Time 1 minute
Components V, S, see text
Range close (25 ft. + 5 ft./2 levels)
Target object of up to 20 cu. ft./level or one construct creature of any size
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *make whole*, except when used on an object or construct it restores it to its full hit points. *Reconstruct* can repair any items that *make whole* can.

Reconstruct has a more powerful function that allows its caster to rebind the animating forces to a destroyed construct, essentially raising it from “death”. The construct cannot have been destroyed for more than 1 day per caster level. The construct is repaired to half its maximum hit points. While *reconstruct* fixes nearly any sort of damage or disrepair, the body of the construct must be whole. Any missing parts remain missing and must be repaired by other means, usually through the use of the Craft Construct feat, subject to GM discretion.

Reconstructing a destroyed construct requires a material component consisting of precious gemstones such as rubies, sapphires, or diamonds worth a total of 500 gp per hit die of the destroyed construct. When targeting a construct, *reconstruct* bypasses any immunity to magic as if the spell did not allow spell resistance.

REFINE ORE

School transmutation [earth, metal]; **Level** sorcerer/wizard 2, vanguard 2
Casting Time 1 minute
Components V, S, M (a lump of coal)
Range close (25 ft. + 5 ft./2 levels)
Target unrefined ore with a total volume less than 5 cu. ft./level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You turn unrefined ore into usable materials. *Refine ore* smelts all metals within the ore into usable ingots, and pulls out all valuable gems without damaging them (though it leaves the gemstones rough and uncut). The amount of ore and gemstones found within the ore is subject to GM discretion.

The spell generates no heat, and the stone that would be left behind after the metal and gems have been extracted is compacted into 1-foot cubes for transportation. *Refine ore* can only be used on ore that has been mined out and separated from the surrounding stone; you cannot cast it on the walls of a mineshaft and extract any materials, for example.

REJUVENATING DISCHARGE

School conjuration (healing); **Level** vanguard 3

Casting Time 1 swift action
Components V
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous
Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

You must have a resonance in effect to cast this spell. With a single command you release the resonant energy built up between you and your companion in a wave of healing energy, ending the resonance immediately. Each ally within 20 feet of your construct companion is healed, recovering 2d8 hit points. This spell has no effect on undead creatures, but can heal construct creatures (including your companion).

The magical effect of the resonance allows it to discern between friend and foe; enemies are not affected by the *rejuvenating discharge*.

REPEL PROJECTILES

School abjuration; **Level** alchemist 4, bloodrager 4, magus 4, sorcerer/wizard 4, vanguard 4
Casting Time 1 immediate action
Components V, S
Range personal
Target you

Duration 1 round or until discharged
This spell creates a reflective barrier around you that repels projectile weapons. Until the start of your next turn, any projectiles fired at you are reflected back at the creature that fired it, using the attack roll the creature rolled against you to strike back at the creature.

You can reflect a number of projectiles equal to half your caster level (max 10), after which the spell is discharged. This spell cannot reflect projectiles from spells such as *magic missile* or *scorching ray*. It can reflect siege weaponry and magic weapons, but each siege weapon shot counts as three projectiles, and each magic weapon counts as two projectiles (a magic siege weapon shot counts as five).

REPLICATE

School conjuration (creation); **Level** magus 6, sorcerer/wizard 6, vanguard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target object weighing no more than 5 lbs./level
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

You create a replica of an existing object. The replicated object appears in your hand if you desire, or in the hands of a willing creature within range of the spell, otherwise it appears in the nearest open space. The object has

the same shape, size, coloration, weight, and use as the original, appearing to be an exact replica, though it does not have any magical properties. An Appraise check or appropriate Craft or Knowledge check can be made to identify that it's not the original object. The DC of this check is 15 + your caster level for the Craft check, or 20 + your caster level when making an Appraise or Knowledge check.

If the original object is masterwork, so is the duplicate. The new object has the same material properties as the original, even if made out of a special material like adamantine or cold iron. If the original object has less than full hit points, you can make the replicated item have the same hit points or be created with full hit points, even if the original item has the broken condition (but is not destroyed). The replicated item does not have any magical properties of the original.

You cannot *replicate* an artifact with this spell.

REPLICATE, GREATER

School conjuration (creation); **Level** sorcerer/wizard 8, vanguard 6

Target object weighing no more than 10 lbs./level

Saving Throw none or Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object)

This functions as *replicate*, but the created object maintains the magical and special material properties of the original. Only magical properties that are continuous or have unlimited uses function on the created item; a +2 *radiant breastplate*, for example, would maintain its *radiant* ability to shine brightly as a torch but could not be commanded to create a *daylight* effect, as that ability of the *radiant* property is only usable once per day. Items with limited charges, such as a wand or *ring of wishes*, can be replicated but are created with no charges. The DC to identify the item as not being the original is +5 higher than the DC outlined in *replicate*.

You can choose whether or not to replicate the magical properties of a targeted magic item; if you do not copy the magical properties of the item, the targeted object receives no saving throw. Non-magical items receive no saving throw.

You can use *greater replicate* on an artifact, but its magical properties are never bestowed upon the created object. Artifacts always receive a saving throw against *greater replicate*.

REPLICATE, LESSER

School conjuration (creation); **Level** magus 4, sorcerer/wizard 4, vanguard 3

Target object weighing no more than 10 lbs.

This spell functions as *replicate*, except you can only target an object weighing 10 pounds or less. In addition, despite its appearance being identical, the replicated item

does not maintain the special material properties of the original. Metallic items constructed with special materials (such as adamantine or mithral) are instead made of typical steel, wooden items made of special materials (such as wyroot) are made of a common timber, and so on for other kinds of materials like leather, stone, or glass. Even if the material is changed, the replicated item maintains the same coloration and weight as the original materials, so to an untrained eye it appears as an exact replica. The DC to identify it as a fake is -5 lower than the DC outlined in *replicate*.

You cannot *replicate* an artifact with this spell.

RESETTING TRAP EXTENSION

School transmutation; **Level** saboteur 6

Casting Time 1 standard action

Components S, M (four silver spikes worth 25 gp each)

Range see text

Effect one trap extension

Duration see text

Saving Throw none; **Spell Resistance** no

A *resetting trap extension* allows you to modify the next trap you place in the same square to trigger multiple times.

You first place the *resetting trap extension* as a saboteur trap in a square adjacent to you, just as you would any other saboteur trap. At any point within the next minute, you must place a second trap in that same square (either a saboteur trap or a mundane trap). This effect supersedes the normal rule that two saboteur traps cannot be placed in the same space. If you use a saboteur trap, it must be of 3rd level or lower. The *resetting trap extension* merges with the second trap, enhancing its function. A trap that is enhanced by a *resetting trap extension* can trigger multiple times without breaking.

Once the trap modified by the *resetting trap extension* triggers, the trap begins resetting itself so that it can trigger again. The level of the saboteur trap placed in the *resetting trap extension* determines how long it takes to reset, as shown in **Table: Resetting Trap Extension** (a mechanical trap is considered a 2nd level trap). The trap can reset up to three times, after which the *resetting trap extension* breaks apart and stops functioning.

The *resetting trap extension* lasts until the trap resets three times, is disarmed, or breaks apart (if the trap does so, as a saboteur trap does). Only one "trap extension" spell can be added to a particular trap.

Table: Resetting Trap Extension

Trap Level	Reset Time
1st	1d4 rounds
2nd	2d4 rounds
3rd	1d4 minutes

RESTRICTING ARMOR

School transmutation; **Level** bard 2, cleric 3, inquisitor 2, magus 2, sorcerer/wizard 3, vanguard 2, witch 3

Casting Time 1 standard action

Components V, S

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

Targets one creature/level that are wearing armor, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes
You cause a creature's armor to lock up and restrict its wearer's movement.

A creature that fails its saving throw becomes entangled for the duration of the spell. A successful Fortitude save reduces the duration to 1 round.

Heavier armors are more difficult to fight against for creatures. A creature wearing medium armor takes a -1 penalty on its saving throw, whereas a creature in heavy armor takes a -2 penalty. A creature wearing armor it is not proficient in is significantly hindered, applying the armor's Armor Check Penalty to its saving throw against *restricting armor*.

Creatures wearing non-corporeal armor, such as that provided by *mage armor* or *instant armor*, are not affected by *restricting armor*. Shields do not count as armor for the purpose of this spell.

SCATTER

School transmutation; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, vanguard 1

Casting Time 1 standard action

Components V, S

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

Targets unattended objects within a 5-ft. cube whose total weight does not exceed 10 lbs./level

Duration instantaneous

Saving Throw Reflex negates, see text; **Spell Resistance** no

You cause several small objects in a group to fly about randomly. All objects must be within a single 5-foot cube of space, and their total weight cannot exceed 10 pounds per caster level (max 100 pounds).

The objects fly off in random directions, using splash weapon rules to determine individual objects' directions of travel (should it be needed). Each object flies about 20 feet from their starting point. The objects do fly with a moderate amount of force; a creature within 10 feet of the targeted objects' starting location takes 1d6 points of either bludgeoning, piercing, or slashing damage (depending on the objects targeted), plus 1 point of damage per caster level (max +5). A Reflex save negates the damage. Particularly soft or malleable objects, such as clothing or paper, cause nonlethal damage instead of lethal damage, subject to GM discretion.

SHARED TECHNIQUE

School divination; **Level** bard 3, inquisitor 3, magus 3, paladin 2, ranger 2, vanguard 3

Casting Time 1 standard action

Components V, S

Range touch

Targets you and one willing creature

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

Shared technique allows you to share your training and expertise with another creature. You grant the creature you touch the benefit of a single combat feat, metamagic feat, or teamwork feat that you have. They must meet the prerequisites of the feat to benefit from it. Alternatively, you can instead learn a single combat feat, metamagic feat, or teamwork feat the target has. You must meet the prerequisites of the feat to benefit from it.

A creature can only benefit from one casting of *shared technique* at a given time; casting it on the creature a second time ends the previous casting.

SHARED TECHNIQUE, COMMUNAL

School divination; **Level** bard 4, ranger 3, magus 4, paladin 3, vanguard 4

Targets willing creatures touched

This spell functions as *shared technique*, except you may divide the duration in 10-minute intervals among the creatures touched. You may select the feat to be shared among any of the targeted creatures (or yourself). All targets receive the same feat, and must meet the prerequisites of the feat to use it.

SHRAPNEL BURST

School conjuration (creation) [metal]; **Level** bloodrager 1, magus 1, saboteur 1, sorcerer/wizard 1, vanguard 1

Casting Time 1 standard action

Components V, S

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

Area 5-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A burst of jagged shards of metal appears in an instant, flying about and violently striking creatures. Each creature in the burst takes 1d4 points of slashing damage per caster level (max 5d4). A Reflex save halves the damage.

SIPHON ENHANCEMENT

School abjuration; **Level** magus 4, sorcerer/wizard 4, vanguard 4

Casting Time 1 standard action

Components V, S

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

Target one magic item

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell allows you to steal the magical properties of a magic item and grant it to your own possessions.

This spell functions as a targeted *dispel magic*, except it can only target a magic item and, if your dispel check is successful, the magic item is suppressed for 1 round per caster level, rather than 1d4 rounds. In addition, for the duration you transfer the magical properties to a similar, non-magical object in your possession. The item you are holding gains all properties, abilities, and charges of the magic item for the duration. Once the duration of *siphon enhancement* ends, the magical properties return to the original item. Any spent resources, such as charges, remain spent when the spell ends.

The item you transfer the magical properties to must be similar in function and use. A weapon's magical properties must be applied to a non-magical weapon in your possession, clothing-based wondrous items transferred to an article of clothing you have, and so on. Any incompatible properties do not function; for example, siphoning a +1 *seeking longbow* and transferring its properties to a longsword would result in a +1 *longsword*.

You cannot siphon an artifact with this spell, though you can be unfortunate enough to siphon a cursed item with this spell. *Siphon enhancement* does not provide any special insight to your newly-acquired magic item's functions, command words, and so on.

SPIKES

School transmutation [metal]; **Level** antipaladin 2, bloodrager 2, cleric 2, magus 2, sorcerer/wizard 2, vanguard 2

Casting Time 1 standard action

Components V, S

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

Target or Area see text

Duration 1 min./level (D)

Saving Throw Will negates (object), see text; **Spell Resistance** yes (object), see text

Spikes is a versatile spell that causes sharp, metallic spikes to grow from a surface, object, or creature. The uses of *spikes* vary greatly, as shown below:

- You can cover a weapon in spikes. A weapon with spikes can be used to deal piercing damage (if it couldn't already) and causes creatures struck to take 1 point of bleeding damage each round.
- You can make the outside of a single suit of armor or a shield spiky, treating it as having armor spikes or shield spikes respectively.
- You can cause the handle of a weapon or shield to become spiky. The creature carrying it takes 1d6 piercing damage each round unless it drops the item.

- You can cause a relatively flat surface to grow spikes, affecting a space up to one 5-foot square per caster level (max 10 squares). The spaces are treated as having caltrops scattered within them, though the spikes deal 1d6 damage instead of just 1.
- You can make a creature's skin grow spikes. You can affect all or some of its body. The target's natural attacks and unarmed strikes deal piercing damage, and any creature striking the target with natural weapons or grappling it takes 1d6 points of piercing damage (this damage occurs each round it is grappled).
- You can make a single unattended object spiky all over. The object cannot exceed 2 cubic feet per caster level (max 20 cubic feet). Any creature that carries, wears, touches, or wields the object takes 1d6 piercing damage each round.

The spell can create any other effect that would logically extend from making an object spiky, such as growing spikes from boots or a wagon wheel to create traction, subject to GM discretion. A creature or magic item that does not wish to receive a *spikes* spell can make a Will save to negate its effects, and spell resistance applies. Non-magic items do not receive a saving throw unless they are attended.

SPRAWLING TRAP EXTENSION

School transmutation; **Level** saboteur 5

Casting Time 1 standard action

Components S

Range see text

Effect one trap extension

Duration see text

Saving Throw none; **Spell Resistance** no

A *sprawling trap extension* allows you to modify the next trap you place in the same square to have a modified trigger area.

You first place the *sprawling trap extension* as a saboteur trap in a square adjacent to you, just as you would any other saboteur trap. At any point within the next minute, you must place a second trap in that same square (either a saboteur trap or a mundane trap). This effect supersedes the normal rule that two saboteur traps cannot be placed in the same space. The *sprawling trap extension* merges with the second trap, enhancing its function. A trap that is enhanced by a *sprawling trap extension* can be triggered from more than one square. You chose one kind of expanded trigger the trap gains, as listed below:

- *Aerial Trigger*: The trap can be triggered by creatures above its space. Any creature that moves or flies over the trap's square that is less than 5 feet per two caster levels over the trap (max 50 feet) triggers it.
- *Proximity trigger*: The trap triggers on any creature that comes within a set radius of the trap. The trap triggers when a creature enters within a 15-foot radius of its

location. A trap placed into the proximity trigger is prevented from being triggered for 1 round after you place it, giving you ample time to leave its trigger area.

- **Wide Trigger.** The trap gains multiple adjacent squares that can trigger it. You choose up to one 5-foot square on the ground per caster level (max 20) that are adjacent to a previous square, starting with the square the trap is placed in. A creature stepping in any of these spaces triggers the trap.

A saboteur trap's effects come into effect centered on the point the creature triggered the trap; a mechanical or mundane trap gains no such benefit, triggering upon the space it was placed in as normal. The trap can still only be disarmed in its original space, meaning certain uses of this trap can make disarming much more difficult.

The *sprawling trap extension* lasts until the trap is triggered, disarmed, or breaks apart (if the trap does so, as a saboteur trap does). Only one "trap extension" spell can be added to a particular trap.



SQUIRE'S AID

School conjuration (teleportation); **Level** antipaladin 1, bard 1, cleric 1, inquisitor 1, magus 1, paladin 1, vanguard 1

Casting Time 10 minutes

Components V, S

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

Target unattended objects within a 10-ft. cube

Duration 8 hours until discharged

Saving Throw none; **Spell Resistance** no

A handy spell when ambushed during a rest, *squire's aid* packs up belongings and equips creatures.

All objects to be targeted by *squire's aid* must be within a 10-foot cube at the time of casting. All objects are then marked with a small arcane mark that is unreadable, except by means of a *read magic* spell, to anyone but you. Once the objects are marked, they can be thereafter moved about without any issue.

At any point during the spell's duration, you can use a standard action to trigger the effects of *squire's aid*, after which the spell is discharged. All marked objects are packed into their respective containers; bedrolls are rolled and bound, mess kits are cleaned and packed, and bags of supplies are repacked for transportation. Any wearable equipment can be packed in an organized fashion or equipped to nearby creatures, donning the armor and clothing neatly and appropriately for the creature. A creature is aware of what gear you are equipping it with and can prevent you from doing so should it not want you to (no check needed).

All objects that you wish to pack or don or any creatures you wish to equip must be within range of the spell at the time of you triggering these effects, otherwise the effect fails on that particular object or creature.

STATIC DISCHARGE

School evocation [electricity]; **Level** vanguard 6

Casting Time 1 swift action

Components V

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

Area 20-ft.-radius burst

Duration instantaneous

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

You must have a resonance in effect to cast this spell. With a single command you release the resonant energy built up between you and your companion in a wave of stunning energy, ending the resonance immediately. Each enemy within 20 feet of your construct companion takes 4d6 electricity damage and is stunned for 1 round. A Fortitude save reduces the stunning effect to being only staggered for 1 round instead.

The magical effect of the resonance allows it to discern between friend and foe; allies are not affected by the *static discharge*.

STEADFAST COMPANION

School enchantment [emotion, mind-affecting]; **Level** druid 3, paladin 2, ranger 2, shaman 3, sorcerer/wizard 3, summoner 2, vanguard 2, witch 3

Casting Time 1 standard action

Components V, S

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

Target your companion

Duration 1 min./level (D)

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

Steadfast companion is used by those that bond with another creature to strengthen their connection, making their companion devoted in the face of hardship.

Steadfast companion can only be cast on your companion creature, such as an animal companion, construct companion, eidolon, familiar, or a paladin's mount. Your companion gains a +4 resistance bonus on saves against mind-affecting effects and gains immunity to fear effects. In addition, upon casting *steadfast companion* your companion immediately receives a second saving throw to negate any harmful mind-affecting effect it is currently subject to (with the +4 resistance bonus granted by the spell), using the same DC as the original effect. If successful, the effect ends (or is reduced, in the case of spells with a partial effect on a save) as if your companion had succeeded its initial saving throw against the spell.

STEALTH TRAP EXTENSION

School illusion (glamer); **Level** saboteur 2

Casting Time 1 standard action

Components S

Range see text

Effect one trap extension

Duration see text

Saving Throw none; **Spell Resistance** no

A *stealth trap extension* allows you to modify the next trap you place in the same square to be harder to find and disarm.

You first place the *stealth trap extension* as a saboteur trap in a square adjacent to you, just as you would any other saboteur trap. At any point within the next minute, you must place a second trap in that same square (either a saboteur trap or a mundane trap). This effect supersedes the normal rule that two saboteur traps cannot be placed in the same space. The *stealth trap extension* merges with the second trap, enhancing its function. A trap that is enhanced by a *stealth trap extension* has the Perception DC to notice the trap increased by half your caster level (max +10) and has the DC to disarm the trap increased by half this amount (max +5).

The *stealth trap extension* lasts until the trap is triggered, disarmed, or breaks apart (if the trap does so, as a

saboteur trap does). Only one "trap extension" spell can be added to a particular trap.

STEEL SIGHT

School divination [metal]; **Level** druid 2, shaman 2, sorcerer/wizard 3, vanguard 2

Casting Time 1 standard action

Components V, S, M (one silver coin)

Range 60 ft.

Area cone-shaped emanation

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

When you cast this spell, your eyes glaze over with a silver sheen before polishing, appearing as though your eyes were actually mirrors.

Steel sight lets you see through metal as if it were invisible. You can see through walls, armor, weapons, containers, objects, and creatures that are made of metal. This can even penetrate metals that normally block divinations, such as lead. However, this does not allow any other divination effects you have active to bypass metal.

Normally you see through any sort of metal, but you can designate either a specific metal to see through, or see through all metals save for a specific type.

SUMMON CLOCKWORK SPY

School conjuration (creation) [metal]; **Level** sorcerer/wizard 3, vanguard 3

Casting Time 1 round

Components V, S, F (a gemstone worth 50 gp)

Range 0 ft.

Effect one clockwork spy

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

As you finish casting this spell, you place the gemstone upon the ground. Small cogs and gears form into being around the gemstone, rapidly assembling itself into a small construct.

This spell creates a clockwork spy^{B3}. The clockwork spy avoids combat at all costs. You can have it execute simple movement, such as following a target you specify, staying in a particular location, or patrolling an area. There is no range to how far the spy can travel.

Its true usefulness lies in its ability to record audio. The created spy has its normal Record Audio supernatural ability, allowing it to record nearby sounds as a swift action, archiving all sound within a 20-foot spread onto the small gemstone you used as a material component for the spell. The spy can record up to 1 hour of audio.

Since the spy is not intelligent, it must be given simple commands as to when it should start recording sounds. The spy can differentiate between creature types and subtypes, but not between specific individuals—it can be

ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once the clockwork spy begins recording sound, it cannot cease recording early. It can only make a single recording.

Once it has finished making a recording, it makes its way back to you to the best of its ability. The spy knows your location at all times as moves as quickly and safely as possible to you. As soon as it reaches you, the clockwork spy falls apart, leaving only the gemstone behind. You can start and stop the playback of the sound recorded on the gemstone as a swift action as long as it is in your hand, but another creature can do so with a DC 25 Spellcraft check.

A particular gemstone can only have one audio recording stored. Once a recording has been placed on a gemstone, it cannot be used as a focus component for *summon clockwork spy* again.

SUMMON SENTRIES

School conjuration (summoning) [metal]; **Level** sorcerer/wizard 7, vanguard 6

Casting Time 1 round or 10 minutes, see text

Components V, S

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

Effect two or more clockwork soldiers, no two of which can be more than 30 ft. apart (see text)

Duration 1 hour/level or 1 round/level (D), see text

Saving Throw none; **Spell Resistance** no

This spell conjures and animates 1d4+1 clockwork soldiers^{B3}. The soldiers willingly aid you in combat or battle or defend an area; depending on how you use them, the spell functions differently:

- **Combat:** You can summon the soldiers in 1 round to fight immediately. This functions as a *summon monster VII* spell, and lasts for 1 round per caster level.
- **Defense:** You can summon the soldiers to protect a given location. Summoning the soldiers in this manner takes 10 minutes, but the soldiers remain for 1 hour per caster level. You must designate a given location for the soldiers to defend; the soldiers remain there vigilant and defend it. They must remain within close range (25 ft. + 5 ft./2 levels) of that location; if a soldier is moved out of this range, it vanishes as if killed. The soldiers can act without your presence, but you must specify how they should protect the area (such as preventing passage or guarding an object from theft). The soldiers always respond to aggression in kind, but can be directed to attack creatures that attempt to pass peacefully.

You can only have one *summon sentries* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

SUNDERING SHIELD

School abjuration; **Level** bloodrager 3, magus 3, sorcerer/wizard 4, vanguard 3

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round or until discharged

You create a destructive barrier between yourself and your opponent's weapon, reducing the damage you take by forcing the strength of the blow back into the attacker's weapon.

The barrier protects you against one physical attack, granting you DR/– equal to your caster level against that attack. The wielder of the weapon must then make a Reflex save or have the force of the blow flow back into the weapon, dealing damage to the weapon equal to double the damage prevented this way (hardness applies). *Sundering shield* protects against natural weapons or unarmed strikes but deals no damage to the attacker.

Once the shield has blocked a single attack in this manner, the spell is discharged.

SYMBOL OF LOCKING

School abjuration [force]; **Level** sorcerer/wizard 6

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 200 gp)

Duration see text

Saving Throw Reflex half; **Spell Resistance** yes

This spell functions as *symbol of death*, except that you use it to seal a single container, doorway, or portal of no more than 30 square feet per level in size.

An object sealed in such a manner cannot be opened by any means save for breaking the door or object in question. The object can not be passed through by incorporeal creatures in any direction. Creatures that you attune to the *symbol of locking* (including yourself) can open and close the portal or container without any difficulty and without triggering the symbol; an object shuts itself after 1 minute when opened this way.

The sealed object gains 5 hit points per caster level and has its break DC increased by 10. The symbol does not cover the object in its entirety, it instead appears in a single location on the object or portal and can be anywhere from 1 inch to 1 foot in diameter.

In addition to the normal triggers you can give to the *symbol of locking* (such as reading it), the symbol also triggers if the container, doorway, or portal it is sealing is destroyed or forced open in any way. The *symbol of locking* explodes when triggered, dealing 1d6 force damage per caster level to any creature within 20 feet of the symbol (max 20d6). A Reflex save halves the damage. Objects in the area, including the object the *symbol of locking* was scribed upon, are not harmed by this blast of force.

Symbol of locking can be made permanent with a *permanency* spell by a caster of 14th level or higher for the cost of 10,000 gp. A *symbol of locking* that triggers becomes inactive for 10 minutes, but then reappears, closing the container or portal it is scribed upon and sealing it again.

TELEPORT STRUCTURE

School conjuration (teleportation); **Level** cleric 8, sorcerer/wizard 7, summoner 6, witch 7

Casting Time 8 hours

Components V

Range personal and touch

Target you and one free-standing structure whose total area does not exceed 200 sq. ft./level (S)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions as *teleport*, but it instead teleports an entire structure, rather than creatures. The structure can be up to 200 square feet per caster level and up to 20 feet high. You can teleport a structure taller than 20 feet by dividing the total area among multiple floors of the building.

All objects within the structure are teleported along with it. If any creatures other than you are within the structure (harmless insects and pests not included), the spell fails.

TELEPORTING TRAP EXTENSION

School conjuration (teleportation); **Level** saboteur 4

Casting Time 1 standard action

Components S

Range see text

Effect one trap extension

Duration see text

Saving Throw none; **Spell Resistance** no

A *teleporting trap extension* allows you to modify the next trap you place in the same square to teleport you near it upon triggering.

You first place the *teleporting trap extension* as a saboteur trap in a square adjacent to you, just as you would any other saboteur trap. At any point within the next minute, you must place a second trap in that same square (either a saboteur trap or a mundane trap). This effect supersedes the normal rule that two saboteur traps cannot be placed in the same space. The *teleporting trap extension* merges with the second trap, enhancing its function. A trap that is enhanced by a *teleporting trap extension* notifies you mentally when it is triggered, similar to the mental alarm provided by an *alarm* spell but out to any range. You are not given any information about the triggering creature.

At any point in time within 10 minutes of receiving the alarm, you can choose to transport yourself and other willing creatures to a location within 100 feet of

the square you placed the *teleporting trap extension*, as the spell *teleport*. You can teleport up to 100 miles per caster level and have the usual chances of arriving off-target, as described in *teleport*.

The *teleporting trap extension* lasts until the trap is triggered, disarmed, or breaks apart (if the trap does so, as a saboteur trap does). Only one “trap extension” spell can be added to a particular trap.

TEMPERING

School transmutation; **Level** sorcerer/wizard 3, vanguard 3

Casting Time 1 minute

Components V, S

Range touch

Target object whose volume is up to 5 cu. ft./level

Duration instantaneous and 10 min./level

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

You temper a single object to make it more resilient to damage. First, the object is repaired, as a *make whole* spell. After being repaired, it is then hardened and refined, increasing its hardness by 1 point per two caster levels (max 10) for the duration of the spell. While tempered in this manner, the object is impervious to decay and rusting effects, including those magical in nature such as *rusting grasp*. The object also loses the fragile quality, if it has it. It does not, however, protect it from direct attacks (aside from the increase in hardness).

Only one *tempering* effect can be in effect on a given object. If a second *tempering* is cast upon an object, only the stronger of the two effects remain.

TEMPERING, GREATER

School transmutation; **Level** sorcerer/wizard 5, vanguard 5

Target object whose volume is up to 10 cu. ft./level

Duration instantaneous and permanent

This spell functions as *tempering*, except it initially heals the object for 1d6 hit points per caster level (max 15d6), and the increase to the object’s hardness is permanent (along with the protection against rust and decay).

TITAN'S WRATH

School conjuration (creation) [metal]; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, F (a sword)

Range long (400 ft. + 40 ft./level)

Effect one colossal blade

Duration 1 round/level

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

Calling upon the power of the ancient titans, you hold the blade aloft and let out a valiant battle cry. Above

your foes, a weapon of massive proportions appears, slamming down with immense force.

Titan's wrath conjures a colossal greatsword, throwing it point-first into the ground with a powerful blow. You designate a point on the ground for the blade to impact. The blade flies straight down onto that point, flying through a 5-foot-radius column, 100 feet high. Any creature in the path of the blade takes 1d6 slashing damage per two caster levels (max 10d6).

Any creature within 20 feet of the impact point is struck by an upheaval of debris and stone, taking 1d6 bludgeoning damage per two caster levels (max 10d6) and is knocked prone. A Reflex save halves the damage and negates the prone effect; a creature that was struck directly by the blade (as described above) takes a -2 penalty on its Reflex save to avoid the debris. The damage only occurs once, right when the blade impacts the ground.

The massive tremor caused by the blade's impact also causes the ground within 20 feet of the blade to become difficult terrain; this difficult terrain remains even after the spell's duration ends.

The blade remains for 1 round per caster level. As a colossal weapon, the blade is 10 feet wide and 60 feet long, with 10 feet of its blade being stuck in the ground. It otherwise acts as a *wall of iron* while it remains, though it does not fall over unless it is pulled from the ground (requiring a DC 60 Strength check).

Titan's wrath can only be cast in a space that can hold the blade and allow it to fall (at least 100 feet high).

TRANSFER ENHANCEMENT

School transmutation; **Level** bard 5, magus 5, sorcerer/wizard 5, vanguard 5

Casting Time 1 hour

Components V, S, M (gold dust worth 50 gp or more, see text)

Range touch

Target one magic item and one non-magic item of a similar kind touched, see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell allows you to permanently transfer the magical properties of a magic item to a different item. The item to be transferred to must be of a comparable type; you could transfer the magical properties of a sword onto a spear, but not from a *bag of holding* onto a pair of gloves.

Any incompatible enhancements, such as trying to transfer the *keen* property from a sword onto a club, are lost forever in the transfer and cannot be restored. Should you try to transfer the magic properties onto an item that has additional costs for enhancing (such as a cold iron weapon), you must pay that cost as an additional material component unless the item you are

transferring the enhancements from is made of the same material.

You cannot target an artifact with *transfer enhancement*.

TRANSMUTE METAL TO STONE

School transmutation [earth, metal]; **Level** sorcerer/wizard 7, vanguard 5

Casting Time 1 standard action

Components V, S, M (a lump of unrefined iron ore)

Range long (400 ft. + 40 ft./level)

Targets all metal objects, surfaces, and structures in a 40-ft.-radius burst

Duration instantaneous

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

This spell enables you to change all metal objects within its area to stone. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has Spell Resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to stone take a -2 penalty on attack and damage rolls. Weapons and armor gain the fragile quality.

Transmute stone to metal can restore objects to their original form, along with *limited wish*, *miracle*, or *wish*. *Transmute metal to stone* counters and dispels *transmute stone to metal*.

TRANSMUTE STONE TO METAL

School transmutation [earth, metal]; **Level** sorcerer/wizard 7, vanguard 5

Casting Time 1 standard action

Components V, S, M (a lump of unrefined iron ore)

Range long (400 ft. + 40 ft./level)

Targets all stone objects, surfaces, and structures in a 40-ft.-radius burst

Duration instantaneous

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

This spell enables you to change all stone objects within its area to metal, usually iron or an iron alloy. Weapons, armor, and other stone objects carried by creatures are affected as well. A magic object made of stone effectively has Spell Resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons and armor converted from stone to metal lose the fragile quality (if they have it).

Transmute metal to stone can restore objects to their original form, along with *limited wish*, *miracle*, or *wish*. *Transmute stone to metal* counters and dispels *transmute metal to stone*.

TUNE OBJECT

School transmutation [sonic]; **Level** bard 0

Casting Time 1 standard action

Components V, S, F (a fork)

Range touch

Target object touched

Duration 1 min./level or instantaneous, see text

Saving Throw none; **Spell Resistance** no

With a touch, you tune an object to ring with a specific pitch when struck. Only objects that vibrate for a noticeable time when struck can be targeted; you could use *tune object* on a sword, but not a leather strap or dirt.

Alternatively, you can use *tune object* on a musical instrument that can be tuned, such as a mandolin or trumpet. The instrument is tuned to whatever key(s) you have in mind perfectly, slides adjusting and strings tightening and loosing to acquire the correct tone. Using *tune object* in this manner is an instantaneous effect.

UNCHAIN COMPANION

School transmutation; **Level** vanguard 2

Casting Time 1 standard action

Components V, S, M (a broken chain)

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

Target your construct companion

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell breaks the link between you and your companion. This spell allows your construct companion to venture more than 100 feet away from you without penalty (or greater distance, if the companion has the greater link ability). It can travel any distance while this spell is in effect without penalty, but if the spell expires while the construct is farther than its link allows, it runs the risk becoming staggered or shutting down entirely.

UNMAKE

School transmutation; **Level** druid 5, sorcerer/wizard 5, vanguard 5, witch 6

Casting Time 1 standard action

Components V, S

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

Target one object, structure, or construct (see text)

Duration instantaneous

Saving Throw Fortitude negates (object) or Will half, see text; **Spell Resistance** yes (object) or no, see text

This spell reduces a created object, construct, or structure into its base components. An object or structure falls apart into a scattered mess as its individual parts become undone; worked metal becomes clumps of ore, rope unravels into strands of fiber, carved stone becomes slabs of rough earth, glass is reverted to sand, and so on. A magic item gains a bonus on its saving throw equal to half its caster level (max +10). Objects and structures can only be targeted if its total volume fits within one 10-foot cube per caster level. An artifact



or similarly unique item cannot be targeted by this spell.

If used on a construct, the spell instead wracks the target with destructive force, dealing 1d6 damage per caster level (max 20d6) and affecting the creature as if the spell did not allow spell resistance. A Will save halves the damage. Should this damage be enough to destroy the construct, it is reduced to its base components (as described above).

When used on a magic item or construct, only the materials composing its actual structure remain; material components used during the enchanting process or animation of the construct are not produced by *unmake*.

VANGUARD'S CALL

School conjuration (teleportation); **Level** vanguard 5

Casting Time 1 standard action

Components V, S

Range see text

Target your construct companion

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You instantly summon your construct companion to your side, similarly to a *call construct*^{UM} spell with no material component required. The companion appears anywhere within 100 feet of you that you designate.

If your construct companion is destroyed, the spell fails, but you know roughly where your companion's remains are. This spell does not work across planes.

VORPAL EDGE

School transmutation; **Level** antipaladin 4, bloodrager 4, cleric 5, inquisitor 5, magus 5, sorcerer/wizard 5, vanguard 5

Casting Time 1 standard action

Components V, S

Range touch

Target slashing melee weapon touched

Duration 10 min./level or until discharged

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

You pass your hand over the targeted weapon, its edge shimmering and wavering. With a final touch, the weapons edge begins to gleam with deadly power, its bearer feeling a subtle pull towards the necks of creatures with each strike.

The weapon you target with this spell gains the *vorpal* weapon property, causing it to decapitate victims on a natural 20 critical hit. The *vorpal* effect can decapitate a number of victims equal to one-quarter your caster level (max 5), after which the spell is discharged.

WAR TRAINING

School enchantment (compulsion) [mind-affecting];

Level alchemist 4, antipaladin 3, cleric 4, inquisitor 4, magus 4, paladin 3, sorcerer/wizard 4, vanguard 4

Casting Time 1 standard action

Components V, S, F (the crest of an army)

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

Target one creature

Duration 10 min./level

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

You grant a creature knowledge and skill with an assortment of weapons and armor, preparing it for battle. The creature gains proficiency in all simple weapons, martial weapons, armor, and shields (including tower shields). This does not grant an arcane spellcaster the ability to ignore arcane armor failure chance.

WARD OBJECT

School abjuration; **Level** cleric 2, druid 2, shaman 2, sorcerer/wizard 2, summoner 2, vanguard 2

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 1 hour/level or until discharged

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

This spell functions as *protection from energy*, except it can only affect objects and lasts for much longer.

WEAKEN STRUCTURE

School transmutation; **Level** bloodrager 2, cleric 2, druid 2, shaman 2, sorcerer/wizard 2, vanguard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target section of an object or structure within one 5-ft.-cube/level (S)

Duration 1 min./level

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell reduces the structural integrity of an object or a structure. *Weaken structure* affects one 5-foot cube of material per caster level; if the target is too large to fit in this area, only the portion within the area is affected.

The affected portion of the object or structure is made more vulnerable to damage, reducing its hardness by 10 (minimum 0) and reducing its hit points to 10 per inch of thickness; if the object already has less than 10 hit points per inch or thickness (such as ice or leather), it is reduced to 1 hit point per inch of thickness.

The effects of *weaken structure* are removed after the spell ends, but any portions of the structure damaged or destroyed during the spell remain that way.

WEAPON OF THE FAITHFUL

School conjuration (creation); **Level** antipaladin 1, cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, DF

Range 0 ft.

Effect one conjured weapon

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You conjure a non-magical, masterwork weapon of your faith which appears in your hand. The weapon takes the form of the favored weapon of your deity and is appropriately sized for you. You are considered proficient with this weapon, if you are not already.

The *weapon of the faithful* can be enhanced like any other weapon with spells such as *magic weapon*. If the weapon is destroyed, the spell ends. You can only cast this spell if you follow a deity, and only if its favored weapon is not an unarmed strike or natural attack.

CHAPTER V

RUNE MAGIC



Magic is learned in many forms. From the lengthy incantations of a wizard to the pious chants of a cleric, the method by which magic is cast can be just as important as its result. However, typical spellcasting is employed in the same manner regardless of its source: a sorcerer whose power comes from his draconic ancestry still uses the same words and motions that a studied wizard will, and produces the same effect. However, this is not true for a caster that learns rune magic, for its magic synthesizes and builds upon itself in ways that current magic cannot hope to accomplish.

Rune magic is a new form of magical power introduced in *Path of Iron*. In many ways the basics of casting a rune spell are similar to casting an arcane or divine spell, such as with needing concentration or interacting with an *antimagic field*, and most of their effects replicate familiar arcane and divine magics. However, there are some notable differences. This section will go into detail on each of these differences, and how to incorporate runic magic alongside existing spellcasters in your games.

In any place that these rules do not explicitly differ from the core rules for spells (see Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*), assume that the rules are identical to casting or affecting an arcane spell.

CASTING RUNIC MAGIC

Regardless of who is casting a runic script, all practitioners of rune magic function the same way when using their scripts.

Learning Rune Magic

Only characters that have the rune magic class feature learn runic magic (in this case, the archivist in this book, along with a select few archetypes in Chapter II). A rune spell is referred to as a “script”; those that employ rune magic are referred to as “scribes”. Each script has its own effect, description, and so on, as a normal spell.

Where clerics can choose from their entire list of spells each day, and a wizard can learn more spells and add them to their spellbook, a scribe must learn their scripts in advance. A scribe’s class level determines the number of scripts he can learn, what kind of scripts

he can learn, and how often each day he may cast each of his known scripts, as outlined in the scribe’s class description. A scribe must have a casting ability score of at least 10 + a script’s level in order to learn or cast a script, and it must be a script found on his script list.

When a scribe learns a new script, it can be of any level he is capable of casting, so long as he knows at least one script of every level below that level. For example, should a 5th-level archivist wish to learn a 3rd-level script, he must already know a 1st-level and 2nd-level script. As a scribe can cast his lower-level scripts more frequently than his higher-level scripts, it may prove advantageous to learn multiple lower-level scripts as opposed to always learning the highest level possible.

A scribe can choose to learn a script multiple times. Each time he does so, he gains an additional set of castings for that script each day (see below).

Casting a Script

In order to cast a script, you must first choose which script to cast. A scribe can cast any script that he knows without any sort of preparation, so long as he is capable of casting a script of that level or higher.

To cast a script, you must be able to speak. All runic scripts require a scribe to speak words of mystic power, which are given shape in the form of runes upon the caster’s possessions. As such, you must be able to speak in order to cast a runic script (similar to a spell with a verbal component). Runic scripts do not require somatic gestures, and as such armor and shields do not interfere with the casting of runic scripts. Additionally, you must concentrate to cast a script.

If a script has multiple versions, you choose which version to use when you cast it. You don’t have to learn a specific version of the script. The same applies to scripts with multiple types of overload.

A scribe does not have spell slots like a normal caster. Instead, he may cast each script that he knows a certain number of times each day, based on his class level. For example, a 5th-level archivist could cast each 1st-level script he knows twice each day, each 2nd-level script once each day, and each 3rd-level script he knows once each day.



Like a normal spellcaster, a scribe receives bonus scripts per day if he has a high ability score, as shown in the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*. These extra castings can be applied to any script he knows of the appropriate level. For example, an archivist with an Intelligence score of 20 gains two additional castings each day of 1st-level scripts he knows, plus an additional casting each day for scripts of 2nd, 3rd, 4th, and 5th levels. He must be able to cast a script of the given level to receive the extra castings each day.

These extra castings are not granted to each script he knows; rather, the scribe chooses which script to apply them to. In the above example, if the archivist knows two 1st-level scripts (say, *empower** and *aegis**), he can choose to gain two additional castings of *empower**, two additional castings of *aegis**, or one additional casting of each. He does not need to decide which script he wishes to apply his bonus castings to each day ahead of time.

Once a scribe has cast all of his daily castings of a given script, he cannot cast it again until he regains his daily castings. However, the scribe may still apply his bonus castings each day he receives for having a high ability score to a particular script, even if he has already used up his daily castings of that particular script.

Counterscript

It is possible to cast any script as a counterscript. By doing so, you are using the script's energy to disrupt the casting of the same script by another character. This functions identically to counterspelling, save that the scribe uses his script to counter a script that someone else is casting.

Negation as a Counterscript: You can usually use *negation** to counterscript another script being cast without needing to identify the script being cast. *Negation** doesn't always work as a counterscript (see the script description).

Counterspell vs. Counterscript: Generally speaking, an arcane or divine caster cannot counterspell a runic script, and a scribe cannot counterscript an arcane or divine spell, even if the scripts and spells have similar effects. However, *dispel magic* can counter runic scripts, and *negation** can counter spells, and the Improved Counterspell and Improved Counterscript* feats can let you counter both (see *Runic Designs vs. Schools of Magic* on page 112).

SCRIPT FORMAT

The description of each runic script is presented in a standard format. Each category of information is explained and defined below. The primary difference in scripts are a script's design, the lack of components (all

scripts only have verbal components), and its overload ability. Runic scripts follow the same rules for normal spells when it comes to range, duration, area, effects, targets, casting time, saving throws, and spell resistance.

Name

The first line of every script description gives the name by which the script is generally known.

Design (Subdesign)

Beneath the script name is a line giving the design of rune (and the subdesign, if any) to which the script belongs. Designs are rune magic's parallel to the eight schools of magic; each group conforms to a general theme, but their effects are more broad than the normal schools of magic allow. Subdesigns are the equivalent of a subschool of magic.

Every script belongs to one of six runic designs, as described below.

Alteration

Alteration spells change the physical form. These spells can change the shape of either an object or of a living creature, or can alter their properties to be stronger or weaker than they once were.

Creation

Creation spells create something from nothing, or assemble unworked or broken material into a complete form. They also are responsible for creating life, including healing ailments, mending wounds, or even conjuring forth a living creature to serve.

A creature or object brought into being by a creation script cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the script's range, but it does not have to remain within the range.

Generation: A generation script manipulates matter to create or repair an object in the place the scribe designates. If the script has a duration other than instantaneous, magic holds the generated object together, and when the script ends, the created object vanishes without a trace. If the script has an instantaneous duration, the generated object is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain creations heal creatures or even bring them back to life. These scripts can also cleanse a creature of harmful ailments.

Summoning: A summoning script creates a temporary replica of an existing creature and breathes life into it. When the script ends or is dispelled, a

summoned creature vanishes as if it never existed to begin with. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower.

Destruction

Destruction scripts manipulate energies that harm and destroy. These spells most commonly employ negative energy, force effects, or sonic blasts to harm creatures and objects, and can often wither away a creature's body, crippling it both physically and mentally. Destruction scripts can also destroy magic itself, removing ongoing effects or suppressing magic items.

Invocation

Invocation spells call upon the forces of nature. These spells can invoke the primal energies of fire, air, earth, and water, manifest plants and animals, or even control light or the weather.

Manifestation: The manifestation subdesign uses natural energies to create a simulacrum of an existing thing. These scripts most often call upon animals and plants to do the scribe's bidding. However, these are not completely real, as they are simply energy given a familiar form: once the script that manifested those things ends, the objects or creatures in question vanish.

Manipulation

Manipulation scripts alter the flow of time and space and control the fundamental laws of existence. All manipulation scripts belong to one of four subdesigns.

Conviction: A conviction script manipulates the four great cosmic energies: chaos, evil, good, and law. All of these scripts utilize these energies in some way, typically basing their effects on their targets' alignments.

Gravity: A gravity script alters the direction or strength of gravity in some way. This can lift and move objects from a distance, allow a creature to soar through the air, or crush foes to the ground.

Teleportation: A teleportation script transports one or more creatures or objects a great distance. The most powerful of these scripts can cross planar boundaries. The transportation is one-way and not dispellable, unless otherwise noted.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Time: A time script alters the flow of time in some way, speeding it up, slowing it down, or stopping altogether, either for a single creature or in an area.

Revelation

Revelation scripts are the domain of the mind. These scripts can enhance or dull the senses or control thought and emotion.

Many revelation scripts have cone-shaped areas. These move with you and extend in the direction you choose. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the script.

Scrying: A scrying script creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any scripts or effects that target you, but not scripts or effects that emanate from you. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment.

A creature can notice the sensor by making a Perception check with a DC 20 + the script level. The sensor can be dispelled as if it were an active script.

Lead sheeting or magical protection blocks a scrying script, and you sense that the script is blocked.

Thought: The thought subdesign are scripts that control emotions and thought. These scripts can either influence a creature's behavior or emotional state. All scripts in this subdesign are mind-affecting.

[Descriptor]

Appearing on the same line as the design and subdesign, when applicable, is a descriptor that further categorizes the script in some way. Some scripts have more than one descriptor.

Runic scripts use the same descriptors as normal spells do, including those added in *Pathfinder Roleplaying Game Ultimate Magic*, and they function in the same manner.

Level

The next part of a script description gives the script's level, a number between 0 and 9 that defines the script's relative power. This number corresponds to the level the script is for the archivist class. A script's level affects the DC for any save allowed against its effects, as well as determining how many times each day the scribe is capable of casting it.

Fundamentals: Scripts that are level 0 are considered "fundamentals", scripts that are incredibly simple to cast and learn. A scribe tracks his fundamentals known separately from his normal scripts known, as shown in the scribe's class description. Unlike scripts of level 1 or higher, fundamentals can be cast an unlimited number of times each day, but do not generate runic charge (see Runic Charge below).

Components

Scripts do not have components as arcane and divine spells do. They do not require material components, nor

Table: Maximum Runic Charge

Scribe Level	Maximum Runic Charges
1st-4th	1
5th-10th	2
11th-16th	3
17th-20th	4

do they ever have somatic components (meaning armor and shields do not interfere with their casting).

However, all scripts require the scribe to speak; his words are given shape in the form of the runes upon his belongings. As such, to cast a runic script, you must be able to speak in a strong voice. A *silence* spell or a gag spoils the incantation (and thus the script). A scribe who has been deafened has a 20% chance of spoiling any script he tries to cast.

As all runic scripts have the same “components”, this line is omitted in the descriptions of each script when compared to a typical arcane or divine spell description.

Overload

Each script’s description is followed by a listed Overload effect. This overload effect only applies if the script is overloaded with runic charges (see below). In most cases, an overload effect increases in power based on the number of runic charges used.

RUNIC CHARGE

The most notable difference between a typical arcane or divine spell and a runic script is the runic charge system.

Each rune must be given shape before it can create any effects, for without form, it has no power. When a scribe casts a script, he speaks forth words of power that give the rune shape. As he speaks, the rune slowly etches itself somewhere on his equipment. The scribe must choose a single piece of equipment currently in his possession for the rune to etch itself upon, chosen at the time of casting the script. Most scribes prefer to etch it onto weapons, staves, or armor, though some make trinkets and talismans for the runes to manifest upon. Once the rune is complete, it flashes with magical energy, finally bringing forth the power of the script. However, at this point, the rune is not quite finished.

Generating Runic Charge

Once a scribe successfully casts a script, the rune that was created remains on his belongings, even after the spell’s effects end, still lingering with a small amount of magic power. This is known as gaining a **runic charge**. The charge corresponds to the design of the script that

was cast. For example, if the scribe casts *see the unwritten**, a revelation script, the scribe gains a single revelation runic charge. The scribe can only have a limited number of charges at once based on his scribe level, as shown in **Table: Maximum Runic Charge**. If the scribe casts another script while at this maximum, the scribe must choose to either forgo the charge he would have gained from casting that script or replace one of his old runic charges with the new one. The level of a script does not affect what kind or how many charges are gained.

An individual item cannot have more than one runic charge on it. If an item that a runic charge is scribed onto leaves the scribe’s possession, the charge can no longer be used, but still counts against his maximum allowed charges. After 1 hour of being out of the scribe’s possession, the runic charge dissipates to no effect. Runic charges in the scribe’s possession dissipate normally at the start of each day when he regains his daily castings of his scripts.

Scripts that have been overloaded (see below) do not generate runic charges. Fundamentals (0-level scripts) never generate runic charge, whether overloaded or not.

Runic charges that are scribed onto an object can be identified with a Spellcraft check. The DC of this check is equal to the Spellcraft DC to identify the spell that created it, but only reveals what design of script that runic charge belongs to. Effects that can be used to detect a spell or script, such as *detect magic* and *seek magic*, detect the runic charge as giving off a faint magic aura corresponding to that script’s design.

Overloading a Script

Once a scribe gains runic charges, he can then add the residual energies of his runic charges into his next script to enhance it. Doing this is known as “overloading”.

When a scribe overloads a script, all runic charges he currently has are consumed, increasing the power of the script for each runic charge used. The scribe must have at least one runic charge in order to overload script; he cannot do so while he has no charges available. The scribe must use all of his current runic charges when overloading; he cannot choose to keep some for later.

Overloading a script is done as part of the action required to cast the script and does not change its casting time. The runic charges are consumed as part of the action to cast the script; if the scribe loses the script, such as failing to concentrate or having his script countered, he loses the runic charges as well.

Overloading a script lets it exceed its normal limits. For example, a *striking* script normally can create a maximum of six darts of force energy. Each runic charge overloaded into it creates an additional dart, allowing a scribe to make more than the normal maximum of six.

Each script in the rune magic system has a specific



overload associated with it. Most overloads can make use of any kind of runic charge to increase the effectiveness of the scripts, but some scripts require specific types of runic charge to get the most out of its effects.

Engraving: Some scribes may find it not worth using their current runic charges to improve the power of a more utility-based script like *slipstream*, but still wish to tap into the extra power that overloading provides. In such a case, the scribe can engrave the script.

Engraving a script takes 10 minutes, as opposed to the script's normal casting time (or an additional 10 minutes, if the script's casting time is already 10 minutes or longer), during which the scribe cannot take any other action. When the engraving is finished, the scribe overloads the script with the maximum number of runic charges possible based on his level. These charges can be of any kind of design. Engraving a script does not consume the scribe's normal runic charges, if any.

Engraving a script uses a daily casting of that script, just as if it were cast normally. Engraving a script does not generate runic charge. You can apply metascript feats to an engraved script, except for Quicken Script*.

INTEGRATING RUNE MAGIC

The default rule for the interaction of runic scripts and magic is simple: scripts interact with spells and spells interact with scripts in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as script–magic transparency.

Script–Magic Transparency

Though not explicitly called out in the spell or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect rune magic does affect rune magic, in the following ways:

Spell resistance is effective against scripts, using the same mechanics. All spells that dispel or negate magic have equal effect against scripts of the same level using the same mechanics, and vice versa. The spell *dispel magic* also works against runic scripts, while the *negation** script works against spells.

Dead magic areas and *antimagic fields* affect runic scripts, the same as a *negation field** affects spells.

The spell *detect magic* detects scripts, their number, and their strength and location within 3 rounds (though a Spellcraft check is needed to identify the design of the runic aura), while *seek magic** detects spells, their number, and their strength and location within 3 rounds (though a Spellcraft check is needed to identify the school of magic).

Unless stated otherwise, feats such as metamagic feats that specifically affect spells do not affect scripts, and feats such as metascript feats that specifically affect scripts do not affect spells.

Runic Designs vs. Schools of Magic

Special abilities, items, and effects that provide resistances or bonuses to a school of magic also provide resistances to runic designs (or a subdesign, in some cases).

Each design and subdesign within the rune magic system can be equated to one or more schools of magic, as shown in the list below. If a subschool is given an equivalent school, that takes precedence over the school that is matched to its parent design (for example, scripts of the thought subdesign are only considered enchantments, not both divinations and enchantments). A creature that resists or is immune to a design's equivalent school of magic is also resistant or immune to any scripts of that design.

- Alteration scripts are treated as transmutation spells.
- Creation scripts are treated as conjuration spells.
- Destruction scripts are treated as necromancy spells.
- Invocation scripts are treated as evocation spells.
- Manipulation scripts vary based on subdesign. Time and gravity scripts are treated as transmutations. Conviction scripts are treated as evocations. Teleportation scripts are treated as conjurations.
- Revelation scripts are treated as divination spells, except for those scripts of the thought subdesign, which are instead treated as enchantments.

Abjuration and illusion spells do not have an equivalent runic design.

Improved Counterspell/Counterscript: Normally, the only way for spellcasters and scribes to counter each other's magic is with *dispel magic* or *negation**. However, the feats Improved Counterspell and Improved Counterscript* allow both spellcasters and scribes to counter each others magic by using a spell or script of at least one level higher than the spell or script they wish to counter by using spells or scripts with equivalent designs and schools, as shown above.

For example, a spellcaster with the Improved Counterspell feat can use any necromancy spell of 4th-level or higher to counter *decaying ray* (a 3rd-level destruction script), while a scribe with Improved Counterscript* could use any 4th-level or higher invocation script to counter a wizard's *fireball* (a 3rd-level evocation spell).

Magic Items

Scribes have also learned to implement their runic magic into creating magic items. These magic items are crafted as any other, using the same item creation feats that arcane or divine casters use to make their own and using similar methods to determine their costs.

Creating a magic item follows most of the same rules as normal creation of magic items does (see Magic Item Creation in chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*). However, rune magic does have some



caveats when it comes to making magic items, due to the runic charge system that empowers their function. This primarily comes from the cost of adding runic charges to magic items.

In addition to the items found in Chapter VI, rune magic users can create their own potions, scrolls, and wands (using Brew Potion, Scribe Scroll, and Craft Wand, respectively). These items function based on the script's level and the creator's caster level, as normal.

The scribe must know the script he wishes to imbue into the item. The act of crafting the item triggers the script; the creator loses one use of that script for the day, as though he had cast it. The scribe must supply all the necessary material for these items, and must have a quiet and well-equipped workspace, crafting the item across one or more days based on its price.

Scribes cannot use spell completion or spell trigger items created by arcane or divine casters, even if those spells have an effect similar to a script. The same is true in reverse; an arcane or divine caster cannot use a spell completion or spell trigger item that uses runic scripts. Either are able to do so through the use of the Use Magic Device skill, as normal.

Potions: Potions created of runic scripts function like any other potion. A potion made of a runic script cannot be made with an overloaded version of that script, nor can it be overloaded by the imbiber when consumed; the script always functions as if cast on the consumer with no runic charges used. Drinking a potion does not generate runic charge.

Scrolls: A scroll containing a runic script can be made to use runic charges. The charges must be imbued into the scroll during its creation, and once done cannot be changed. Using the scroll consumes all runic charges put into it during its creation to overload the script contained in the scroll. Casting a script from a scroll does not generate runic charges.

A scroll that has runic charges overloaded into it is more expensive than a normal scroll. The cost to add a runic charge to a scroll is as follows: 1 gp x the level of the script x the level of the caster. This cost is cumulative for each runic charge added to the scroll.

Wands: A wand containing a runic script can be made to use runic charges. The charges must be imbued into the wand during its creation, and once done cannot be changed. Each use of the wand is considered to be overloaded with all runic charges put into it during its creation. Casting a script from a wand does not generate runic charge for its user.

A wand that has runic charges overloaded into it is more expensive than a normal wand. The cost to add a runic charge to a wand is as follows: 40 gp x the level of the script x the level of the caster. This cost is cumulative for each runic charge added to the wand.

SCRIPT LIST



The following section lists and describes the runic scripts of *Path of Iron*.

Order of Presentation: This list presents scripts in alphabetical order by name, except for scripts whose name begins with “lesser”, “greater”, or “mass”, in which case it is alphabetized by the second word of the spell name. Each level of script is divided by design so that scribes can more easily determine which scripts belong to each design.

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

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

ARCHIVIST SCRIPTS

O-Level Archivist Scripts (Fundamentals)

Alteration

Fortify: Subjects gain a small bonus on saving throws.

Minor Alteration: Create minor changes to an object or creature.

Creation

Repair: Make minor repairs on an object.

Staunch: Target gains 1 temporary hit point, stabilizes if dying.

Destruction

Pain: Strike a target for 1d4 slashing damage.

Weakness: Ranged attack causes target to be fatigued.

Invocation

Invoke Elements: Create minor elemental effects.

Sunspark: Object shines with light.

Manipulation

Lift: Lift up to 5 pounds from a distance.

Move Portal: Opens or closes light objects.

Revelation

Decipher: Deciphers arcane writing from scrolls and spellbooks.

Seek Magic: Detects all magical effects and items within 60 ft.

1st-Level Archivist Scripts

Alteration

Empower: Allies gain +1 bonus to a single type of check.

Hinder: Ray causes target to take a 1d6+1 penalty to Strength or Dexterity.

Creation

Aegis: Subject gains +2 armor bonus, blocks *striking*.

Recover: Cure 1d4 damage +1/level (max +5).

Destruction

Drain: Negative energy deals 1d4 + 1/level in a 5-ft burst.

Pulse: Sonic pulse deals 1d8/2 levels (max 5d8) and may temporarily deafen target.

Invocation

Tangled Roots: Vines and roots entangle foes.

Winter's Bite: 1d4/level cold damage (max 5d4).

Manipulation

Slow Fall: Objects and creatures fall slowly.

Speed: Target's movement speed increases by 10 ft.

Revelation

Comprehension: You understand all spoken and written languages.

Disorient: Living creature of 4 HD or less loses its next action.

2nd-Level Archivist Scripts

Alteration

Enhance Movement: Target gains a swim speed or climb speed of 30 ft.

Sharpness: Weapon gains magical enhancements.

Creation

Armament: Create a temporary weapon or shield.

Rebuild: Repairs an object.

Destruction

Breaking: Destructive energies break objects.

Striking: Missiles of force strike unerringly for 1d4+1 damage.

Invocation

Call of the Hunt: Ghostly manifestations of wolves help you hunt and fight.

Nature's Embrace: Target better resists heat and cold, can ignore 10 points of energy per attack of a specified energy type.

Manipulation

Slide: You rapidly teleport a short distance, but the movement is inaccurate.

Ward of Conviction: +2 to AC and saves, plus additional protection against selected alignment.

Revelation

Course of Action: Determine a creature's next course of action.

Second Sight: See at a distance for a short time.

3rd-Level Archivist Scripts

Alteration

Alter Form, Lesser: As *alter form*, but with weaker benefits.

Enhance Physique: Target gains +4 bonus to a single physical ability score.

Creation

Conjuring, Lesser: As *conjuring*, but with weaker creatures.

Shimmer: Glowing dust blinds and outlines creatures.

Destruction

Decaying Ray: Ranged touch attack deals 4d4 negative energy damage, +1 ray/four levels (max 3).

Negation: Cancels one magical script, spell, or effect.

Invocation

Sun and Moon: 40-ft. radius of light or darkness.

Tremor: Ground shakes in 30 ft. cone, dealing 1d8/2 levels damage and tripping creatures (max 5d8).

Manipulation

Float: Subject flies at speed of 30 feet.

Shift: You randomly shift between dimensions.

Revelation

Enhance Mind: Target gains +4 bonus to a single mental ability score.

Hypnotize: Fascinates 2d4 HD of creatures.

4th-Level Archivist Scripts

Alteration

Cripple: Inflict crippling penalties to a target.

Protection: Armor or shield gains +1 enhancement per four levels.

Creation

Cleansing: Multiple creatures are cleansed of a specified ailment.

Create: Create a single object out of simple materials.

Destruction

Life Drain: Ranged touch attack deals 1d6 damage per two levels, grants caster temporary hit points.

Miasma: Vapory mist inflicts penalties on creatures in area.

Invocation

Dawn's Fury: 1d6 damage per level, 10-ft.-radius.

Primordial Ward: Elemental forces shape into a wall that protects you.

Manipulation

Alter Flow: Speed up or slow the flow of time around subjects, granting +1 or -1 to AC and Reflex.

Jaunt: Teleports you a short distance.

Revelation

Falsify Senses: Subjects perceive things incorrectly.

Sight Beyond Sight: Spies on subject from a distance.

5th-Level Archivist Scripts

Alteration

Diamond Skin: Subject receives DR 10/adamantine.

Unhindered: Subject moves normally despite impediments to movement.

Creation

Barrier: Barrier of force cannot be damaged.

Disenchant: Frees subjects from enchantments, transmutations, and curses.

Destruction

Pulverize: Object or creature takes 1d6/level damage, breaking object and penalizing creatures.

Wither: Field of negative energy deals 1d6 damage each round, sickens creatures.

Invocation

Poison Thorns: Growth of vines and nettles slows movement, poisons those in the area.

Stormcall: Lightning storm deals 10d6 damage to creatures in area, wind and rain hamper vision.

Manipulation

Destroy Conviction: Blast of cosmic energy deals damage to creatures of specified alignment.

Gravity Well: Amplified gravity burdens creatures, causes flying creatures to fall.

Revelation

Control Emotions: Alter subject's emotions.

Twisting Futures: Gain limited foresight, letting you reroll a single d20 within a certain time frame.

6th-Level Archivist Scripts

Alteration

Adaptation: Subject automatically adapts to hostile environments.

Alter Form: Change your physical being.

Creation

Conjuring: Create replicas of extraplanar creatures to fight for you.

Revitalize: Multiple creatures are cured of 1d8+1/level hit points (max +15).

Destruction

Chain Blast: 1 dart/2 levels deals 1d4+1 damage, chains to other targets.

Negation, Greater: As *negation*, but with more targets and stronger effects.

Invocation

Call of the Wild: Ghostly manifestations of powerful animals fight alongside you.

Elemental Mantle: Target gains multiple benefits based on a specified element.

Manipulation

Shape Gravity: Alter gravity to move objects, attack creatures, or hurl objects and creatures.

Slipstream: You and allies slip between dimensions to travel fast.

Revelation

See the Unwritten: See things as they really are.

Weaken Willpower: Targets take penalty on Will saving throws.

7th-Level Archivist Scripts

Alteration

Enhance Physique, Mass: As *enhance physique*, but targeting multiple creatures.

Expose Weakness: Multiple targets' defenses are impaired.

Creation

Barricade: Conjure a wall of solid iron that is tough to destroy.

Revivify: Cures 5d8 damage + 1/level and restores life to recently slain creatures.

Destruction

Dust to Dust: Reduce a creature or object to dust.

Negation Field: Destructive aura negates all magic within 10 ft.

Invocation

Corrosive Spores: Cloud of toxic plant spores deal 2d6 acid damage.

Split the Sky: Changes weather in a local area.

Manipulation

Banish: Send 2 HD/level of extraplanar creature back to their home planes.

Dimensional Shift: Multiple creatures travel to another plane.

Revelation

Enhance Mind, Mass: As *enhance mind*, but affecting multiple targets.

Persuasion: Compel creatures to follow a course of action.

8th-Level Archivist Scripts

Alteration

Alter Form, Greater: Like *alter form*, but with more powerful benefits.

Reforge: Change the physical and magical properties of weapons and armor.

Creation

Bastion: Barrier protects creatures, prevents entry from outsiders.

Rejuvenation: Heals for 10 hit points/level, cleanses target of ailments.

Destruction

Cacophony: Blast of sonic energy deals 1d8/2 levels, deafens and stuns targets.

Decrepify: Wave of negative energy causes creatures to be exhausted.

Invocation

Grasping Earth: Ground beneath targets' feet pulls and traps them.

Primal Vigor: Glowing aura surrounds a target, granting it bestial aspects.

Manipulation

Direct Gravity: Change the direction of gravity, causing creatures to fall in a specified direction.

Out of Time: Push creature out of the flow of time for a short while.

Revelation

Mystic Sight: See and identify ongoing magical effects on creatures and objects.

Overwhelm: Creatures have their senses overwhelmed, staggering them or worse.

9th-Level Archivist Scripts

Alteration

Debilitate: Severely weaken a single creature.

Unstoppable: Targets become faster and stronger.

Creation

Conjuring, Greater: As *conjuring*, but with more powerful creatures.

Sixfold Veil: Barrier prevents passage.

Destruction

Devastation: Crushing force deals damage in a constantly increasing area, knocks prone.

Obliteration: Ravage creatures for 10 damage/level each round.

Invocation

Disaster: Call forth a natural disaster.

Elements Incarnate: Give shape to primal energies in the form of an elemental.

Manipulation

Restore Balance: Harms creatures based on their alignment, banishes outsiders.

Temporal Distortion: Stop the flow of time around you.

Revelation

Enigma: Creature becomes an enigma to outside divinations and mental effect.

Prescience: Subject gains a +1 bonus/2 levels to a single d20 check.

SCRIPT DESCRIPTIONS

ADAPTATION

Design alteration; **Level** 6

Casting Time 1 standard action

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You grant yourself the ability to adapt to any environment, even those that are outright dangerous. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks remain), and you take no damage simply from being in that environment. You need not specify an environment when using this script; your body will instantly adapt to any hostile environment as needed throughout the duration.

Overload: For every runic charge overloaded into this script, you can target an additional willing creature. The creatures must be within 10 feet of you to be targeted with this script, but can then move away from you once the casting is complete. In addition, certain runic charge designs grant additional benefits to each targeted creature, based on the type of charge used:

- **Creation:** You become warded against extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.
- **Invocation:** You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) and across difficult terrain at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.
- **Revelation:** You adapt to lower lighting conditions, granting you low-light vision and darkvision 60 feet.

AEGIS

Design creation [force]; **Level** 1

Casting Time 1 standard action

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

Target one creature

Duration 1 hour/level (D)

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

An invisible field of force surrounds the subject of an *aegis* script, providing a +2 armor bonus to AC. The *aegis* also negates *magic missile* and *striking* attacks directed at the target. Unlike mundane armor, *aegis* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *aegis* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Overload: For each runic charge overloaded into this script, the armor bonus to AC increases by +1.

ALTER FLOW

Design manipulation (time); **Level** 4

Casting Time 1 standard action

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

Targets up to three creatures, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

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

You alter the flow of time around creatures, hastening their movement or slowing them down. When you cast *alter flow*, you must choose whether to make each target quickened or slowed. You can choose to quicken some of the targets and slow others. Depending on your choice, this has different effects on the creature:

Quickened: A quickened creature is treated as under the effects of a *haste* spell, except it gains a +1 bonus on AC and Reflex saves (as opposed to attack rolls, AC, and Reflex saves, as is normal with *haste*).

Slowed: A slowed creature is treated as under the effects of a *slow* spell, except it takes a -1 penalty on AC and Reflex saves (as opposed to attack rolls, AC, and Reflex saves, as is normal with *slow*).

Multiple *alter flow* effects do not stack.

Overload: For every runic charge overloaded into this script, you can target two additional creatures. For every manipulation runic charge used, the bonuses and penalties to AC and Reflex saves increases by 1.

ALTER FORM

Design alteration; **Level** 6

Casting Time 1 standard action

Range personal

Target you

Duration 1 min./level (D)

You change your physical being, taking on aspects of other creatures without changing your actual shape. This provides two separate benefits, as shown below: enhancements, and abilities.

First, you gain an enhancement to apply to your physical being. Choose one of the following enhancements:

- +4 size bonus to Strength.
- +4 size bonus to Dexterity.
- +4 size bonus to Constitution.



- Any two enhancements from *lesser alter form*. You cannot choose the same enhancement twice.

In addition to choosing one of the above enhancements, you gain two of the following abilities of your choice. You cannot choose the same ability twice:

- A fly speed of 30 feet (good maneuverability).
- A climb speed of 60 feet.
- A swim speed of 60 feet.
- A burrow speed of 30 feet.
- +4 natural armor bonus.
- Any two abilities from *lesser alter form*. You cannot choose the same ability twice.

Overload: For every runic charge overloaded into this script, you can choose from different abilities, based on the runic charge used:

- *Alteration:* Damage Reduction 5/adamantine.
- *Creation:* Fast healing 5.
- *Destruction:* Natural attacks you have gain the benefit of the Improved Critical feat, even if you don't meet the prerequisites.
- *Invocation:* Energy resistance 20 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation:* Increase base land speed by 30 feet.
- *Revelation:* Blindsight 30 feet.

You can also choose the overload effect from *lesser alter form* that corresponds to the same charge design. In addition, for every two runic charges overloaded into this script, you gain an additional ability.

ALTER FORM, GREATER

Design alteration; Level 8

This script functions like *alter form*, except with more powerful enhancements and abilities.

First, you gain enhancements to apply to your physical being. Choose any two of the following enhancements:

- +6 size bonus to Strength.
- +6 size bonus to Dexterity.
- +6 size bonus to Constitution.
- Any two enhancements from *alter form*. You cannot choose the same enhancement twice.

In addition to choosing two of the above enhancements, you gain three of the following abilities of your choice. You cannot choose the same ability twice:

- Rend (2d8 damage).
- A fly speed of 60 feet (good maneuverability).
- A climb speed of 90 feet.
- A swim speed of 90 feet.
- A burrow speed of 60 feet.
- +6 natural armor bonus.
- Any two abilities from *alter form*. You cannot choose the same ability twice.

Overload: For every runic charge overloaded into this script, you can choose from different abilities, based on the runic charge used:

- *Alteration:* Damage Reduction 5/—
- *Creation:* Regeneration 5
- *Destruction:* Natural attacks you use are toxic, dealing 2d6 acid damage on a hit.
- *Invocation:* Energy immunity to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation:* Increase all movement speeds by 10 feet.
- *Revelation:* See in darkness universal monster ability.

You can also choose the overload effect from *alter form* or *lesser alter form* that corresponds to the same charge design. In addition, for every two runic charges overloaded into this script, you gain an additional ability.

ALTER FORM, LESSER

Design alteration; Level 3

This script functions like *alter form*, except with weaker enhancements and abilities.

First, you gain an enhancement to apply to your physical being. Choose one of the following enhancements:

- +2 size bonus to Strength.
- +2 size bonus to Dexterity.
- Increase your size by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.

In addition to choosing one of the above enhancements, you gain two of the following abilities of your choice. You cannot choose the same ability twice:

- A pair of claw attacks that each deals 1d6 points of damage if Medium (1d4 if Small).
- A bite attack that deals 1d8 points of damage if Medium (1d6 if Small).
- A climb speed of 30 feet.
- A swim speed of 30 feet.
- The scent universal monster ability.
- +2 natural armor bonus.

Overload: For every runic charge overloaded into this script, you can choose from different abilities, based on the runic charge used:

- *Alteration:* Damage Reduction 5/magic.
- *Creation:* 15 temporary hit points.
- *Destruction:* Natural attacks deal damage as if one size category bigger.
- *Invocation:* Energy resistance 10 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation:* Increase base land speed by 15 feet.
- *Revelation:* Darkvision 60 feet and low-light vision.

In addition, for every two runic charges overloaded into this script, you gain an additional ability.

ARMAMENT

Design creation (generation); **Level** 2

Casting Time 1 standard action

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

Effect one weapon or shield

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You generate a weapon or shield to your specifications, which appears in an open space within range. The weapon or shield must be appropriately sized for you. The piece of equipment is normal in every way, with no special material or magical properties, and is not masterwork (though it can be targeted by effects that enhance weapons or shields, such as *sharpness* or *magic vestment*). You may, at your choice, have the weapon or shield appear in the hands of a willing creature within range of the spell (including yourself). You are proficient with any weapon or shield created with *armament*; other creatures must have the appropriate proficiency as normal. Once the duration expires, the weapons and shields crumble away into a fine but worthless powder.

Overload: For every runic charge overloaded into this script, you generate an additional weapon or shield. If you overload at least two creation runic charges into this script, the created equipment becomes masterwork.

BANISH

Design manipulation (teleportation); **Level** 7

Casting Time 1 standard action

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

Targets one or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration instantaneous

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

This script forces extraplanar creatures back to their proper planes if they fail a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. As many as 2 Hit Dice of creatures per caster level can be banished.

Overload: For each runic charge overloaded into this script, the DC increases by +1, and you can affect an additional 5 HD of creatures.

BARRICADE

Design creation (generation); **Level** 7

Casting Time 1 standard action

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

Effect iron wall whose area is up to one 5-ft. square/level; see text

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

You cause a flat, vertical iron wall to spring into being, functioning as a *wall of iron* spell except as noted here.

Overload: For every runic charge overloaded into this script, you treat your caster level as +2 higher to determine the area of the wall. For every creation runic charge used, the wall gains an inch of thickness.

BARRIER

Design creation [force]; **Level** 5

Casting Time 1 standard action

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

Effect wall whose area is up to one 10-ft. square/level

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

A *barrier* creates an invisible wall of pure force, functioning as a *wall of force* spell except as noted here.

Overload: For every runic charge overloaded into this script, you treat your caster level as +1 higher to determine the wall's area.

BASTION

Design creation (healing); **Level** 8

Casting Time 1 standard action

Range 20 ft.

Area 20-ft.-radius sphere, centered on you

Duration 1 min./level (D)

Saving Throw Will partial; **Spell Resistance** no

Bastion creates an immobile sphere of protective energies that shields allies within its area. This has several effects.

First, the sphere blocks any attempt to project something through it, including weapon attacks, gaze attacks, breath weapons, and spells. It blocks line of effect, but does not block line of sight.

Second, a creature that tries to enter into the area of the *bastion* must succeed at a Will save to do so; otherwise, it is unable to enter the area for the duration of *bastion*. Creatures that succeed on their saving throw do not have to save again should they leave the area of the *bastion* and want to re-enter.

Third, allies within the *bastion* gain fast healing 1 so long as they remain inside the area.

The area is a full sphere that extends through surfaces, so creatures cannot circumvent it by burrowing through the ground or turning incorporeal and moving under it. Teleportation into the area, however, is still possible.

A *bastion* spell cannot be dispelled or negated, nor can an *antimagic field* or *negation field* stop it. However, *mage's disjunction* or a *rod of cancellation* can destroy a *bastion*.

Overload: For every runic charge overloaded into this script, the save DC increases by +1. In addition, the *bastion* gains additional effects when certain charge designs are used:

- *Alteration:* Allies in the area receive DR 5/adamantine

so long as they remain in the area.

- **Creation:** The fast healing increases by 1. This effect stacks.
- **Invocation:** All energy damage dealt inside the *bastion* is reduced by 10. This effect stacks.
- **Manipulation:** Creatures can no longer teleport into the area of the *bastion*, as if it were under the effect of a *dimensional lock* spell. Teleportation effects cast while already inside of the *bastion* are not hindered.

BREAKING

Design destruction; **Level** 2

Casting Time 1 standard action

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

Target one object weighing no more than 5 lbs. per caster level, see text

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You cause an object to shatter to pieces. You can use this script against a single solid non-magical object, regardless of composition, weighing up to 5 pounds per caster level. The object targeted by *breaking* is immediately destroyed. An unattended item gets no saving throw, but an attended item can negate the effects with a successful Fortitude saving throw.

Overload: For every runic charge overloaded into this script, you can target an additional object within 10 feet of the original. If you overload four destruction charges into this script, instead of targeting multiple mundane objects, you can target a single magic item. The item gets a Fortitude save to negate the effect (whether attended or not) and is destroyed on a failed saving throw. This cannot target artifacts or similarly unique items.

CACOPHONY

Design destruction [sonic]; **Level** 8

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object), see text; **Spell Resistance** yes (object)

You create a blast of harmful sonic energy that deafens and damages creatures in its path. Any creature within the area is deafened for 1d6 rounds and takes 1d6 points of sonic damage per two caster levels (max 10d6). A successful Fortitude save negates the deafness and reduces the damage by half. Against exposed brittle or crystalline objects or crystalline creatures, it deals double its normal damage (up to 20d6). A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Cacophony cannot penetrate an area of *silence*.

Overload: For each runic charge overloaded into this script, the range increases by 10 feet, to a maximum of a 60-foot cone. If you overload at least two runic charges, creatures that fail their saving throw are stunned for 1 round and deafened for 4d6 rounds. If you overload four runic charges, creatures that fail their saving throws are stunned for 1 round and deafened permanently, and those that successfully save are deafened for 2d6 rounds.

CALL OF THE HUNT

Design invocation (manifestation); **Level** 2

Casting Time 1 round

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

Effect one or more spectral animals, see text

Duration 10 min./level and 1 round/level (D); see text

Saving Throw none; **Spell Resistance** no

You invoke an aspect of natural predators to help you track and take down prey. Once the script is cast, a ghostly apparition appears within range, taking on the form of a translucent wolf^{B1}, eagle^{B1}, or squid^{B1} (if underwater). You choose which form the apparition takes, and it has the same statistics as the animal it appears as.

It appears where you designate and acts immediately, on your turn. If you are not currently engaged with an opponent, the animal stays with you for 10 minutes per caster level. During this time, you and the animal receive a +2 bonus on Survival checks to track.

If during this time you are attacked or attack an opponent, or you cast this script while already in combat, the script's duration is reduced to 1 round per level, and the animal fights with you. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Overload: For every runic charge overloaded into this script, you manifest an additional animal of the same type. Each animal increases the bonus on Survival checks by +2.

CALL OF THE WILD

Design invocation (manifestation); **Level** 6

This script functions as *call of the hunt*, except you manifest more powerful creatures. When you cast this script, choose one of the following animals: dire ape^{B1}, dire boar^{B1}, dire wolf^{B1}, giant wasp^{B1}, grizzly bear^{B1}, lion^{B1}, or young orca (dolphin)^{B1} (if underwater). You manifest 1d3 of the chosen animal type. Each animal manifested grants a stacking +2 bonus on Survival checks to track.

Overload: For each runic charge overloaded into this script, you manifest another animal of the same type.

CHAIN BLAST

Design destruction [force]; **Level** 6

Casting Time 1 standard action



Range long (400 ft. + 40 ft./level)

Targets one primary target, plus one secondary target/2 levels (each of which must be within 30 ft. of the primary target)

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Missiles of magical energy dart from your fingertips to unerringly strike a target then ricochet off to strike additional targets. You make one dart per two caster levels (max 10). Each dart deals 1d4+1 force damage to the primary target.

After a dart has struck the primary target, it then ricochets to other nearby targets within 30 feet of the primary target. Each dart can strike one additional creature per two caster levels (max 10). A creature cannot be struck by a single dart more than once, but multiple darts can strike a single creature. You do not have to strike the same targets with each dart (except for the primary target at which all darts are initially fired).

You can choose to affect less secondary targets than the maximum. Any effect that negates *magic missiles* or *striking* effects also protects against a *chain blast*. If the primary target has an effect that would negate this script, it deals no damage to it, but the darts still can ricochet to secondary targets. This script does no damage to objects.

Overload: For each runic charge overloaded into this script, you create an additional dart of force and can strike an additional secondary target.

CLEANSING

Design creation (healing); **Level** 4

Casting Time 1 standard action

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

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

Duration instantaneous

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

You cleanse multiple creatures of an affliction. Each creature is cured of 1d4 points of ability damage dealt to one of its ability scores. You also immediately cure one of the following conditions: bleeding, confused, dazed, fatigued, or sickened. All targets must have the same ability damage and condition removed.

This script cannot restore permanent ability drain.

Overload: If you overload at least one runic charge, add blinded and deafened to the list of choices. If you overload at least two runic charges, you also add exhaustion and nauseated to the list. For every runic charge over two that you overload into this script, you cleanse all targets of an additional condition.

COMPREHENSION

Design revelation; **Level** 1

Casting Time 1 standard action

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

Target one creature

Duration 10 min./level (D)

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

A creature that gains *comprehension* understands the spoken words of creatures and can read otherwise incomprehensible written messages, as a *comprehend languages* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets can be further than 30 feet apart at the time of casting. If you overload at least two revelation runic charges into this script, all targets also gain the benefit of a *decipher* script for the duration of *comprehension*.

CONJURING

Design creation (summoning) [see text]; **Level** 6

Casting Time 1 round

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This script creates an exact replica of an extraplanar creature to fight for you. This functions as a *summon monster* spell, except you can only call upon one of the following creatures: babau demon^{B1}, bearded devil^{B1}, bralani azata^{B1}, or vulpinal agathion^{B2}. You choose which kind of outsider to summon, and you can choose a different one each time you cast the script.

When you use *conjuring* to create a creature with an alignment subtype, it is a script of that type.

Overload: For every runic charge overloaded into this script, the conjured creature gains additional benefits, based on the design of the charge used. Multiple charges of the same type do not stack:

- *Alteration:* +4 bonus to natural armor
- *Creation:* Fast healing 5
- *Destruction:* +2 bonus to attack and damage rolls
- *Invocation:* Energy resistance 20 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation:* Weapons count as one alignment type (good, evil, chaotic, or lawful) for bypassing damage reduction. This alignment cannot be opposite of the creature's alignment.
- *Revelation:* Blindsight 30 feet.

You can also choose any benefits based on runic charge type from *lesser conjuring*.

CONJURING, GREATER

Design creation (summoning) [see text]; **Level** 9

This script functions as *conjuring*, except it replicates more powerful creatures. The script replicates one of the following creatures: coloxus demon^{B3}, interlocutor kyton^{B3}, leonal agathion^{B2}, or monadic deva angel^{B2}.

Overload: For every runic charge overloaded into this script, the conjured creature gains additional benefits, based on the design of the charge used. Multiple charges of the same type do not stack:

- *Alteration:* +6 bonus to natural armor
- *Creation:* Regeneration 10
- *Destruction:* +4 bonus to attack and damage rolls
- *Invocation:* Energy immunity to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation:* Increase all forms of the creature's movement by 30 feet.
- *Revelation:* Blindsight 30 feet and the see in darkness universal monster ability

You can also choose any benefits based on runic charge type from *lesser conjuring* or *conjuring*.

CONJURING, LESSER

Design creation (summoning) [see text]; **Level** 3

This script functions as *conjuring*, except it replicates weaker creatures. The script replicates one of the following creatures: augur kyton^{B3}, dretch demon^{B1}, harbinger archon^{B3}, or silvanshee agathion^{B2}.

Overload: For every runic charge overloaded into this script, the conjured creature gains additional benefits, based on the design of the charge used. Multiple charges of the same type do not stack:

- *Alteration:* +2 bonus to natural armor
- *Creation:* 15 temporary hit points
- *Destruction:* +2 bonus to damage rolls
- *Invocation:* Energy resistance 10 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation:* Increase the target's alignment-based damage reduction (if any) by 5.
- *Revelation:* Immunity to blindness and deafness.

CONTROL EMOTIONS

Design revelation (thought) [emotion, mind-affecting]; **Level** 5

Casting Time 1 standard action

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

Targets up to four creatures, no two of which can be more than 30 ft. apart

Duration 1 min./level or 1 round/level (D); see text

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

You manipulate the emotional state of several creatures. Each target has its emotions changed in one of the following ways. You can apply a different emotional state to each target, and the duration (in the case of the calm effect) is tracked separately for each creature:

- *Calm:* The target is calmed, as the spell *calm emotions*. This version of the script lasts for only 1 round per caster level, rather than 1 minute per caster level.
- *Despair:* The creature is filled with great sadness, as the spell *crushing despair*.
- *Hope:* The creature is instilled with powerful hope, as the spell *good hope*.

Overload: For every runic charge overloaded into this script, you can target an additional four creatures.

CORROSIVE SPORES

Design invocation (manifestation) [acid]; **Level** 7

Casting Time 1 standard action

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

Effect spores spread in 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

A cloud of acidic plant spores spreads out from the point you designate. The cloud obscures all sight, as a *fog cloud* spell.

The spores are highly corrosive to the touch. Each round on your turn, starting when you cast this script, the spores deal 2d6 acid damage to each creature within it. The spores are also sticky; a creature or object that has taken damage from the spores and leaves the area still takes damage from the spores for 1d3 rounds.

The area filled with the *corrosive spores* is prone to combustion. If exposed to an open flame at least the size of a torch, or if at least 10 points of fire damage are dealt with a single action within the area, the whole area ignites, exploding to deal 1d6 fire damage per two caster levels to all creatures in the area (max 10d6). Once ignited in this manner, the script ends.

A severe wind (31+ mph) disperses the *corrosive spores* in 1 round. This script does not function underwater.

Overload: For every runic charge overloaded into this script, the radius and height of the effect can be increased by 5 feet. The damage dealt by the *corrosive spores* also increases for each runic charge used past the first, increasing to 2d8 at two charges, 3d8 at three charges, and 4d8 at four charges used.

COURSE OF ACTION

Design revelation (thought) [language-dependent, mind-affecting]; **Level** 2

Casting Time 1 standard action

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

Target one creature

Duration 1 round

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

You control an opponent's thoughts to determine its next action, as the spell *command*, except as noted here.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets may be more than 30 feet apart. All targets must follow the same course of action. In addition, for every two revelation charges used, the DC increases by +1.

CREATE

Design creation (generation); **Level** 4

Casting Time 10 minutes

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

Effect unattended, non-magical object of nonliving matter, up to 1 cu. ft./level

Duration 2 hours/level; see text

Saving Throw none; **Spell Resistance** no

You create a non-magical, unattended object of nonliving vegetable matter, functioning as the spell *minor creation* except as noted here.

Overload: For every runic charge overloaded into this script, the size of the object increases by 1 cubic foot. In addition, for every creation charge used, you can use a better material, but the duration becomes shorter if you do. The new materials and durations are as follows:

- One charge: Stone, crystal, base metals (1 hr./level).
- Two charges: Precious metals (20 min./level).
- Three charges: Gemstones (10 min./level).
- Four charges: Rare metals, including adamantine, silver, or mithral (1 round/level).

CRIPPLE

Design alteration; **Level** 4

Casting Time 1 standard action

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

Target one creature

Duration 1 min./level (D); see text

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

You significantly hinder a creature's physical capability. Choose one of the following:

- -6 penalty to either Strength, Dexterity, or Constitution (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally, otherwise, it takes no action.

Overload: When you overload this script, you gain different ways to hinder your target, based on the runic charges used:

- *Alteration:* Damage reduction (if any) is lowered by 10
- *Creation:* Natural healing from rest is halved, and any healing applied to the target heals only half its normal hit points.
- *Destruction:* Once per round when it takes damage, it also takes an additional 1d6 damage of the same type.
- *Invocation:* All energy resistances are lowered by 10.
- *Manipulation:* Reduce all forms of movement by half.
- *Revelation:* -6 penalty to either Intelligence, Wisdom, or Charisma (minimum 1).

You may still only apply one effect to the target. In addition, for each runic charge used (of any type) the effect lasts for a longer time. One charge increases the duration to 10 minutes per level, two charges to 1 hour per level, three charges to 1 day per level, and four charges to permanent. A permanent *cripple* can only be removed by *break enchantment*, *disenchant*, *limited wish*, *miracle*, and *wish*.

DAWN'S FURY

Design invocation [fire]; **Level** 4

Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes
Dawn's fury generates a searing explosion of flame that detonates with a low roar. This functions as a *fireball* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the radius increases by 10 feet. If at least two revelation runes are used, creatures that fail their Reflex saves are blinded for 1 round by the brilliant flames.

DEBILITATE

Design alteration; **Level** 9

Casting Time 1 standard action

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

Target one creature

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** no
The most powerful form of harmful alteration, a *debilitate* spell greatly reduces a target's abilities. When cast, you choose to apply up to three of the following effects to the target:

- -4 penalty to Armor Class
- -4 penalty on attack rolls and damage rolls
- -4 penalty to all saving throws
- -4 penalty to ability checks and skill checks.
- -4 penalty to spell resistance
- Reduce the DC of any spells or spell-like abilities cast by the target by -4.
- Reduce the DC of any extraordinary or supernatural abilities the target has by -4.
- Damage reduction (if any) is lowered by 10.
- All energy resistances (if any) are lowered by 10.
- Reduce all forms of movement the creature has by 30 feet (minimum 0).

You may not select the same effect twice. A successful Fortitude save reduces the duration to 1 round.

Overload: For every runic charge overloaded into this script, you can select an additional effect to apply to the target. For every two alteration runic charges used, you can double the penalty imposed by one effect.

DECAYING RAY

Design destruction; **Level** 3

Casting Time 1 standard action

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

Effect one of more rays

Duration instantaneous

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You blast your enemies with a necrotic ray of negative energy. You may fire one ray, plus one additional ray for

every three levels beyond 5th (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of negative energy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Overload: For every runic charge overloaded into this script, targets struck are sickened for 1 round (Fortitude negates). In addition, for every two runic charges used, you create an additional ray. You cannot fire more than three rays at an individual creature.

DECIPHER

Design revelation; **Level** 0

Casting Time 1 standard action

Range personal

Target you

Duration 10 min./level

You can decipher magical inscriptions on objects that would otherwise be unintelligible. This functions as *read magic*, except as noted here.

Overload: For every runic charge overloaded into this script, you can grant its effects to another willing creature. It must be within 30 feet of you at the time of casting *decipher*.

DECREPIFY

Design destruction; **Level** 8

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A blast of negative energy causes all living creatures in the script's area to become exhausted. This script has no effect on a creature that is already exhausted.

Overload: For each runic charge overloaded into this script, the range increases by 10 feet. If you overload at least two runic charges, all targets are also sickened for 1 minute. If you overload at least four charges, they are also nauseated for 1 round. All of these overload effects function on creatures that are already exhausted (as opposed to the base effect of *decrepify*).

DESTROY CONVICTION

Design manipulation (conviction) [see text]; **Level** 5

Casting Time 1 standard action

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

Area 20-ft.-radius spread

Duration instantaneous

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

You unleash a wave of cosmic force, harming those that disrupt the balance of the world. When you cast *destroy conviction*, choose either chaos, evil, good, or law.

Creatures of that alignment in the area take 1d8 damage per two caster levels (max 5d8), whereas outsiders of that alignment take 1d8 damage per caster level (max 10d8). Creatures that are of the opposite alignment than the one you chose take no damage; creatures that are neither one nor the other take half damage (for example, if you choose chaotic, you deal no damage to lawful creatures, and only half damage to creatures that are neither lawful nor chaotic). A Will save halves the damage taken.

When you choose an alignment, this script becomes a script of the opposite alignment (for example, if you choose evil, this script gains the good descriptor).

Overload: For each runic charge you overload into this script, the radius increases by 5 feet. In addition, you can choose to apply a single negative effect to creatures that fail their saving throw, based on the charges used:

- *Alteration:* Sickened for 1d4 rounds.
- *Destruction:* Fatigued. This has no effect on a creature already fatigued.
- *Manipulation:* Staggered for 1d4 rounds.
- *Revelation:* Dazed for 1 round.

DEVASTATION

Design destruction; **Level** 9

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area 20-ft.-radius cylinder, 60 ft. high

Duration 3 rounds

Saving Throw Fortitude half (object), see text; **Spell Resistance** yes (object)

A *devastation* script pulverizes an area with crushing force. Each round on your turn (starting with the round you cast *devastation*), all creatures and objects in the area take 1d6 damage per two caster levels (max 10d6). This damage bypasses hardness and damage reduction. Creatures are forced to the ground and knocked prone. A Fortitude save halves the damage and negates the prone effect. The ground within the area of *devastation* is also crushed, making the area difficult terrain. The difficult terrain lasts even when the script ends.

Every round after the first, the radius of *devastation* increases by 10 feet. *Devastation* has no effect on incorporeal creatures or creatures without a tangible form, such as a fire elemental.

Overload: For every two runic charges overloaded into this script, the duration increases by 1 round.

DIAMOND SKIN

Design alteration; **Level** 5

Casting Time 1 standard action

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

Target one creature

Duration 10 min./level (D)

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

Resistance yes (harmless)

The targeted creature gains resistance to blows, cuts, stabs, and slashes. This functions as a *stoneskin* spell, except as noted here.

Overload: For each runic charge overloaded into this script, you may target an additional creature. No two targets can be further than 30 feet apart. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the script's effects end for that subject.

DIMENSIONAL SHIFT

Design manipulation (teleportation); **Level** 7

Casting Time 1 standard action

Range touch

Targets up to eight willing creatures joining hands

Duration instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes, see text

You move yourself and other willing creatures to a different plane of existence or alternate dimension. This functions as a *plane shift* spell, except as noted here.

Overload: For each runic charge overloaded into this script, the offset when you arrive is reduced by 1d%. If you overload four runic charges into this script, you can instead have it target one non-willing creature, shifting it to a plane of existence you specify. The target gets a Will save to negate this, and Spell Resistance applies.

DIRECT GRAVITY

Design manipulation (gravity); **Level** 8

Casting Time 1 standard action

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

Area up to one 10-ft. cube/level (S)

Duration 1 round/level (D)

Saving Throw none, see text; **Spell Resistance** no

You change the direction of gravity within an area, causing creatures and objects to fall in a different direction than normal. You can use this in two ways: reversal, and redirect.

If you reverse gravity, unattached objects and creatures in the area fall upward, as a *reverse gravity* spell.

If you redirect gravity, you change its direction to function perpendicular to the ground in any direction. Unattached objects and creatures in the area fall sideways in the direction you specify and reach the end of the area in 1 round. If a solid object (such as a wall) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the end of the area without striking anything, it falls to the ground prone outside the area, after which it can move as normal. At the end of the script duration, affected objects and creatures fall downward to the ground.



Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the script strikes. Creatures who can fly or levitate can keep themselves from falling in any direction.

Overload: For every runic charge overloaded into this script, the area increases by an additional 10-ft. cube.

DISASTER

Design invocation [see text]; **Level** 9

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Effect tornado 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes

You invoke the wrath of nature to bring down a catastrophe in the form of a destructive tornado, imbued with elemental forces.

This script creates a powerful tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the tornado's every movement or specify a simple program. Directing the tornado's movement or changing its programmed movement is a standard action for you. The tornado always moves during your turn. If the tornado exceeds the script's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates (you can't regain control of the tornado, even if it comes back within range.).

All hearing-based Perception checks within 20 feet of the tornado fail automatically. Ranged attacks are impossible that pass within 20 feet of the tornado.

Large or smaller creatures who start their turn within 20 feet of the tornado must succeed on a Fortitude save or be dragged 1d4×5 feet toward the center of the tornado. A Huge or bigger creature must make a Fortitude save before moving or be unable to move further away from the tornado.

Any Large or smaller creature that comes in contact with the tornado must succeed on a Reflex save or take 3d8 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the tornado and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the tornado to eject any carried creatures whenever you wish, dropping the creature at the tornado's location.

In addition to these effects, the tornado is imbued with one element, chosen from the list below:

- *Air:* The tornado appears dark like a thundercloud.



Each round on your turn, up to three lightning bolts strike at creatures within 20 feet of the tornado, dealing 5d8 electricity damage and deafening the creature for 2d4 rounds. A Reflex save halves the damage and negates the deafening effect. Each lightning bolt must strike a different target. Creatures caught in the tornado take an additional 2d8 electricity damage.

- **Earth:** The tornado whips up dust and stone. Creatures within 20 feet of the tornado take 2d8 damage from the debris and must make a Fortitude save or be blinded for 1 round. The ground in the tornado's space and all ground within 20 feet are covered in dense rubble, creating difficult terrain (this terrain remains even after the tornado moves). Creatures that directly contact the tornado and fail their saves are blinded for 1d4 rounds. Creatures caught in the tornado take an additional 3d8 damage.
- **Fire:** The tornado ignites with roaring flame. Creatures within 20 feet of the tornado take 3d8 fire damage each round (no save). Creatures that directly contact the tornado and fail their saving throws are set on fire. Creatures caught in the tornado take an additional 2d8 fire damage. The tornado sets fire to combustibles and damages objects nearby. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.
- **Water:** The tornado forms as a waterspout. Torrential water swirls within 20 feet, extinguishing unprotected flames and having a 50% chance to extinguish protected ones, while also reducing visibility within to 5 feet and cutting movement in half. A creature caught in the tornado must hold its breath as if underwater.

This script can only be cast underwater by using the water option, as described above. When you cast *disaster* to use on of the four above elements, it is a script of that type.

Overload: For every runic charge overloaded into this script, the tornado becomes 10 feet wider at the base, 10 feet wider at the top, and 30 feet taller. In addition, for every two charges used, the size of creatures that can be affected (for taking damage, being pulled towards the center of the tornado, and being picked up by the tornado) increases by 1 size category.

DISENCHANT

Design creation (healing); **Level** 5

Casting Time 1 minute

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

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

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

A wave of curative power rushes over each creature, freeing it from detrimental enchantments,

transmutations, and curses. This functions as a *break enchantment* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you gain a +1 bonus on your caster level check to remove the effect. If you overload at least three runic charges, the casting time becomes 1 full-round action. This reduction in casting time does not apply if you overload *disenchant* by using engraving.

DISORIENT

Design revelation (thought) [mind-affecting]; **Level** 1

Casting Time 1 standard action

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

Target one creature of 5 HD or less

Duration 1 round

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

This script clouds the mind of a single creature with 5 or fewer Hit Dice, dazing it for 1 round so that it takes no actions. Creatures of 6 or more HD are not affected.

Overload: For every runic charge overloaded into this script, increase the maximum HD of creature that can be affected by 5 and increase the DC by +1.

DRAIN

Design destruction; **Level** 1

Casting Time 1 standard action

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

Area 5-ft.-radius burst

Duration instantaneous

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

You strike the target area with draining negative energy. Each creature in the area takes 1d4 negative energy damage plus 1 point per caster level (max +5). A Fortitude save halves the damage.

Overload: For every runic charge overloaded into this script, it deals an additional 1d4 negative energy damage. If at least three runic charges are used, the radius increases to 10 feet.

DUST TO DUST

Design destruction; **Level** 7

Casting Time 1 standard action

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

Effect ray

Duration instantaneous

Saving Throw Fortitude partial (object); **Spell Resistance** yes

A black, destructive bolt emerges from your hand. This functions as *disintegrate*, except as noted here.

Overload: For every runic charge overloaded into this script, the damage a creature takes on a successful saving throw increases by 2d6. For every two runic charges used, you can destroy an additional 10-foot cube of nonliving matter.

ELEMENTAL MANTLE

Design invocation [see text]; **Level** 6

Casting Time 1 standard action

Range personal

Target you

Duration 1 min./level (D); see text

Saving Throw see text; **Spell Resistance** yes, see text

You invoke the powers of elementals to surround you, protecting you from harm. When you cast this script, you choose one of the following elements:

- *Air*: You gain a fly speed of 60 feet (good maneuverability) and electricity resist 10. As a standard action, you can create a 5-foot-radius, 30-foot-high lightning bolt centered on a point in space within 60 feet of you. Each creature in the area takes 4d6 electricity damage; a Reflex save halves the damage.
- *Earth*: You gain a climb speed of 60 feet and acid resist 10, and you ignore difficult terrain made of earth, stone, or mud. As a standard action, you can create a small earthquake within a 20 foot radius, centered on you. Each creature in the area must make Reflex save or be knocked prone.
- *Fire*: Your land speed increases by 20 feet and you gain fire resistance 10. As a standard action, you can create a ray of flames. You must make a ranged touch attack to hit with this ray; on a hit, you deal 6d6 fire damage.
- *Water*: You gain a swim speed of 60 feet and cold resistance 10, and you can breathe underwater. As a standard action, you can create a 15-ft.-cone of rushing water from your hand. Each creature in the area takes 4d6 bludgeoning damage and is pushed 10 feet directly away from you. A Fortitude save halves the damage and negates the pushing effect.

Spell resistance applies to the damaging effects of the air and fire abilities, but not the earth or water abilities.

Overload: For every runic charge you overload into this script, you gain the benefit of an additional element. If you overload four charges, the energy resistances granted to you increase to 20 each.

ELEMENTS INCARNATE

Design invocation (manifestation) [see text]; **Level** 9

Casting Time 1 round

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

Effect one or more elementals

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You manifest the power of primal energy itself, forming it into a powerful being under your control. This functions as a *summon monster* spell, except you may only summon a single elder elemental^{B1,B2} of your choice.

When you use *elements incarnate* to manifest an elemental with the air, earth, fire, or water subtype, it is a script of that type.

Overload: For every runic charge overloaded into this script, you can manifest an additional elemental. You can summon a different type of elemental with each charge.

EMPOWER

Design alteration; **Level** 1

Casting Time 1 standard action

Range 50 ft.

Area 50-ft.-radius burst, centered on you

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

You create minor alterations to a creature's body to enhance its abilities. All allies in the area gain a +1 competence bonus on one of the following types of checks: attack rolls, weapon damage rolls, skill checks, ability checks, Fortitude saves, Reflex saves, or Will saves. All allies affected receive the same bonus.

Overload: For each runic charge overloaded into this script, the bonus applies to an additional check type. For every two runic charges used, the bonus applied to a single check type increases to +2.

ENHANCE MIND

Design revelation; **Level** 3

Casting Time 1 standard action

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

Target one creature

Duration 1 min./level

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

The target's mind is enhanced, making it smarter, more clever, or more charismatic. This functions as your choice of either *eagle's splendor*, *fox's cunning*, or *owl's wisdom*, except as noted above.

Overload: For every two runic charges overloaded into this script, you can grant the enhancement bonus to an additional ability score.

ENHANCE MIND, MASS

Design revelation; **Level** 7

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

This script functions as *enhance mind*, except that it affects multiple creatures. All creatures must have the same ability score enhanced.

Overload: For every two runic charges overloaded into this script, you can grant all targets an enhancement bonus to an additional ability score.

ENHANCE MOVEMENT

Design alteration; **Level** 2

Casting Time 1 standard action

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

Target one creature

Duration 1 min./level (D)

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

You grant the subject a new form of movement, chosen from the two options below:

- The subject gains a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. It can also use the run action while swimming, provided it swims in a straight line. This does not grant the target any ability to breathe water.
- The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks. The creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets can be more than 30 feet apart. All targets must receive the same form of movement. If you use at least one invocation runic charge when granting a swim speed, all targets gain the ability to breathe underwater for the duration of the script.

ENHANCE PHYSIQUE

Design alteration; **Level** 3

Casting Time 1 standard action

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

Target one creature

Duration 1 min./level

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

You enhance a target's physique, making it stronger, tougher, or more agile. This functions as your choice of either *bear's endurance*, *bull's strength*, or *cat's grace*, except as noted here.

Overload: For every two runic charges overloaded into this script, you can grant the enhancement bonus to an additional ability score.

ENHANCE PHYSIQUE, MASS

Design alteration; **Level** 7

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

This script functions as *enhance physique*, except that it affects multiple creatures. All creatures must have the same ability score enhanced.

Overload: For every two runic charges overloaded into this script, you can grant all targets an enhancement bonus to an additional ability score.

ENIGMA

Design revelation; **Level** 9

Casting Time 1 standard action

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

Target one creature

Duration 1 hour/level (D)

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

The subject becomes an enigma to divinations and mental effects. This functions as a *mind blank* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets may be further than 30 feet apart. In addition, for every two runic charges used, the resistance bonus against mind-affecting effects increases by +1.

EXPPOSE WEAKNESS

Design alteration; **Level** 7

Casting Time 1 standard action

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

Targets up to three creatures, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes
You alter each target's physical being to reduce its defenses. You inflict each target with a single penalty, chosen from the list below:

- -4 penalty to Armor Class
- -4 penalty to all saving throws
- -4 penalty to spell resistance
- Damage reduction (if any) is lowered by 10.
- All energy resistances (if any) are lowered by 10.

All targets are affected by the same penalty. A Fortitude save reduces the duration to 1 round.

Overload: For every runic charge overloaded into this script, you may target an additional three creatures. If you overload at least three runic charges into this script, you apply two penalties, rather than just one (you cannot choose the same penalty twice).

FALSIFY SENSES

Design revelation (thought) [mind-affecting]; **Level** 4

Casting Time 1 standard action

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

Target one creature

Duration concentration, up to 1 min./level (D)

Saving Throw Will negates; **Spell Resistance** yes
You can make a creature perceive things incorrectly. The subject sees, hears, and so on whatever you falsify. You cannot create sensory input where none exists to begin with, nor can you completely block out a sensation.

You could make an object or creature look like something or someone else, be in a different position (though in the same space), or sound different. You could make a painful slash feel like a gentle breeze, or

make a conversation sound like a riotous crowd.

You can change which sense you falsify each round. You can't alter the perceived size of an object or creature by more than half with this script. You couldn't make a fortress appear as a shack, nor a rat appear as a giant.

If the target attempts to cast a spell or script, you can alter its senses in such a way that it becomes disoriented, forcing it to make a concentration check as if entangled or lose the spell.

Because you falsify a victim's senses directly, the effect works even on a victim who is using a divination or revelation effect or some other non-mundane method of gathering information, assuming you know that the victim is actively using such an effect.

Overload: For every runic charge overloaded into this script, you can target an additional creature. No two targets may be further than 30 feet apart. All targets must be affected in the same manner each round.

FLOAT

Design manipulation (gravity); **Level** 3

Casting Time 1 standard action

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

Target one creature

Duration 1 min./level

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

Resistance yes (harmless)

The subject can alter the direction of gravity about itself, letting it float through the air. This functions as a *fly* spell, except as noted here. The target only gains a fly speed of 40 feet (or 20 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) and its maneuverability is average.

Overload: For every runic charge overloaded into this script, the subject's fly speed increases by 10 feet and the duration increases by 1 minute. At two charges used, its maneuverability increases to good. At four scripts used, its maneuverability increases to perfect.

FORTIFY

Design alteration; **Level** 0

Casting Time 1 standard action

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

Target one creature

Duration 1 minute

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

You fortify the target's defenses, granting it a +1 resistance bonus on saving throws.

Overload: For every runic charge overloaded into this script, you may target an additional creature, and the duration increases by 1 minute. No two targets may be further than 30 feet apart. If you overload at least three runic charges, the resistance bonus increases to +2.

GRASPING EARTH

Design invocation [earth]; **Level** 8

Casting Time 1 standard action

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

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw Fortitude partial (object); **Spell**

Resistance no

The ground in the target area pulls at creatures and objects, holding them to the ground and crushing them.

The entire area is treated as difficult terrain for the duration of the script. Immediately, and at the beginning of each of your turns, every creature and object touching the ground (or less than 5 feet above it) within the area of the script must make a Fortitude save. Creatures that enter the area of effect are also automatically attacked.

The first time a creature fails its saving throw, the target becomes held by the earth, entangling it. Entangled opponents can't move without breaking free (see below). A target that is entangled and fails its next saving throw is pulled further down, knocking it prone. On the third failed saving throw, the creature becomes pinned to the ground. In addition, every round the creature fails its saving throw, it takes 4d6 bludgeoning damage as the earth crushes it. A creature that makes its saving throw takes half damage and goes back one step in the above progression (from pinned to prone, prone to entangled, and entangled to free).

An affected creature can attempt to break out as a standard action, making either a Strength check (DC = *grasping earth's* save DC) or an Escape Artist check (DC = *grasping earth's* save DC + 5). Success breaks it out of the earth's grasp, but if it does not leave the area the earth will attempt to grab it again on your next turn.

An object affected by *grasping earth* instead takes 4d6 damage each round as it is crushed by the earth, which ignores hardness. It cannot be moved by another creature unless first pulled out with a Strength check (DC = *grasping earth's* save DC).

This script only works when on natural terrain or on worked stone and soil; it does not work on metallic or wooden surfaces. You are immune to the effects of your own *grasping earth*.

Overload: For every runic charge overloaded into this script, you may increase the radius of its area by 5 feet. For every two charges used, the damage dealt increases by 1d6.

GRAVITY WELL

Design manipulation (gravity); **Level** 5

Casting Time 1 standard action

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

Area cylinder (20-ft.-radius, 60-ft. high)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You amplify the effects of gravity in the area, causing creatures to feel sluggish and fall under their own weight.

Everything in the target area has its weight doubled (including objects and structures). This may cause certain fragile items to break or cause structures to collapse, subject to GM discretion. Since this affects the items being carried by creatures, this essentially doubles the current carry weight of all creatures in the area, which may put them at a medium or heavy load (or higher). The increased weight causes falling objects and creatures to take double falling damage (and deal double damage to anything they fall on), though it cannot exceed the normal maximum of 20d6 that falling damage allows.

Movement in the area is difficult, halving the movement speed of all creatures. Creatures in the area take a -5 penalty on Acrobatics, Climb, Fly, and Swim checks and cannot take 10 on those checks. Flying creatures must make a Fly check each round (DC 15 + your caster level) or fall to the ground and take falling damage. Creatures on the ground must make a Strength check each round (DC 15) or fall prone. All creatures in the area have their dodge bonuses to AC (if any) reduced by 2 (minimum 0) and take a -2 penalty to attack rolls, but gain a +2 bonus on weapon damage rolls (as their weapons strike with more weight).

Overload: For every runic charge overloaded into this script, you can increase the radius of the area by 5 feet and the height by 10 feet. In addition, each runic charge increases the DC of the Fly checks to continue flying by +2 and Strength checks to stand by +1.

HINDER

Design alteration; **Level** 1

Casting Time 1 standard action

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

Target one creature

Duration 1 round/level

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

You weaken a target's physical ability. The subject takes a penalty to your choice of either Strength or Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's ability score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Overload: For every runic charge overloaded into this script, increase the penalty applied by +1. For every two charges used, you may target an additional creature. No two targets may be further than 30 feet apart, and you must apply the same penalty to all targets.

HYPNOTIZE

Design revelation (thought) [mind-affecting]; **Level** 3



Casting Time 1 standard action

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

Area 10-ft.-radius spread, centered on a point in space

Duration concentration + 1 round

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

You fill the minds of creatures in the area with euphoric thoughts, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated for as long as you concentrate plus 1 round.

Overload: For every runic charge overloaded into this script, the total HD of creatures affected increases by 1d4, and the effect lasts for 1 additional round after you cease concentration.

INVOKE ELEMENTS

Design invocation (manifestation); **Level** 0

Casting Time 1 standard action

Range 10 ft.

Target, Effect, or Area see text

Duration 1 hour

Saving Throw none; **Spell Resistance** no

You create minor effects related to the four elements. While the script lasts, you can cause any of the following:

- Create a small, harmless effect related to the elements, such as a puff of smoke, a light mist of water, or a weak gust of wind.
- Light a candle, torch, or small campfire.
- Create a small, floating flame, which gives off light like a candle.
- Create a single gallon of clean, drinkable water.
- Mold the shape or color of dirt, stone, or mud in small ways, such as writing words or making tiny shapes.
- Any other elemental effect, subject to GM discretion

Invoke elements cannot create a harmful effect, nor can it replicate an existing spell or script. Any effects created (aside from lighting a fire) end once *invoke elements* ends.

Overload: For every runic charge overloaded into this script, the range increases by 10 feet.

JAUNT

Design manipulation (teleportation); **Level** 4

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You instantly transfer yourself from your current location to any other spot within range. This functions as a *dimension door* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the range increases by 100 feet. If you overload at least three runic charges into this script, you can take any remaining actions you have that turn.

LIFE DRAIN

Design destruction; **Level** 4

Casting Time 1 standard action

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

Effect ray

Duration instantaneous and 1 hour; see text

Saving Throw none; **Spell Resistance** no

You send out a coruscating ray of life-draining energy, transferring a creature's strength to yourself. This functions as *vampiric touch*, except as noted here. You must make a ranged touch attack to hit with the ray.

Overload: For every runic charge overloaded into this script, it deals an additional 1d6 damage. This damage grants your temporary hit points as normal.

LIFT

Design manipulation (gravity); **Level** 0

Casting Time 1 standard action

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

Target one non-magical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell Resistance** no

You weakly alter gravity around an object to lift it, functioning as *mage hand*, except as noted here.

Overload: For every runic charge overloaded into this script, the maximum weight of object you can *lift* is increased by 5 pounds.

MIASMA

Design destruction [poison]; **Level** 4

Casting Time 1 standard action

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

Effect toxic vapors spread in 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw Fortitude negates, see text; **Spell Resistance** no

Miasma creates an area filled with a thin, wispy mist that is toxic to those within. This functions as *stinking cloud*, except as noted here, and the mist is not thick enough to hinder vision in any way.

Overload: For every runic charge overloaded into this script, you may increase the radius and height of the *miasma* by 5 feet. If at least one destruction rune is used, the *miasma* becomes corrosive, dealing 1d6 acid damage each round to each creature that is nauseated from the *miasma's* effects. If at least one invocation rune is used, the *miasma* becomes thick like fog, as a *fog cloud* spell.

MINOR ALTERATION

Design alteration; **Level** 0

Casting Time 1 standard action

Range 10 ft.

Target, Effect, or Area see text

Duration 1 hour

Saving Throw none; **Spell Resistance** no

Minor alteration lets you create simple, insignificant changes to a creature or object. While the script lasts, you can create any number of effects. The effects are minor and have severe limitations. You could:

- Color, clean, or soil items in a 1-foot cube each round.
- Chill, warm, or flavor 1 pound of nonliving material.
- Make minor changes to a creature's voice, such as small changes to its pitch or volume
- Change a small aspect of a creature's physical appearance, such as eye and hair color, or change its height by an inch or two.
- Any other minor effect, subject to GM discretion.

Minor alteration cannot cause any harmful effects,

nor can it duplicate an existing spell or script's effects. Any actual change to an object or creature (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Overload: For every runic charge overloaded into this script, the range increases by 10 feet.

MOVE PORTAL

Design manipulation (gravity); **Level** 0

Casting Time 1 standard action

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

Target object weighing up to 30 lbs. or portal that can be opened or closed

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can quickly change the direction of gravity for a small door or container to open or close it. This functions as *open/close*, except as noted here.

Overload: For every runic charge overloaded into this script, the maximum weight of object that can be moved increases by 10 pounds. If at least two charges are overloaded, the range increases to medium (100 ft. + 10 ft./level).

MYSTIC SIGHT

Design revelation; **Level** 8

Casting Time 1 standard action

Range personal

Target you

Duration 1 min./level (D)

Mystic sight allows you to see magical auras within 120 feet of you. This functions as a *greater arcane sight* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the duration increases by 5 minutes. For every two runic charges used, you may grant *mystic sight* to an additional willing creature. The targets must be within 30 feet of you at the time of casting.

NATURE'S EMBRACE

Design invocation; **Level** 2

Casting Time 1 standard action

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

Target one creature

Duration 24 hours and 1 round/level, see text

Saving Throw none; **Spell Resistance** no

The creature becomes more acclimated to natural energies and harsh conditions. This has two effects.

First, the creature suffers no harm from being in a hot or cold environment, as an *endure elements* spell.

Second, the creature gains a limited ability to adapt to dangerous energy. Once during the duration of *nature's embrace*, when the creature would take acid, cold, electricity, or fire damage, the creature can use an

immediate action to ward itself, gaining energy resistance 10 against the energy type that it was struck with (this resistance applies to the triggering damage). The energy resistance lasts for only 1 round per level before ending, after which the entire script's effects end.

The script protects the recipient's equipment as well (both from temperature and energy damage).

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets can be further than 30 feet apart. Each target chooses if and when to grant themselves energy resistance, and if they do, the script's effects ends only for that target at the end of the duration. For every two runic charges used, the energy resistance applied increases by 10.

NEGATION

Design destruction; **Level** 3

Casting Time 1 standard action

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Negation unravels and destroys magical energies. This functions as *dispel magic*, except as noted here. *Negation* can be used on scripts and spell effects alike.

Overload: For every runic charge overloaded into this script, you gain a +1 bonus to your dispel check.

NEGATION FIELD

Design destruction; **Level** 7

Casting Time 1 standard action

Range 10 ft.

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

Duration 10 min./level (D)

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

Negation field creates an invisible field of unraveling energy that prevents magic from functioning. This functions as an *antimagic field*, except as noted here.

Overload: For every two runic charges of the same design that you overload into this script, you may have *negation field* not suppress or negate scripts of that type (including spells of the equivalent magic school). For example, if you overload two destruction runes and two invocation runes, *negation field* would not affect any destruction scripts, invocation scripts, necromancy spells, or evocation spells.

NEGATION, GREATER

Design destruction; **Level** 6

Casting Time 1 standard action or 1 immediate action, see text

Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst

This script functions as *greater dispel magic*, except as noted here. *Greater negation* can be used on scripts and spell effects alike.

Overload: For every runic charge overloaded into this script, you gain a +1 bonus to your dispel check. If you overload at least four runic charges into this script, you may cast *greater negation* to counterscript a scribe's runic script or a spellcaster's spell as an immediate action, rather than a standard action. If you do, you do not gain the overload effect's bonus to dispel checks. You cannot use engraving to use this effect.

OBLITERATION

Design destruction; Level 9

Casting Time 1 standard action

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

Target one corporeal creature/round

Duration concentration, up to 1 round/2 levels

Saving Throw Fortitude partial; **Spell Resistance** yes
Obliteration is one of the mightiest forms of destructive power, able to ravage a creature with devastating result. Each round you concentrate (including the first), you can cause one creature to be assaulted by ruinous power, inflicting 10 points of damage per caster level. A successful save reduces the damage to 4d6. If you break concentration, the script immediately ends, though any damage remains. You can target a particular creature only once with each casting of *obliteration*.

Overload: For every runic charge overloaded into this script, you can use *obliteration* for 1 round without concentration (this does not increase its duration), and targets that make their saving throw take an additional 2d6 damage per charge on a successful saving throw (max 10d6). If you use four destruction charges, you can target a creature twice with a single casting of *obliteration*.

OUT OF TIME

Design manipulation (time); Level 8

Casting Time 1 standard action

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

Target one creature or object

Duration 1 round/2 levels, see text

Saving Throw Will partial (object); **Spell Resistance** yes (object)

This runic script forces a target out of the natural flow of time, effectively making it stop existing for a brief moment. The target must make a Will save or vanish completely for one round per two caster levels. No magic or divinations can detect the target during this time, as it exists outside of time and space—in effect, the target ceases to exist for the duration of this script. At the end of the duration, the target reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). A target that makes

its saving throw reduces the duration to only 1 round.

This script cannot target artifacts or similarly unique items, nor a deity or similarly powerful being.

Overload: For every runic charge overloaded into this script, the duration increases by 1 round (it still only lasts for 1 round on a successful saving throw). If at least four runic charges are used, you can target two creatures or objects. The targets cannot be more than 30 feet apart.

OVERWHELM

Design revelation (thought) [mind-affecting]; Level 8

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level, see text

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

You *overwhelm* the senses of creatures in the area, rendering them unable focus. All creatures that fail their saving throws are staggered for 1 round per caster level. A creature that makes its saving throw is staggered for only 1 round and can act normally thereafter.

Overload: For every runic charge overloaded into this script, the script is more overwhelming. With one runic charge, targets are dazed for the first round on a failed saving throw. With two runic charges, the targets are instead stunned for the first round on a failed saving throw, and dazed for 1 round on a successful save. With three runic charges, targets are stunned for 1 round then staggered and sickened for the remaining duration on a failed saving throw, and dazed for 1 round on a successful save. With four runic charges, the targets are paralyzed for 1 round then staggered and sickened for the remaining duration on a failed saving throw, and stunned for 1 round on a successful save. These effects are not cumulative; only the effects for a given number of runic charges applies.

PAIN

Design destruction; Level 0

Casting Time 1 standard action

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a ray of painful, razor-sharp energy from your pointing finger. You must succeed on a ranged touch attack with the ray to hit. The ray deals 1d4 points of slashing damage on a hit.

Overload: For every runic charge overloaded into this script, it deals an additional 1d4 points of damage.

PERSUASION

Design revelation (thought) [mind-affecting]; Level 7

Casting Time 1 standard action

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

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

Duration 1 hour/level or until completed

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

You persuade one or more creatures to perform a task by suggesting a course of activity (limited to a sentence or two). This functions as a *mass suggestion* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you can persuade creatures to perform a different action. This does not persuade an individual creature to perform multiple tasks; rather, it allows you to persuade some targets of the script to perform one action while persuading others to perform a different action. For example, if you overloaded three runic charges into this script and targeted three creatures, you could persuade each to perform a different action.

POISON THORNS

Design invocation (manifestation) [poison]; **Level** 5

Casting Time 1 standard action

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

Effect poisonous briars in a 10-ft.-radius spread

Duration 10 min./level (D)

Saving Throw Fortitude negates, see text; **Spell Resistance** yes, see text

When you cast *poison thorns*, a thick, tangled brier of poisonous plants emerges fills the area of the script. The entire area is treated as heavy undergrowth. It costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible through the *poison thorns*.

Any creature in the area of the *poison thorns* is poisoned. The poison deals 1d3 Constitution each round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. A creature is poisoned only upon the first entry into the script's area (and again 10 minutes later, should it enter again); creatures don't have to save each time they enter or each round they remain within. You are immune to the poison of the *poison thorns*.

Overload: For every runic charge overloaded into this script, you can increase the radius by 5 feet and can designate an additional creature to be immune to the poison of the *poison thorns*. Creatures immune to the poison are still affected by the growth as normal.

PRESCIENCE

Design revelation; **Level** 9

Casting Time 1 standard action

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

Target one creature

Duration 1 hour/level or until discharged

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

This script grants the target a limited form of prescience. Once during the script's duration, the creature may choose to use its effect. This script grants it an insight bonus equal to your half your caster level (maximum +10) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, it can apply the insight bonus to its AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; it can even activate it on another character's turn. The creature must choose to use the bonus before it makes the roll it is to modify. Once used, the script is discharged. A creature can't have more than one *prescience* active on it at the same time.

Overload: For every runic charge overloaded into this script, you can grant *prescience* to another creature. No two targets can be further than 30 feet apart at the time of casting. Once a creature uses the bonus, *prescience* ends for only that creature. In addition, depending on the design of runic charge used, you can improve the bonus to a specific check type:

- *Alteration:* Opposed ability checks and skill checks
- *Creation:* Armor Class against a single attack
- *Destruction:* Attack rolls or combat maneuver checks
- *Invocation:* Fortitude saves
- *Manipulation:* Reflex saves
- *Revelation:* Will saves

You can only choose one of the above options, regardless of how many runic charges you use, and it applies to all creatures. If a creature applies *prescience's* bonus to the chosen check type, the bonus increases to +1 per caster level (maximum +20).

PRIMAL VIGOR

Design invocation (manifestation); **Level** 8

Casting Time 1 standard action

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

Target one creature

Duration 1 min./level (D)

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

When you cast this script, a shimmering, yellowish aura covers the target's body. The form bristles and flows, forming into talons and feathers, fur and fangs.

Primal vigor manifests an aura of bestial aspects around the target, granting various enhancements without changing the creature's actual body. The creature gains one enhancement from each of the following options. For each listed effect, you choose which one to apply:

- +4 enhancement bonus to either Strength,



- Constitution, or Dexterity.
- A climb speed of 60 feet, a swim speed of 60 feet, or a fly speed of 30 feet (good maneuverability).
 - A bite attack, dealing 1d6 damage if Medium (1d4 if Small), or two claw attacks, which deal 1d4 damage if Medium (1d3 if Small).
 - +4 bonus on saving throws against poison and disease
 - Your choice of either the scent ability, low-light vision plus darkvision 60 feet, or the ability to breathe underwater.
 - Resistance 10 against your choice of either acid, cold, electricity, or fire.

The aura does not interfere with the target's ability to move or its attacks. The aura glows about as strongly as a torch.

Overload: For every runic charge overloaded into this script, you may grant *primal vigor* to an additional creature. No two targets may be further than 30 feet apart at the time of casting, and they must all receive the same benefits.

PRIMORDIAL WARD

Design invocation [see text]; **Level** 4

Casting Time 1 standard action

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

Effect wall up to 10 ft./level long and 5 ft./level high (S)

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

You invoke the four elements to create a protective wall. When you cast *primordial ward*, you choose either air, earth, fire, or water. The choice you make determines what sort of ward is created:

- *Air:* An invisible vertical curtain of wind appears, functioning as a *wind wall* spell, except as noted here.
- *Earth:* The ward is a swirling barrier of sand and dirt. Creatures passing through the wall must make a successful Fortitude save or be blinded for 1 round. The cloud of dirt and dust is so thick that it blocks line of sight to creatures on the opposite side. It does not hinder movement.
- *Fire:* An immobile, blazing curtain of fire springs into existence, functioning as a *wall of fire* spell, except as noted here. It deals no bonus damage to undead.
- *Water:* The ward is a flowing barrier of water. The wall's space is considered difficult terrain. The water interferes with attacks made through it, providing soft cover (+4 AC) to anyone on the opposite side of the wall. Fire damage dealt through the wall is halved. A creature passing through the wall must hold its breath as if underwater, and is treated as if submersed in flowing water for any effects or weaknesses related to water.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *primordial wards* to enclose specific points. When you cast *primordial ward* in air, earth, fire, or water form, it is a script of that type.

Overload: For every runic charge overloaded into this script, treat your caster level as +1 higher to determine the size of the wall.

PROTECTION

Design alteration; **Level** 4

Casting Time 1 standard action

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

Target one suit of armor or a shield

Duration 10 min./level

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

You enhance the targeted armor to provide more protection, granting the target armor or shield a +1 enhancement bonus per four caster levels (max +5).

An outfit of clothing counts as armor with a +0 AC bonus for the purpose of this script.

Overload: For every runic charge overloaded into this

script, your caster level for determining the enhancement bonus increases by +1. In addition, depending on the design of charges used, you can grant different armor properties, as shown below. Each property has its listed equivalent enhancement bonus:

- *Alteration: Invulnerability* (+3)
- *Creation: Light fortification* (+1) or *moderate fortification* (+3)
- *Destruction: Deathless* (+1)
- *Invocation: Energy Resistance* (+3)
- *Manipulation: Ghost touch* (+3)
- *Revelation: Glamer* (+2)

Adding these properties consumes an amount of bonus from *protection's* effect equal to the property's cost. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack.

PULSE

Design destruction [sonic]; **Level** 1

Casting Time 1 standard action

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

Effect ray

Duration instantaneous plus 1 or more rounds, see text

Saving Throw Fortitude partial or none, see text; **Spell**

Resistance yes (object)

You create a focused pulse of sonic energy to harm a creature or object. You must make a ranged touch attack to hit. A creature or object struck by *pulse* takes 1d6 sonic damage plus an additional 1d6 for every two caster levels past 1st (max 5d6). A creature struck must also make a Fortitude save or be deafened for 1 round.

Overload: For every runic charge overloaded into this script, the duration of the deafening effect increases by 1 round. If at least two charges are overloaded into the script, a creature that fails its saving throw is also dazed for 1 round.

PULVERIZE

Design destruction; **Level** 5

Casting Time 1 standard action

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

Target one creature or object

Duration instantaneous plus 1 round/level, see text

Saving Throw Fortitude partial (object), see text; **Spell**

Resistance yes (object)

The target is crushed by destructive force, cracking and breaking its form. The target takes 1d6 points of damage per caster level (maximum 15d6), after which it is fatigued for 1 round per caster level. This does not cause an already fatigued creature to become exhausted.

A successful saving throw reduces the damage by half and negates the fatigue effect. This script has no effect on incorporeal creatures or those without a solid physiology, such as a fire elemental.

Overload: For every runic charge overloaded into this script, the penalty a creature suffers becomes worse. At one runic charge, the target is fatigued even on a successful save. At two runic charges, the target is exhausted for the duration on a failed save, and fatigued on a successful save. At three charges, the duration of the exhaustion and fatigue effects increases to 1 minute per level, rather than 1 round per level. At four charges, the target is staggered for 1 round on a failed save, in addition to being exhausted.

REBUILD

Design creation (generation); **Level** 2

Casting Time 10 minutes

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

Target one object of up to 10 cu. ft./level, or one construct of any size

Duration instantaneous

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

Resistance yes (harmless, object)

This script can repair damaged objects and magic items. This functions as a *make whole* spell, except as noted here.

Overload: For every runic charge overloaded into this script, increase the maximum object size that can be repaired by 10 cubic feet. For every two runic charges used, you can target an additional object or construct, and the damage repaired increases by 1d6. No two targets can be further than 30 feet apart at the time of casting.

RECOVER

Design creation (healing); **Level** 1

Casting Time 1 standard action

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

Target one creature

Duration instantaneous

Saving Throw Fortitude half (harmless); **Spell**

Resistance yes (harmless)

You create a small amount of vital force to heal a creature, healing it for 1d6 points of damage +1 point per caster level (maximum +5). This script has no effect on an undead creature or construct.

Overload: For every runic charge overloaded into this script, it heals an additional 1d6 points of damage.

REFORGE

Design alteration; **Level** 8

Casting Time 1 standard action

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

Targets one weapon, armor, or shield/4 levels, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (object), see text; **Spell**

Resistance yes (object), see text

A *reforge* script lets you rapidly alter the physical and magical properties of several pieces of equipment at once. For each affected item, you can change them in any of the following ways:

- Change its material composition to either mundane steel, cold iron, adamantine, mithral, or silver.
- Reduce or increase its size by one category, changing its handedness and what creatures can wield it effectively.
- Increase or reduce its enhancement bonus by 2.
- Exchange any of its current special armor or weapon properties for different ones. Enhancement bonuses cannot be changed; only special properties like *flaming* or *invulnerability*. The new properties must have a total enhancement bonus equivalent that is equal to or less than the properties exchanged.

A Will save negates the effects. Artifacts and similarly unique weapons and armor are unaffected by *reforge*. For the purpose of this script, 50 projectiles or pieces of ammunition count as one weapon (they must be together at the time of casting).

Overload: For every runic charge overloaded into this script, you may target an additional weapon or armor piece.

REJUVENATION

Design creation (healing); **Level** 8

Casting Time 1 standard action

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

Target one creature

Duration instantaneous

Saving Throw Fortitude half (harmless); **Spell Resistance** yes (harmless)

Rejuvenation creates a massive amount of vital energy to heal and restore creatures. The target is cured of 10 hit points of damage per level of the caster, to a maximum of 200 points at 20th level. In addition, it immediately ends any and all of the following adverse conditions affecting the target: blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, nauseated, and stunned, as well as any diseases or poisons.

Rejuvenation does not remove negative levels or restore permanently drained ability score points. This script has no effect on constructs or undead.

Overload: If you overload at least one runic charge into this script, it also heals ability damage (but not drain). If you overload at least three runic charges into this script, it also cures *feblemind* and insanity effects. For every two runic charges overloaded into this script, you can target an additional creature. No two targets can be further than 30 feet apart.

REPAIR

Design creation (generation); **Level** 0

Casting Time 10 minutes

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

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

This script repairs damaged objects, as a *mending* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you treat your caster level as 2 higher for determining the size of the object you can repair, and it restores an additional 1 hit point.

RESTORE BALANCE

Design manipulation (conviction) [chaos, evil, good, law]; **Level** 9

Casting Time 1 standard action

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

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Will half and Will negates, see text; **Spell Resistance** yes

Restore balance unleashes cosmic forces upon creatures in a target area, devastating creatures of varying alignment and banishing certain outsiders.

Creatures in the area that are lawful good, chaotic good, lawful evil, or chaotic evil are harmed the most for being the furthest away from cosmic balance, taking 20d6 damage. Neutral good, lawful neutral, chaotic neutral, and neutral evil creatures are less harmed, taking 15d6 damage instead. A true neutral creature is still harmed by the conflicting energies in the area, taking 10d6 damage. A Will save halves the damage taken.

Outsiders with the good, evil, chaotic, or lawful subtype that fail their saving throw must make a second Will saving throw or be sent back to their home plane, as a *banish* script. Creatures with a HD higher than your caster level are unaffected by the banishing effect.

Overload: For every runic charge overloaded into this script, you can increase the radius of the burst by 5 feet, and the maximum HD of outsider you can banish increases by 2.

REVITALIZE

Design creation (healing); **Level** 6

Casting Time 1 standard action

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

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

Duration instantaneous

Saving Throw Fortitude half (harmless) ; **Spell Resistance** yes (harmless)

You create a wave of revitalizing energy. Each targeted creature is cured 1d8 points of damage + 1 point per

caster level (maximum +15). This script has no effect on constructs or undead.

Overload: For every runic charge overloaded into this script, the healing increases by 1d8.

REVIVIFY

Design creation (healing); **Level** 7

Casting Time 1 standard action

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

Target one creature

Duration instantaneous

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

Resistance yes (harmless)

This script creates healing power, even bringing a recently slain creature back to life. This functions as a *breath of life* spell, except as noted here.

Overload: For every runic charge overloaded into this script, it heals an additional 1d8 hit points, and can bring back a creature that died 1 round earlier (up to 5 rounds).

SECOND SIGHT

Design revelation (scrying); **Level** 2

Casting Time 1 standard action

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

Effect scrying sensor

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You can see a distant location almost as if you were there. This functions as a *clairaudience/clairvoyance* spell, except as noted here. The sensor only gives sight, not hearing at the location.

Overload: If you overload at least one runic charge into this script, the range increases to medium (100 ft. + 10 ft./level). If you overload at least two charges, the sensor is treated as having low-light vision and darkvision 60 feet. With at least three runic charges, you can also hear from the sensor, as if you were there. With four runic charges, the range increases to long (400 ft. + 40 ft./level).

SEE THE UNWRITTEN

Design revelation; **Level** 6

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 min./level

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

Resistance yes (harmless)

You confer on the subject the ability to see beyond the mundane. This functions as a *true seeing* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the target gains an additional benefit:

- *Alteration:* The target becomes immune to blindness and dazzle effects for the duration of *see the unwritten*.
 - *Creation:* The target notices secret doors and traps, as if using *detect secret doors* and *find traps*.
 - *Destruction:* The target knows how close creatures are to death, as if under the effect of a *deathwatch* spell.
 - *Invocation:* The target gains the greensight ability, letting it see through thick plant matter as though it were transparent to a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the creature's sight, though solid wood still blocks its line of sight.
 - *Manipulation:* The target can see alignments, as if using either a *detect good*, *detect evil*, *detect chaos*, or *detect law* spell with no need to concentrate on the effect.
 - *Revelation:* The target gains the constant benefit of *seek magic* and *comprehension*, with no need to concentrate on the effect.
- Multiple charges of the same type do not stack.

SEEK MAGIC

Design revelation; **Level** 0

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. This functions as a *detect magic* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you can maintain the script's effects for 1 minute without needing to concentrate.

SHAPE GRAVITY

Design manipulation (gravity); **Level** 6

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Target or Targets see text

Duration concentration (up to 1 round/level) or instantaneous, see text

Saving Throw Will negates (object) or none, see text;

Spell Resistance yes (object), see text

You move objects or creatures by concentrating on them and altering the gravitational field around them. This functions as a *telekinesis* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you can lift or thrust an additional 25 pounds worth of objects, and you receive a +1 bonus to your attack rolls and combat maneuver checks on combat maneuvers or hurling with the violent thrust option.

SHARPNESS

Design alteration; **Level** 2

Casting Time 1 standard action

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

Target one weapon or 50 projectiles (all of which must be together at the time of casting)

Duration 10 min./level (D)

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

Sharpness makes a weapon more powerful. This functions as a *magic weapon* spell, except as noted here.

Overload: For every runic charge overloaded into this script, you can target an additional weapon (or 50 pieces of ammunition). In addition, depending on what design of charge was used, you can grant a different weapon property, rather than an enhancement bonus:

- *Alteration: Impervious*
- *Creation: Merciful*
- *Destruction: Thundering*
- *Invocation: Flaming, frost, or shock* (choose one)
- *Manipulation: Ghost touch*
- *Revelation: Glamed*

You may only apply one of the available options, which replaces the normal +1 enhancement bonus that *sharpness* normally gives. This effect can be applied to a weapon that is not already magical. All weapons must receive the same ability.

SHIFT

Design manipulation (teleportation); **Level** 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level (D)

You “shift” quickly back and forth between the Material Plane and the Ethereal Plane and look as though you’re winking in and out of reality at random. This functions as a *blink* spell, except as noted here.

Overload: For every runic charge you overload into this script, the duration increases by 1 round, the miss chance of your attacks and the chance your spells manifest in the Ethereal Plane is reduced by 5%, and the chance of you materializing while passing through solid objects is reduced by 5%.

SHIMMER

Design creation (generation); **Level** 3

Casting Time 1 standard action

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

Target creatures and objects in a 10-ft.-radius spread

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

You create a cloud of shimmering particles that covers everyone and everything in the area, visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any

creature covered by the particles takes a -40 penalty on Stealth checks.

Overload: For every runic charge overloaded into this script, you may increase the radius by 5 feet. If you overload at least two charges, creatures affected by *shimmer* must make a Will save or be blinded. Each round at the end of their turn blinded creatures may attempt a Will save to end the blindness effect, though they are still outlined as normal.

SIGHT BEYOND SIGHT

Design revelation (scrying); **Level** 4

Casting Time 1 hour

Range see text

Effect magical sensor

Duration 1 min./level

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

You can observe a creature at any distance. This functions as a *scrying* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the DC increases by +1.

SIXFOLD VEIL

Design creation; **Level** 9

Casting Time 1 standard action

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

Effect wall 5 ft./level wide, 2 ft./level high

Duration 10 min./level (D)

Saving Throw see text; **Spell Resistance** see text

Sixfold veil creates a vertical, opaque wall—a shimmering plane of swirling patterns and designs that protects you from all forms of attack. The wall flashes with up to six different runic patterns, each of which represents one of the six designs of rune magic. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The veil’s maximum proportions are 5 feet wide per caster level and 2 feet high per caster level. A *sixfold veil* script cast to materialize in a space occupied by a creature is disrupted, and the casting is wasted.

Each pattern in the wall has a special effect. **Table: Sixfold Veil** shows the six patterns of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each pattern.

When you cast *sixfold veil*, you choose any two of the patterns shown on **Table: Sixfold Veil**. These two patterns are the only ones present in the veil, and they appear and affect creatures in the order shown. More patterns can be added by overloading the script.

The veil can be destroyed, pattern by pattern, in consecutive order, by casting the specified script on the



veil; however, the first pattern must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys the veil, but an *antimagic field* or *negation field* fails to penetrate it. Spell Resistance is effective against a *sixfold veil*, but the caster level check must be repeated for each pattern present.

Overload: For every runic charge you overload into this script, the veil becomes more deadly. If a runic charge used corresponds to a pattern not already selected for the *sixfold veil*, that pattern is added to the veil, using the rules above. If a runic charge used corresponds to a pattern that is already within the *sixfold veil*, the save DC of that pattern increases by +1 (max +2 bonus).

SLIDE

Design manipulation (teleportation); **Level** 2

Casting Time 1 swift action

Range 30 ft.

Target you

Duration instantaneous

You quickly slide between dimensions, teleporting a short but inaccurate distance.

You may teleport up to 30 feet in any direction. You must be able to see your destination in order to teleport. However, when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons. If this would place you in an occupied square, you instead arrive in the nearest safe location.

Overload: For every runic charge overloaded into this script, the range increases by 10 feet.

SLIPSTREAM

Design manipulation (teleportation); **Level** 6

Casting Time 1 standard action

Range touch

Targets up to one willing creature/level

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

Slipstream allows you to walk the line between dimensions to travel quickly. You and any creature you touch are then shifted along the borders of reality. This functions as a *shadow walk* spell, except as noted here, and you cannot use it to travel to other planes.

Overload: For every runic charge overloaded into this script, you move 10 miles per hour faster, and the random direction you are shunted in when leaving the *slipstream* is reduced by 100 feet (minimum 0 feet).

SLOW FALL

Design manipulation (gravity); **Level** 1

Casting Time 1 immediate action

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

Targets one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart

Duration until landing or 1 round/level

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

The affected creatures or objects fall slowly. This functions as a *feather fall* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the duration increases by 1 round, and you may target an additional two creatures or objects.

SPEED

Design manipulation (time); **Level** 1

Casting Time 1 standard action

Range touch

Target creature touched

Duration 10 min./level (D)

Table: Sixfold Veil

Order	Pattern	Effect of Pattern	Negated by
1st	Destruction	Stops all ranged weapons. Deals 60 points of acid damage (Reflex half).	<i>Revivify</i>
2nd	Invocation	Stops poisons, gases, and petrification Deals 60 points of electricity damage (Reflex half)	<i>Gravity Well</i>
3rd	Alteration	Stops breath weapons. Turned to stone (Fortitude negates)	<i>Course of action</i>
4th	Revelation	Stops divinations and mental attacks. Will save or become insane (as <i>insanity</i>)	<i>Expose weakness</i>
5th	Creation	Stops all spells (except those blocked the revelation or manipulation patterns) Pushed back 30 feet and paralyzed for 2d6 minutes (Fortitude negates)	<i>Dust to dust</i>
6th	Manipulation	Blocks all teleportation and ethereal travel within 100 feet. Creatures sent to another plane (Will negates)	<i>Sun and moon</i>

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

You alter time around the target to let it move faster, granting it a +10 enhancement bonus to its base speed. This has no effect on other forms of movement, such as burrow, climb, fly, or swim.

Overload: For every runic charge overloaded into this script, you can target an additional creature. If at least two charges are used, the speed bonus applies to all forms of movement, not just base speed.

SPLIT THE SKY

Design invocation; **Level** 7

Casting Time 10 minutes

Range 1 mile

Area 1-mile-radius circle, centered on you; see text

Duration 4d12 hours; see text

Saving Throw none; **Spell Resistance** no

You change the weather in the local area. This functions as *control weather*, except as noted here.

Overload: For every runic charge overloaded into this script, the range and area increases by 1 mile, the duration increases by 1d12 hours, and the time it takes for the weather to change is reduced by 2 minutes.

STAUNCH

Design creation (healing); **Level** 0

Casting Time 1 standard action

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

Target one living creature

Duration instantaneous and 1 minute, see text

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

You create a minor warding effect on the target that staves off pain and death. The target is granted 1 temporary hit point, which lasts for 1 minute. If you target a living creature that has -1 or fewer hit points, that creature is automatically stabilized and does not lose any further hit points (this effect is instantaneous). If the creature later takes damage, it continues dying normally.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets may be more than 30 feet apart. For every creation runic charge used, the temporary hit points granted increases by 1.

STORMCALL

Design invocation [air, electricity, water]; **Level** 5

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw Reflex half; **Spell Resistance** yes

Dark thunderclouds appear in an instant, sending down



lightning and rain. When you cast *stormcall*, bolts of lightning strike down upon creatures in the area, dealing 10d6 points of electricity damage (Reflex half). This damage only occurs once, when the script is cast.

For the remaining duration of *stormcall*, heavy rain and winds fill the area. Creatures inside this area take a -4 penalty on Perception skill checks, exposed flames are extinguished, and the entire area is treated as difficult terrain.

Overload: For every runic charge overloaded into this script, you can increase the area's radius by 5 feet and the height by 10 feet.

STRIKING

Design destruction [force]; **Level** 2

Casting Time 1 standard action

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

Targets multiple creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes
Striking creates several darts of force to hit foes unerringly. This functions as *magic missile*, except it creates two darts, plus an additional dart for every two caster levels beyond 3rd (maximum 6 darts).

Overload: For every runic charge overloaded into this script, you create an additional dart of force.

SUN AND MOON

Design invocation [darkness, light]; **Level** 3

Casting Time 1 standard action

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You invoke the powers of the sun and moon to either bring light or create darkness, which radiates out from the object in a 20-foot radius. You choose whether to create light or darkness when you cast *sun and moon*.

If you create light, the light level increases, as a *daylight* spell, except as noted here.

If you create darkness, the light level around the object decreases, as a *darkness* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the radius of the light and darkness increases by 10 feet. If three or more charges are used, the effects grow stronger. If used to create light, the lighting out to double the light's radius increases by two steps (from darkness to normal light, and from dim light or higher to bright light). If used to create darkness, the light level drops by two steps (from bright light to dim light, and from normal light or lower to darkness).

SUNSPARK

Design invocation [light]; **Level** 0

Casting Time 1 standard action

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You create a minor mote of weak sunshine. This functions as a *light* spell, except as noted here.

Overload: For every runic charge overloaded into this script, the light lasts for an additional 10 minutes. For every two runic charges used, you can target an additional object; this does not count against the normal limit of *sunspark* effects you can have at one time. Multiple *sunspark* effects do not stack or create brighter light.

TANGLED ROOTS

Design invocation (manifestation); **Level** 1

Casting Time 1 standard action

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

Area 10-ft.-radius spread

Duration 1 min./level (D)

Saving Throw Reflex partial, see text; **Spell Resistance** no

This script manifests roots, vines, and other plants to tangle creatures in the area. Creatures that are in the target area when you cast *tangled roots* must make a Reflex save or gain the entangled condition. Creatures that make their save can move as normal. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the script.

The entangling effect only happens once, when the effect is conjured. Creatures that enter after the script has been cast are not entangled. However, the entire area is considered difficult terrain while the effect lasts.

Overload: For every runic charge overloaded into this script, you may increase the radius of the area by 5 feet. For every two invocation charges used, the DC increases by +1.

TEMPORAL DISTORTION

Design manipulation (time); **Level** 9

Casting Time 1 standard action

Range 30 ft.

Area 30-ft.-radius emanation, centered on you

Duration 1 round

Saving Throw none; **Spell Resistance** no

Gathering power, you bring your hands together over your head and unleash a shockwave of temporal energy, freezing everything around you for a brief moment.

Upon casting *temporal distortion*, everything within 30 feet of you (objects, creatures, environment, etc.) stops for 1 round. Creatures halt, arrows stop mid-flight, and sounds cease. A creature or object that enters the area after the initial casting is not affected.

While the *temporal distortion* is in effect, everything that was within the area of the distortion when you cast it is invulnerable to everything; no one can target such creatures or objects with any attack or spell, nor can they be moved or harmed while the distortion lasts.

Spells and effects that last longer than 1 round can be placed in the area, which will affect creatures and objects as normal once time starts flowing again.

You are immune to the effects of your own *temporal distortion* unless you allow it to affect you. Despite this, so long as this script is in effect, you cannot gain nor use runic charges from any source, the *temporal distortion* interfering with the rune's magic.

Overload: For every runic charge overloaded into this script, the duration increases by 1 round, and the radius increases by 5 feet. If you overload at least four manipulation charges, you can designate one other creature to also be immune to *temporal distortion*.

TREMOR

Design invocation [earth]; **Level** 3

Casting Time 1 standard action

Range 30 ft.

Area 30 ft. cone

Duration instantaneous

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

With a stomp, you cause the ground before you to quake and rumble. Each creature in the area takes 1d8 bludgeoning damage per two caster levels (max 5d8) and is knocked prone as stone and soil bursts up and strikes them. A successful Reflex save halves the damage and negates the prone effect.

This script only works when on natural terrain or on worked stone and soil; it does not work on metallic or wooden surfaces. A creature that is at least 1 foot off the ground is not knocked prone by *tremor* but can still be damaged if it is less than 5 feet above the ground.

Overload: For every runic charge overloaded into this script, the range and area increases by 10 feet. If at least two destruction charges are used, the area also becomes difficult terrain.

TWISTING FUTURES

Design revelation; **Level** 5

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute or until discharged

You gain limited insight into to your own future, allowing you to possibly correct your mistakes before they happen.

With this limited insight, you gain the ability to reroll one attack roll, saving throw, ability check, or skill check. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll. Once used, the script discharges.

Overload: For every runic charge overloaded into this script, the duration increases by 1 minute. For every two charges used, you gain an additional reroll that you can use during the script's duration. The script discharges once you've used all of the rerolls.

UNHINDERED

Design alteration; **Level** 5

Casting Time 1 standard action

Range touch

Target you or creature touched

Duration 10 min./level

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

This script enables you or a creature you touch to move and attack normally. This functions as *freedom of movement*,

except as noted here.

Overload: For every runic charge overloaded into this script, increase the duration by 10 minutes. If you overload at least two charges, the target also ignores difficult terrain for the duration. If you overload at least one invocation charge, the target can breathe underwater for the duration.

UNSTOPPABLE

Design alteration; **Level** 9

Casting Time 10 minutes

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

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

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You alter each creature's body to make it stronger, faster, and more resilient. Each creature gains a +2 competence bonus on attack and damage rolls and gains 2d8+4 temporary hit points. At the end of the spell's duration, the subjects become fatigued.

Overload: For every runic charge overloaded into this script, you create an additional beneficial alteration. Multiple charges of the same type stack; for a charge type with multiple effects, you select one for every charge of that type used:

- *Alteration:* Creatures become immune to your choice of either blindness, deafness, sickness, or nausea.
- *Creation:* Creatures gain a +2 bonus on saving throws against death effects and energy drain.
- *Destruction:* The bonus granted to attack rolls and damage rolls increases by +1 (max +4 total bonus).
- *Invocation:* Creatures become immune to your choice of either poison or disease.
- *Manipulation:* Creatures have all forms of movement increased by 10 feet.
- *Revelation:* Creatures become immune to your choice of either fear or charm effects.

WARD OF CONVICTION

Design manipulation (conviction) [see text]; **Level** 2

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 min./level (D)

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

A *ward of conviction* uses cosmic forces to protect a creature from a specific alignment, forming a magical barrier around the target to a distance of 1 foot that moves with it. This functions as your choice of either *protection from chaos*, *protection from evil*, *protection from good*, or *protection from law*. You choose which effect to grant at the time of casting.

When used to protect a creature against a certain alignment, it is a script of the opposite type (for example, if you use *ward of conviction* to grant *protection from evil*, it gains the good descriptor).

Overload: For every runic charge overloaded into this script, the duration increases by 1 minute, and you may target an additional creature. All creatures must be protected from the same alignment.

WEAKEN WILLPOWER

Design revelation (thought) [mind-affecting]; **Level** 6

Casting Time 1 standard action

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

Effect 20-ft.-radius emanation, centered on a point in space

Duration 1 min./level and 1d6 rounds, see text

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

A shimmering, purple energy crackles and fills the area, weakening the mental resistance of those caught in it. Creatures in the area of *weaken willpower* take a -8 penalty on Wisdom checks and Will saves. Affected creatures take the penalty as long as they remain in the energy and for 1d6 rounds thereafter. A successful save reduces the penalty to -4 and the duration to 1 round. A creature that saves does not need to make further saves, even if it remains in the area of *weaken willpower*.

The emanation is stationary and lasts for 1 minute per level. While the energy gives the area a purplish hue, it does not significantly hamper vision.

Overload: For every runic charge overloaded into this script, the duration of the emanation increases by 5 minutes. In addition, for every two charges used, the penalty to ability checks also applies to either Intelligence or Charisma checks, using the rules for Wisdom checks. A single save reduces all of the penalties.

WEAKNESS

Design destruction; **Level** 0

Casting Time 1 standard action

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

Effect ray

Duration 1 round + 1 round/2 levels

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

You create a ray of sapping energy from your pointing finger. You must succeed on a ranged touch attack with the ray to hit. The subject is immediately fatigued for the script's duration. This script has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the script's duration expires.

Overload: For every runic charge overloaded into this script, the DC increases by +1. If you overload at least three runic charges into the script, the target is exhausted for 1 round on a failed save (in addition to the normal fatiguing effect).

WINTER'S BITE

Design invocation [cold]; **Level** 1

Casting Time 1 standard action

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A spray of chilling snow and ice sprays from your outstretched hand. Any creature in the area takes 1d4 points of cold damage per caster level (maximum 5d4). A Reflex save halves the damage.

Overload: For every runic charge overloaded into this script, the range increases by 5 feet, to a maximum of 30 feet. For every two runic charges overloaded, the damage dice increases by one step (from d4 to d6, and from d6 to d8).

WITHER

Design destruction; **Level** 5

Casting Time 1 standard action

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

Effect haze spreads in 20-ft.-radius, 20 ft. high

Duration 10 min./level (D)

Saving Throw Fortitude half, see text; **Spell Resistance** yes

This script creates an immobile, hazy field of sickening energy. Creatures in the area take 1d6 negative energy damage at the start of their turns (or when they enter the area) and are sickened (no save). The sicken effect ends 1d4 rounds after they leave the area of *wither*.

The haze created by *wither* does not hinder sight in any way. Undead and constructs are not affected by *wither*.

Overload: For every runic charge overloaded into this script, the field becomes more deadly, directly assaulting a creature's abilities. Each runic design corresponds to an ability score, as shown below:

- *Alteration:* Strength
- *Creation:* Wisdom
- *Destruction:* Constitution
- *Invocation:* Charisma
- *Manipulation:* Dexterity
- *Revelation:* Intelligence

Creatures in the area take ability damage to the shown ability score at the start of their turn or upon entering the area. The amount of ability damage taken is based on the number of charges used of that design: one charge is 1d2 points, two charges is 1d3, three charges is 1d4, and four charges is 1d6. For example, if you use two destruction charges and two alteration charges, each creature takes 1d3 Strength damage and 1d3 Constitution damage. A Fortitude save halves all ability score damage taken in a given round (minimum 0). Unlike normal ability damage, *wither* cannot reduce a creature's ability score below 1.

CHAPTER VI

MAGIC ITEMS

Metal magic, by its very nature, is often imbued upon magic items. These magic items can grant access to magic powers not normally available to a person, while others may enhance a user's own abilities.

The magic items and special equipment properties in this section of the book are divided into the categories outlined in *Pathfinder Roleplaying Game Ultimate Equipment*, allowing you to use them easily with random treasure generators. If you are running a game that has an NPC with levels in one of the classes found in Chapter I, or have a player character that has levels in one of these classes, consider using items from this book rather than determining random loot from a generator, or adding these items to the generator.

Rune Magic Items: Some items or special properties in this section are intended for use by rune magic users, and as such have construction requirements and auras appropriate for rune magic. These items, properties, and requirements are marked with a dagger (†). An arcane or divine spellcaster with the appropriate item creation feats can still make these items, using the normal rule of increasing the Spellcraft DC by +5 for every requirement not met for the item's creation. The same applies for a rune magic user wanting to make magic items that require arcane or divine spells.

Armor Special Abilities

The following are new armor or shield special abilities. Armor or a shield with a special ability must have at least a +1 enhancement bonus before other abilities are added. For more information, see the Armor section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*.

Barbed		PRICE +2 bonus
SLOT none	CL 8th	WEIGHT -
Aura moderate transmutation		

A suit of armor or shield must have armor spikes (or shield spikes) before it can be given the *barbed* property. Armor spikes and shield spikes on *barbed* equipment deal damage as if one size category larger (this stacks with

Table: Armor Special Abilities

+1 Armor Special Ability	Base Price ¹
<i>Donning</i> ²	+1 bonus
<i>Resilient</i> ²	+2,000 gp

+2 Armor Special Ability	Base Price ¹
<i>Barbed</i> ²	+2 bonus

¹ Add to the enhancement bonus of the armor to determine the total price

² This special ability can also be applied to shields.

the size bonus shield spikes already give to a shield's damage). In addition, the wearer of *barbed* armor can add the armor's enhancement bonus to AC as a bonus to attack and damage rolls made with the armor spikes as if it were a weapon enhancement bonus. The same applies for adding a shield's enhancement bonus to AC as a bonus to attack and damage rolls made with the shield as if it were a weapon enhancement bonus.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *spikes**

Donning		PRICE +1 bonus
SLOT none	CL 5th	WEIGHT -
Aura faint conjuration		

A *donning* suit of armor or shield can be teleported to its owner as a swift action that does not provoke attacks of opportunity, even if the equipment is in the possession of another creature. A suit of armor equips itself to the owner neatly and properly, while a shield is strapped to the owner's arm. If the owner is already wearing similar equipment, the *donning* equipment teleports to the owner's feet in his space. This ability has a maximum range of 100 feet, and effects that block teleportation prevent the equipping of *donning* armor. *Donning* equipment must be in a creature's possession for at least 24 hours for this ability to function.

Table: Specific Armors And Shields

Lesser Major Armor	Price
<i>Defender's Tower</i>	23,180 gp

Greater Major Armor	Price
<i>Bladeward Armor</i>	28,200 gp
<i>Impaling Plate</i>	28,950 gp
<i>Marksman's Bane</i>	45,370 gp

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *squire's aid**

Resilient		PRICE +2,000 gp
SLOT none	CL 4th	WEIGHT -
Aura faint transmutation		

Resilient armor and shields slowly repair themselves over time. They regain lost hit points at a rate of 2 hit points per hour (or 1 hit point if the equipment has the broken condition). In addition, once per day when a *resilient* suit of armor or shield would be reduced to 0 hit points and destroyed (or destroyed outright by effects like *disintegrate*), it is instead reduced to only 1 hit point and left with the broken condition.

CONSTRUCTION REQUIREMENTS

Cost +1,000 gp

Craft Magic Arms and Armor, *mending*, *tempering**

Specific Armors and Shields

The following section includes armors and shields with unusual powers or magical abilities. These pieces of equipment can have abilities that need to be activated to function or powers that work passively and constantly.

Bladeward Armor		PRICE 28,200 gp
SLOT armor	CL 15th	WEIGHT 30 lbs.
Aura strong abjuration and transmutation		

Bladeward armor protects its wearer from deadly weapon attacks. It functions as a +1 *resilient adamantine breastplate*. Being that it's made of adamantine, it provides the wearer DR 2/-. As an immediate action when struck by a weapon attack, the wearer can redirect the damage of the attack to the armor. The armor takes the full damage of the attack instead of the wearer, though hardness applies. This ability must be used after the result of the

attack roll is revealed (including if it is a critical hit) but before the damage is revealed. While this ability can be used any number of times each day, it can only be used when the *bladeward armor* is at full hit points.

CONSTRUCTION REQUIREMENTS

Cost 14,100 gp

Craft Magic Arms and Armor, *mending*, *shield other*, *tempering**

Defender's Tower		PRICE 23,180 gp
SLOT shield	CL 5th	WEIGHT 45 lbs.
Aura faint conjuration and transmutation		

This +2 *donning tower shield* can be used to create a wall to protect allies. By placing the tower shield upright and speaking a command word, the tower shield transforms into a solid barrier, as a *conjure barricade** spell (DC 13) adjacent to the user. The effect lasts for 5 minutes or until either the same command word is given or the *donning* ability is used, at which point it reverts to its normal shape (when using the *donning* ability, the shield reverts to its normal shape before being equipped to its owner).

CONSTRUCTION REQUIREMENTS

Cost 11,590 gp

Craft Magic Arms and Armor, *alter weapon**, *conjure barricade**, *squire's aid**

Impaling Plate		PRICE 28,950 gp
SLOT armor	CL 10th	WEIGHT 60 lbs.
Aura moderate conjuration and transmutation		

This +2 *barbed spiked full plate* suit comes complete with armor spikes. Any creature that strikes the wearer with a melee weapon, unarmed strike, or a natural weapon or tries to grapple the wearer takes 1d6+1 points of piercing damage from the armor's spikes (unless using a weapon with reach). In addition, once per day the wearer can speak a command word to cause the spikes to grow to great length to impale nearby foes, as a *flash of spikes** spell (DC 14).

CONSTRUCTION REQUIREMENTS

Cost 14,475 gp

Craft Magic Arms and Armor, *flash of spikes**, *spikes**

Marksman's Bane		PRICE 45,370 gp
SLOT shield	CL 12th	WEIGHT 15 lbs.
Aura strong abjuration		

Created to defend both its wearer and allies from incoming ranged weapons, this +2 *arrow catching arrow*

Table: Weapon Special Abilities

+1 Weapon Special Ability	Base Price ¹
<i>Resonant</i>	+1 bonus
<i>Runic</i> [†]	+1 bonus
<i>Sundering</i>	+1 bonus
<hr/>	
+2 Weapon Special Ability	Base Price ¹
<i>Morphic</i>	+2 bonus
<i>Vengeful</i>	+2 bonus
<hr/>	
+3 Weapon Special Ability	Base Price ¹
<i>Greater Runic</i> [†]	+3 bonus

¹ Add to the enhancement bonus of the weapon to determine the total price

deflection heavy steel shield intercepts arrows from a wider area; its *arrow catching* property functions on any ranged attacks made within 10 feet, instead of 5 feet. Once per day as an immediate action the wearer can reflect all ranged weapons back to their sources, as the spell *repel projectiles*^{*}. This effect also repels projectiles that were redirected to the wielder by the shield's *arrow catching* property.

CONSTRUCTION REQUIREMENTS

Cost 22,685 gp

Craft Magic Arms and Armor, *repel projectiles*^{*}, *shield*

Weapon Special Abilities

The following are new weapon special abilities. Weapons with a special ability must have at least a +1 enhancement bonus before other abilities are added. For more information, see the Weapons section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*.

Morphic		PRICE +2 bonus
SLOT none	CL 9th	WEIGHT -
Aura moderate transmutation		

Morphic weapons can create subtle changes to their shape, adding spikes, blunt sections, and edges to better bypass a creature's defenses. A morphic weapon can be used to deal bludgeoning, piercing, or slashing damage, as opposed to the weapon's normal damage type. This does not allow weapon properties that only function for certain damage types to be added to a weapon that is not that type naturally, such as adding *vorpal* to a bludgeoning weapon.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *greater alter weapon*^{*}

Resonant		PRICE +1 bonus
SLOT none	CL 8th	WEIGHT -
Aura moderate transmutation		

A *resonant* weapon responds to wielders that are capable of using resonances. When its wielder is using a resonance (either the vanguard himself or his construct companion), the weapon's threat range doubles, and the weapon's enhancement bonus becomes +2 better than normal. This benefit doesn't stack with any other effects that expand the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *keen edge*, *lead blades*^{APG}

Runic [†]		PRICE +1 bonus
SLOT none	CL 5th	WEIGHT -
Aura faint alteration		

A *runic* weapon has its own magical store of runic charges. The charge takes the form of an intricate patterning on the weapon. The weapon holds a single runic charge of a specific design, which refreshes at the start of each day and can be used with any abilities that use runic charges or to overload a script. The runic charge within the weapon does not count against its wielder's normal maximum of runic charges he can maintain at once based on his scribe level.

The scribe still cannot overload more charges into a given script than his normal maximum. If he has more runic charges available than his normal maximum, he chooses which of the ones available to him are overloaded into the script. He does not have to use the charge in the weapon if he does not wish to, but must otherwise overload as many charges he can as normal.

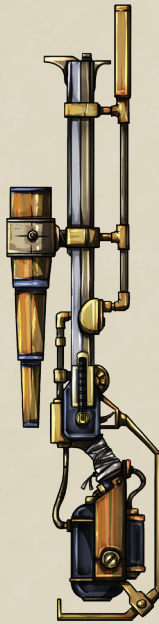
This ability cannot be placed on ammunition. To randomly determine what runic charge design is in the weapon, roll on the following table:

d%	Charge Type
01–16	Alteration
17–33	Creation
34–50	Destruction
51–67	Invocation
68–84	Manipulation
85–100	Revelation

Gatecrasher



Resonator



Invoking Cudgel



Impaling Plate



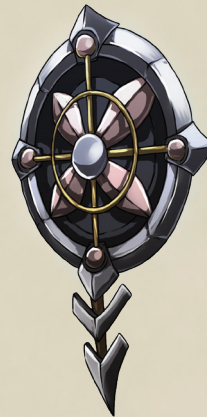
Bladeward Armor



Defender's Tower



Marksman's Bane



Protean Edge



Tyrant's Decree



CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *empower*[†]

Runic, Greater[†]		PRICE +3 bonus
SLOT none	CL 9th	WEIGHT -
Aura moderate alteration		

A *greater runic* weapon functions as a *runic* weapon, but its reservoir holds 3 runic charges instead of 1 (bypassing the rule that only one runic charge can be on an object). All charges in the weapon are of the same type. A weapon cannot have both this special ability and the *runic* special ability. This ability cannot be placed on ammunition.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft Magic Arms and Armor, *empower*[†]

Sundering		PRICE +1 bonus
SLOT none	CL 8th	WEIGHT -
Aura moderate transmutation		

A *sundering* weapon is especially effective at breaking inanimate objects. When used to attack an object or when making a sunder attempt, the wielder adds the weapon's enhancement bonus as an additional bonus to attack rolls (this stacks with the attack bonus the enhancement bonus normally provides). The wielder of a *sundering* weapon does not provoke attacks of opportunity for making sunder attempts if he uses the weapon to do so.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *break*^{APG}

Vengeful		PRICE +2 bonus
SLOT none	CL 12th	WEIGHT -
Aura strong enchantment		

Vengeful weapons strike for increasing power against creatures that harm its wielder. When the wielder takes damage from a creature that he can see, he can declare vengeance upon that foe as a free action. He gains a +1 bonus to damage rolls and critical hit confirmation rolls against that creature. Each round he wields his *vengeful* weapon, the bonus increases by +1, up to an amount

equal to the weapon's enhancement bonus + 3. He can only declare vengeance on one creature at time, and cannot declare vengeance on another target until the target is slain or for 1 hour, whichever comes first.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *vengeful outrage*^{UM}

Specific Weapons

The following section includes weapons with unusual powers or magical abilities. These pieces of equipment can have abilities that need to be activated to function or powers that work passively and constantly.

Gatecrasher		PRICE 33,400 gp
SLOT none	CL 15th	WEIGHT 14 lbs.
Aura strong abjuration		

The *gatecrasher* is a +2 *sundering adamantine earth breaker*, able to break down structures and objects with ease. However, its true ability lies in its ability to “sunder” abjuration effects. The wielder of the *gatecrasher* can, as a standard action, strike at an abjuration effect cast upon a creature or object, such as *mage armor*. He can also strike at an abjuration effect that affects an area, such as an *antimagic field* or *wall of force*. He makes a sunder attempt as normal against a CMD of 20 + the effect's caster level. If he succeeds, the effect is dispelled, as *dispel magic*. This effect can even dispel abjurations that cannot normally be dispelled, such as *prismatic sphere*. If the check fails, the weapon is subjected to any harmful effect that would occur for touching the abjuration effect. The *gatecrasher* can be used for this purpose three times per day.

CONSTRUCTION REQUIREMENTS

Cost 16,700 gp

Craft Magic Arms and Armor, *break*^{APG}, *greater dispel magic*

Invoking Cudgel†		PRICE Varies
<i>Invoking Cudgel</i>		34,600 gp
<i>Greater invoking cudgel</i>		66,600 gp
SLOT none	CL 11th	WEIGHT 4 lbs.
Aura moderate invocation		

Designed by practitioners of invocation script to teach newer students how to invoke the elements, the *invoking cudgel* is a +1 *flaming invocation runic*/+1 *flaming quarterstaff*. The *runic* end of the quarterstaff holds a bluish orb with intricate patterns on it, within which the staff's invocation runic charge is held. The wielder of the *invoking cudgel* can expend an invocation runic charge (either the one

Table: Specific Weapons

Lesser Medium Weapons	Price
<i>Resonator</i>	10,800 gp
Greater Medium Weapons	Price
<i>Tyrant's Decree</i>	22,435 gp
Lesser Major Weapons	Price
<i>Gatecrasher</i>	33,400 gp
<i>Invoking Cudgel†</i>	34,600 gp
Greater Major Weapons	Price
<i>Protean Edge</i>	66,315 gp
<i>Greater Invoking Cudgel†</i>	66,600 gp

in the weapon or one he gains through casting runic scripts) to replace the *flaming* ability on both ends of the *invoking cudgel* with his choice of the *corrosive*, *frost* or *shock* weapon property. The new property remains until another invocation charge is used to change it to any of these properties or back to its original state, even if left unattended.

A greater version also exists for those that have mastered its base version, which replaces the *invocation runic* property with the *greater invocation runic* property.

CONSTRUCTION REQUIREMENTS

Cost varies; 17,300 gp (normal), 33,300 gp (greater)

Craft Magic Arms and Armor, *empower*†, *invoke elements*†, *primordial ward*†

Protean Edge		PRICE 66,315 gp
SLOT none	CL 10th	WEIGHT 4 lbs.
Aura moderate transmutation		

An unstable weapon infused with the powers of chaos, this +1 *anarchic morphic transformative scimitar* is almost never seen in its natural state; in fact, unlike most *transformative* weapons, the *protean edge* does not revert to its true form when unattended. Changing the shape of the *protean edge* requires no action from its wielder, and it often does so randomly if left in the same shape for too long. Upon confirming a critical hit against an opponent, the wielder of the *protean edge* can overwhelm his target with pure chaotic power, confusing it for 1 round as the spell *confusion* (DC 16). The duration does not stack.

CONSTRUCTION REQUIREMENTS

Cost 33,158 gp

Craft Magic Arms and Armor, *confusion*, *greater alter weapon**, *major creation*, creator must be chaotic

Resonator		PRICE 10,800 gp
SLOT none	CL 8th	WEIGHT 9 lbs.
Aura moderate transmutation		

A specialized firearm for use by a vanguard, this *+1 resonant musket* can be used to enhance the powers of construct companions. When activating a resonance, the wielder of a *resonator* can grant the effects of the *resonant* property to his construct companion's weapon attacks, rather than to his own. He must choose to do so upon starting the resonance, and can make a different choice each time. This does not stack with any other *resonant* properties on the companion's weapons.

CONSTRUCTION REQUIREMENTS

Cost 5,400 gp

Craft Magic Arms and Armor, *enable function**, *keen edge*, *lead blades*^{APG}

Tyrant's Decree		PRICE 22,435 gp
SLOT none	CL 13th	WEIGHT 6 lbs.
Aura strong enchantment		

A terrible blade originally designed for use by a ruthless lord, what was once called the *lord's decree* has since been given its current moniker. The wielder of this *+1 vengeful bastard sword* can give a command word to declare vengeance upon a foe as a standard action, even if the target has not yet harmed the wielder. When declaring vengeance upon a foe in this manner, the wielder can also choose to give the creature an order, as a *command* spell (DC 13), or order another creature within 30 feet to attack the designated foe, as a *murderous command* spell (DC 13). A creature can only be given one order in a 24 hour period from a single *tyrant's decree*.

CONSTRUCTION REQUIREMENTS

Cost 11,218 gp

Craft Magic Arms and Armor, *command*, *murderous command*^{UM}, *vengeful outrage*^{UM}

Metascript Rods

These items grant their user access to a particular metascript feat, usable three times a day. For instance, an *enlarge metascript rod* allows the wielder to enlarge three scripts per day.

As with metamagic rods, metascript rods come in three varieties: lesser (usable on scripts of 3rd level or lower), normal (usable on scripts of 6th level or lower) and greater (usable on scripts of 9th level or lower).

A scribe may only use one metascript rod on any given script, but it is permissible to combine a rod

with metascript feats possessed by the rod's wielder. Metascript rods are considered rods for all purposes, including adding them to random loot tables.

A scribe must take a full-round action to cast a script modified by a metascript rod, just as when he uses the feat himself (except for *quicken metascript rods*, which reduce the casting time to a swift action as normal).

Metascript Rod, Empower†		PRICE Varies
<i>Lesser empower metascript rod</i>		9,000 gp
<i>Empower metascript rod</i>		32,500 gp
<i>Greater empower metascript rod</i>		73,000 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are empowered as though using the Empower Script* feat.

CONSTRUCTION REQUIREMENTS

Cost varies; 4,500 gp (lesser); 16,250 gp (normal); 36,500 gp (greater)

Craft Rod, Empower Script†

Metascript Rod, Enlarge†		PRICE Varies
<i>Lesser enlarge metascript rod</i>		3,000 gp
<i>Enlarge metascript rod</i>		11,000 gp
<i>Greater enlarge metascript rod</i>		24,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are enlarged as though using the Enlarge Script* feat.

CONSTRUCTION REQUIREMENTS

Cost varies; 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Enlarge Script†

Metascript Rod, Extend†		PRICE Varies
<i>Lesser extend metascript rod</i>		3,000 gp
<i>Extend metascript rod</i>		11,000 gp
<i>Greater extend metascript rod</i>		24,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are extended as though using the Extend Script* feat.

CONSTRUCTION REQUIREMENTS

Cost varies; 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Extend Script†

Table: Rods

Lesser Medium Rods	Price
<i>Metascript (low effect), lesser[†]</i>	3,000 gp
<i>Metascript (moderate effect), lesser[†]</i>	9,000 gp
<i>Metascript (low effect), normal[†]</i>	11,000 gp

Greater Medium Rods	Price
<i>Metascript (high effect), lesser[†]</i>	14,000 gp

Lesser Major Rods	Price
<i>Metascript (low effect), greater[†]</i>	24,500 gp
<i>Metascript (moderate effect), normal[†]</i>	32,500 gp
<i>Metascript, quicken, lesser[†]</i>	35,000 gp

Greater Major Rods	Price
<i>Metascript (high effect), normal[†]</i>	54,000 gp
<i>Metascript (moderate effect), greater[†]</i>	73,000 gp
<i>Metascript, quicken, normal[†]</i>	75,500 gp
<i>Metascript (high effect), greater[†]</i>	121,500 gp
<i>Metascript, quicken, greater[†]</i>	170,000 gp

Metascript Rod, Intensify [†]	PRICE Varies
<i>Lesser intensify metascript rod</i>	3,000 gp
<i>Intensify metascript rod</i>	11,000 gp
<i>Greater intensify metascript rod</i>	24,500 gp
SLOT none	CL 17th
WEIGHT 5 lbs.	
Aura strong (no design)	

The wielder can cast up to three scripts per day that are intensified as though using the Intensify Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Intensify Script[†]

Metascript Rod, Maximize [†]	PRICE Varies
<i>Lesser maximize metascript rod</i>	14,000 gp
<i>Maximize metascript rod</i>	54,000 gp
<i>Greater maximize metascript rod</i>	121,500 gp
SLOT none	CL 17th
WEIGHT 5 lbs.	
Aura strong (no design)	

The wielder can cast up to three scripts per day that are maximized as though using the Maximize Script* feat.

CONSTRUCTION REQUIREMENTS

Table: Random Metascript Rods

d%	Metascript Rod Type (Low Effect)
01-25	<i>Enlarge Script</i>
26-50	<i>Extend Script</i>
51-75	<i>Intensify Script</i>
76-100	<i>Piercing Script</i>

d%	Metascript Rod Type (Moderate Effect)
01-50	<i>Empower Script</i>
51-100	<i>Persistent Script</i>

d%	Metascript Rod Type (High Effect)
01-50	<i>Maximize Script</i>
51-100	<i>Widen Script</i>

Cost 7,000 gp (lesser); 27,000 gp (normal); 60,750 gp (greater)

Craft Rod, Maximize Script[†]

Metascript Rod, Persistent [†]	PRICE Varies
<i>Lesser persistent metascript rod</i>	9,000 gp
<i>Persistent metascript rod</i>	32,500 gp
<i>Greater persistent metascript rod</i>	73,000 gp
SLOT none	CL 17th
WEIGHT 5 lbs.	
Aura strong (no design)	

The wielder can cast up to three scripts per day that are affected as though using the Persistent Script* feat.

CONSTRUCTION REQUIREMENTS

Cost varies; 4,500 gp (lesser); 16,250 gp (normal); 36,500 gp (greater)

Craft Rod, Persistent Script[†]

Metascript Rod, Piercing [†]	PRICE Varies
<i>Lesser piercing metascript rod</i>	3,000 gp
<i>Piercing metascript rod</i>	11,000 gp
<i>Greater piercing metascript rod</i>	24,500 gp
SLOT none	CL 17th
WEIGHT 5 lbs.	
Aura strong (no design)	

The wielder can cast up to three scripts per day that overcome the spell resistance of a target as though using the Piercing Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Piercing Script[†]

Metascript Rod, Quicken†		PRICE Varies
<i>Lesser quicken metascript rod</i>		35,000 gp
<i>Quicken metascript rod</i>		75,500 gp
<i>Greater quicken metascript rod</i>		170,000 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are quickened as though using the Quicken Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 17,500 gp (lesser); 37,750 gp (normal); 85,000 gp (greater)

Craft Rod, Quicken Script†

Metascript Rod, Widen†		PRICE Varies
<i>Lesser widen metascript rod</i>		14,000 gp
<i>Widen metascript rod</i>		54,000 gp
<i>Greater widen metascript rod</i>		121,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are widened as though using the Widen Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 7,000 gp (lesser); 27,000 gp (normal); 60,750 gp (greater)

Craft Rod, Widen Script†

Rings

Rings bestow magical powers upon their wearers. A character can gain the benefits of only two magic rings at a time.

Ring of Ownership		PRICE 10,000 gp
SLOT ring	CL 14th	WEIGHT -
Aura strong enchantment		

The *ring of ownership* allows its wearer to prevent items from being taken from him, and prevents others from using those items easily. The wearer can attune the ring to up to three object in his possession, none of which can weigh more than 15 pounds each. Doing so takes 10 minutes per item, and the wearer can replace an item by attuning something else to the ring.

The wearer gains a +5 bonus on Perception checks to notice people trying to take an attuned item, and a +5 bonus to his CMD to resist those items being stolen, disarmed, or sundered. If one of the attuned items is

Table: Rings

Lesser Medium Ring	Price
<i>Ring of Ownership</i>	10,000 gp

Greater Medium Ring	Price
<i>Saboteur's Signet</i>	18,000 gp

taken from him, the person with the item must make a DC 15 Will save or be unable to use the item for 24 hours, whatever that item may be. A weapon cannot be swung to harm something, a potion cannot be opened and consumed, and clothing cannot be donned; the extent this effect creates is subject to GM discretion. This does not prevent the person from holding the item or keeping it in his possession, so items that function just by having them (such as a lit torch or a *bag of holding*) work for that creature. Even if the creature succeeds, it must repeat this saving throw each day to use the item. The attunement to objects (and the effect is has on them) ends if the wearer of the *ring of ownership* ever takes off the ring for more than 24 hours.

CONSTRUCTION REQUIREMENTS

Cost 5,000 gp

Forge Ring, *locate object*, *qualm*^{UC}

Saboteur's Signet		PRICE 18,000 gp
SLOT ring	CL 9th	WEIGHT -
Aura moderate divination		

A favored tool for saboteurs, a *saboteur's signet* at first looks as any other signet ring. The signet is usually custom-made to be a call sign for a particular saboteur. Pressing the signet into wax to seal a letter magically seals the letter; this is similar to an *arcane lock*, but prevents anyone from opening the letter. The *arcane lock* effect does not create an actual lock, and as such it can only be removed by *dispel magic* or *knock*. The user of the ring can designate up to three other creatures that can open the letter, designated at the time of sealing it. The wearer of the *saboteur's signet* can always open letters she seals.

While anyone can use the above effect, the ring is especially potent in the hands of an actual saboteur. The ring is keyed to one of the four types of mark a saboteur can use with her marked target class feature. When a saboteur uses that type of mark, she treats her saboteur level as being +4 levels higher to determine the effects of that mark (including any saboteur tricks that improve that mark, such as cunning resistance or eldritch insight). To randomly determine what mark type the ring is keyed to, roll on the following table:

d%	Mark Type
01–25	Assassin's Mark
26–50	Charlatan's Mark
51–75	Duelist's Mark
76–100	Informant's Mark

CONSTRUCTION REQUIREMENTS

Cost 9,000 gp

Forge Ring, *arcane lock*, *locate weakness*^{UC}, *read magic*

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific item slot in order to work, while others must merely be possessed and used. “Wondrous item” is a catchall category for anything that is not a weapon, armor, ring, and so on. Anyone can use a wondrous item unless the item itself specifies otherwise.

Amulet of Construct Control		PRICE 58,000 gp
SLOT neck	CL 15th	WEIGHT —
Aura strong transmutation		

An *amulet of construct control* gives its wearer greater control over constructs, both those he created and those he comes across. Any construct he is in control of and is within 30 feet of has no chance of going berserk. The wearer gains a +4 bonus on any checks involved to take control of or maintain control of a construct (such as Spellcraft checks as part of the *control construct*^{UM} spell). Any spell he casts that targets one or more constructs (and no other creatures) gains a +2 bonus to its caster level and save DC. Once per day, the wearer can speak a command word to use a *control construct*^{UM} spell. He gains the amulet's +4 bonus on checks with this ability.

The properties of this item can be added to a controlling amulet for a shield guardian^{B1} golem.

CONSTRUCTION REQUIREMENTS

Cost 29,000 gp

Craft Wondrous Item, *control construct*^{UM}, *soothe construct*^{UM}

Appraiser's Goggles		PRICE 18,400 gp
SLOT eyes	CL 9th	WEIGHT 1/2 lbs.
Aura moderate divination		

These goggles come complete with several magnifying glasses to aid in inspection of rare and mysterious items. It grants the wearer a +2 competence bonus on Appraise checks and Spellcraft checks to identify magic items. Once per day as a move action the wearer can examine a

Table: Wondrous Items

Lesser Minor Wondrous Items	Price
<i>Talisman of Power (1st)</i> [†]	1,000 gp
<i>Bottled Blade</i>	1,500 gp
<i>Apprentice's Whetstone</i>	3,000 gp

Greater Minor Wondrous Items	Price
<i>Talisman of Power (2nd)</i> [†]	4,000 gp
<i>Warlord's Saddle</i>	4,000 gp
<i>Tempering Oil</i>	6,200 gp

Lesser Medium Wondrous Items	Price
<i>Talisman of Power (3rd)</i> [†]	9,000 gp
<i>Forgemaster's Hammer</i>	12,500 gp
<i>Hands of the Scribe</i> [†]	16,000 gp
<i>Talisman of Power (4th)</i> [†]	16,000 gp

Greater Medium Wondrous Items	Price
<i>Appraiser's Goggles</i>	18,400 gp
<i>Talisman of Power (5th)</i> [†]	25,000 gp

Lesser Major Wondrous Items	Price
<i>Talisman of Power (6th)</i> [†]	36,000 gp
<i>Talisman of Power (7th)</i> [†]	49,000 gp

Greater Major Wondrous Items	Price
<i>Ironfist Gloves</i>	50,000 gp
<i>Amulet of Construct Control</i>	58,000 gp
<i>Talisman of Power (8th)</i> [†]	64,000 gp
<i>Talisman of Power (9th)</i> [†]	81,000 gp

single target within 100 feet, learning its properties as an *analyze construction*^{*} spell.

CONSTRUCTION REQUIREMENTS

Cost 9,200 gp

Craft Wondrous Item, *analyze construction*^{*}

Apprentice's Whetstone		PRICE 3,000 gp
SLOT none	CL 4th	WEIGHT 1 lb.
Aura faint transmutation		

At first glance, this appears to be a simple whetstone, and can be used as such to keep weaponry in good condition. However, an *apprentice's whetstone* makes weapons sharper than most. By spending 15 minutes sharpening a bladed weapon, the weapon gains a +1 bonus to damage rolls for the next 8 hours or until the weapon loses any hit

points, whichever comes first. This effect works on both mundane and magical items. In addition, three times per day the user can press the whetstone to any item and speak a command word to repair it, as the spell *mending*. This effect always works on magic items, regardless of their caster level, and always restores its maximum amount of hit points (4).

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp

Craft Wondrous Item, *keen edge*, *mending*

Bottled Blade		PRICE 1,500 gp
SLOT none	CL 6th	WEIGHT 2 lbs.
Aura moderate conjuration		

This bottle holds a murky liquid with a silver sheen. When poured, the contents form into a single melee weapon, suitable for a Medium creature to wield. The user of the *bottled blade* determines what sort of melee weapon is created when he empties the bottle.

The weapon created is masterwork and has a +1 enhancement bonus, but has no special material properties. However, a single weapon blanch can be mixed with the liquid before pouring, causing that blanch to last for the duration of the blade, instead of for only one attack. The blade lasts for 1 hour, after which it falls apart into a worthless liquid. The bottle only has enough liquid to form one weapon, but it refills itself after 24 hours and can be used again.

CONSTRUCTION REQUIREMENTS

Cost 750 gp

Craft Wondrous Item, *conjure weapon**, *magic weapon*

Forgemaster's Hammer		PRICE 12,500 gp
SLOT none	CL 13th	WEIGHT 3 lbs.
Aura strong transmutation		

A *forgemaster's hammer* is an incredibly durable smithing hammer that grants its user great insight into smithing, even if they had no prior experience. A person holding a *forgemaster's hammer* gains a +5 competence bonus on Craft checks related to weaponry or armor, such as Craft (bows) or Craft (armor). In addition, the *forgemaster's hammer* allows its user to create magic weapons and armor as if they had the Craft Magic Arms and Armor item creation feat. The user must use his Craft skill in place of his Spellcraft skill when making magic items with the *forgemaster's hammer*.

CONSTRUCTION REQUIREMENTS

Cost 6,250 gp

Craft Magic Arms and Armor, Craft Wondrous Item, *crafters fortune*^{APG}

OPTIONAL RULE: RUNIC CRAFTING

As stated at the beginning of this chapter, an arcane or divine spellcaster with the appropriate item creation feats can still make items that require runic scripts, using the normal rule of increasing the Spellcraft DC by +5 for every requirement not met for the item's creation. The same applies for a rune magic user wanting to make magic items that require arcane or divine spells. However, this is a fairly lopsided deal, as there are far fewer magic items that require runic scripts or metascript feats than there are magic items requiring arcane or divine spells.

By using this optional rule, a rune magic user can use a script that is stated to function similar to an arcane or divine spell to meet the requirements of a magic item that has that equivalent spell as its requirement. For example, an archivist could use *damn's fury*[†] to meet the crafting requirements of a *necklace of fireballs*, or use *decipher*[‡] and *comprehension*[‡] to create a *helm of comprehend languages and read magic*. Talk with your GM if this rule is in effect when playing a rune magic user before taking any item creation feats.

Hands of the Scribe [†]		PRICE 16,000 gp
SLOT hands	CL 8th	WEIGHT 1/2 lbs.
Aura moderate creation		

These leather gloves have a golden trim around them and are especially conducive to runic magic. A runic scribe must wear the gloves for at least 24 hours before the magic upon them functions. Once he has done so, the gloves can store runic charges that he creates.

Up to two runic charges can be placed on the gloves (one on each hand), using the normal rules for creating runic charges by casting scripts. However, the runic charges placed upon the gloves do not count against his normal maximum of runic charges he can maintain at once based on his scribe level. The charges also last indefinitely, rather than dissipating at the start of the day when the scribe regains his castings of his scripts.

The scribe still cannot overload more charges into a given script than his normal maximum. If he has more runic charges available than his normal maximum, he chooses which of the ones available to him are overloaded into the script. He must still overload as many charges as possible, though he is not required to use the charges on the gloves (instead using only the charges not placed on the gloves).

The gloves must be worn to use the charges stored in them. If any one else tries to wear the gloves, the runic charges on the gloves dissipate, though the new wearer can use the gloves after 24 hours as normal.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp
Craft Wondrous Item, *create*[†]

Ironfist Gloves		PRICE 50,000 gp
SLOT hands	CL 10th	WEIGHT 1 lb.
Aura moderate transmutation		

These fingerless gloves are made of a flexible leather that has been dyed red. Three times per day by speaking a command word, the wearer of the *ironfist gloves* can harden his hands like steel, functioning as a *fists of steel** spell on himself.

The gloves are especially useful when worn by those dedicated to unarmed fighting. A creature that can make a *ki* strike or a creature with the brawler's strike class feature treats his level in the class that grants that ability as +4 higher to determine the effects of that ability.

CONSTRUCTION REQUIREMENTS

Cost 25,000 gp
Craft Wondrous Item, *fists of steel**

Talisman of Power [†]		PRICE Varies
<i>Talisman of power (1st)</i>		1,000 gp
<i>Talisman of power (2nd)</i>		4,000 gp
<i>Talisman of power (3rd)</i>		9,000 gp
<i>Talisman of power (4th)</i>		16,000 gp
<i>Talisman of power (5th)</i>		25,000 gp
<i>Talisman of power (6th)</i>		36,000 gp
<i>Talisman of power (7th)</i>		49,000 gp
<i>Talisman of power (8th)</i>		64,000 gp
<i>Talisman of power (9th)</i>		81,000 gp
SLOT none	CL 17th	WEIGHT —
Aura strong (no design)		

A *talisman of power* is a small talisman, usually made out of metal or stone, that has runic symbols etched onto its surface. It contains runic power within its surface, allowing a scribe to cast more scripts per day than normal.

Once per day on command, a *talisman of power* enables the possessor to recall any one script that he knows and has cast at least once that day. The chosen script regains one of its daily castings for the day. The script must be of a particular level, depending on the talisman. Different talismans exist for recalling one script per day of each level from 1st through 9th.

CONSTRUCTION REQUIREMENTS

Cost varies; 500 gp (1st); 2,000 gp (2nd); 4,500 gp (3rd); 8,000 gp (4th); 12,500 gp (5th); 18,000 gp (6th); 24,500 gp (7th); 32,000 gp (8th); 40,500 gp (9th)
Craft Wondrous Item, creator must be able to cast runic scripts of the script level to be recalled

Tempering Oil		PRICE 6,200 gp
SLOT none	CL 12th	WEIGHT 1 lb.
Aura strong transmutation		

This pint-sized bottle is filled with an oily liquid that can protect an item from harm. When poured upon an object and allowed to soak in for 10 minutes, the object becomes magically protected from harm, as a *tempering* spell (though it does not heal the object, as *tempering* does). In addition to this effect, the item is protected from when its owner fails its saving throws. If the creature in possession of a tempered object rolls a natural 1 on a saving throw against an effect, and the tempered object would be dealt damage due to being exposed to the effect, it instead takes no damage. The effects of the oil lasts for 2 hours. The bottle has enough liquid to be used on up to three objects. Once per day it magically refills itself with enough liquid to protect one object, refilling each day until the bottle is full again.

CONSTRUCTION REQUIREMENTS

Cost 3,100 gp
Craft Wondrous Item, *tempering**

Warlord's Saddle		PRICE 4,000 gp
SLOT none	CL 8th	WEIGHT 30 lbs.
Aura moderate conjuration		

The *warlord's saddle* is a finely-made masterwork military saddle, typically adorned with symbols of its creator's homeland, a military crest, or a holy symbol of a church (though it does not function as a holy symbol).

When placed upon a creature suitable for a mount, the creature is immediately adorned in masterwork barding of the rider's choice, appropriately fitted for that creature and engraved with the same symbols and crests the saddle itself has. This does not function if the creature is already wearing barding. The rider upon the *warlord's saddle* can speak a command word to hide or bring out this barding. Furthermore, the *warlord's saddle* can be enchanted like a set of masterwork barding, using the cost of the saddle as the cost of the masterwork item.

CONSTRUCTION REQUIREMENTS

Cost 2,000 gp
Craft Wondrous Item, *instant barding**

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Thank you!

Christopher Moore
Ascension Games, LLC



Forge a new path with **Path of Iron**, the second Pathfinder Roleplaying Game supplement by Ascension Games! Inside you'll find several metal-, construct-, and weapon- based options for your favorite base and core classes, along with new base classes, feats, magic items and more!

Path of Iron has several features, including:

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- The rune magic system, where every spell serves to empower the next, complete with over one hundred "runic scripts", magic items, and archetypes.
- Several new magic items and weapon and armor properties, such as the *morphic* weapon property, the commanding *tyrant's decree*, or the wondrous *amulet of construct control*.

