

# **PATHFINDER**<sup>®</sup>

## **PLAYER COMPANION**<sup>™</sup>



# **ARCANE ANTHOLOGY**

# SPELLBOOK STYLES OF THE INNER SEA

The term “spellbook” refers to any collection of writings used to store information about spells used by wizards and other classes, regardless of whether the writing is truly in a “book.” Throughout the Inner Sea region, spellbooks can take numerous different forms.

## BOUND CODEX

The classic book version of a spellbook, a bound codex has significant advantages in terms of functionality over most other collections of writing. Therefore, the largest schools of magic



in the Inner Sea region not only encourage students to use bound codices for their own spellbooks, but also have extensive programs focused on copying older spellbooks that exist in different formats into new codices. The secretive nature of wizards often means some of the information in an ancient spellbook may be hidden, and thus not available to be copied into a new format. For this reason, scholars often prefer to study original sources.

## FOLDED CODEX

A folded codex is made by pleating a single long sheet of paper, or several sheets that have been sewn or glued together to form a longer surface.



Folded codices have many of the functionality advantages of a bound codex, but are generally faster and cheaper to create. However, they are also not as durable, as the pages are more likely to crease and tear, and a single torn page can cause the entire codex to fall apart. Some folded codices have covers glued to the front and back (but unconnected to each other) to increase durability, though this makes them more awkward to hold while reading. Most folded codices have writing on both sides of the paper, but some leave one side blank or inscribe it with invisible writing.

## PALIMPSEST

The materials required to create a new spellbook are expensive, and are frequently hard to come by. If a spellcaster has outgrown an old spellbook, rather than simply discarding the entire thing, he can



sometimes salvage the pages. By scraping off the ink and bleaching and scrubbing the pages, especially those made from hide or vellum, it is possible to get rid of most of the old information and reuse the spellbook. Such a written-over tome is known as a palimpsest, and is most often used by apprentices or found in shabby magic shops. Of course, sometimes the old information is faintly visible, so a palimpsest may contain secrets of the previous owner.

## SCROLL

Scrolls have been around much longer than codices or other forms of bound books, which means many of the oldest and most powerful spellbooks are actually recorded on long strips of paper that must be unrolled to be read. Larger, more important spellbooks in scroll format generally have spindles at either



end to make them easier to transport and to offer some protection against crushing and creasing. Though few spellcasters now utilize this format for spellbooks, some traditionalists among dwarves and in parts of Garund prefer this older style of preserving writing.

## WOODEN TABLETS

Spellbooks on wooden tablets are simply words carved into thin planks of wood, which are typically bound together with strong cords. While such spellbooks are heavy and take much longer to create, they are



also more damage resistant. Wood does not catch fire as easily as thin paper, carved words cannot be washed away like ink, and even weapon attacks are unlikely to do more than crack a page or two. However, wooden tablets are still susceptible to mildew, rot, and sustained exposure to fire, and their size and weight make them harder to carry and to collect as a library. As a result, few cultures still create such spellbooks, though old examples can still be found.

## WAX TABLETS

Wax tablets are similar to wooden tablets, but the thin plank of each page forms a frame on which a thin layer of wax has been spread. Words are carved into the wax with a thin stylus. This has all the drawbacks of wooden tablets, in addition to risks of smudging the



writing or having it melt on a hot summer day. However, wax tablets can also easily be reused without the expensive preparation required to create a palimpsest. As a result, some magic academies still prefer to give young spellcasters wax tablets for their first spellbooks, as failed efforts to record spells can easily be erased. However, finding ancient wax tablets that still contain legible, useful information is rare.

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## REFERENCE

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

<i>Advanced Class Guide</i>	ACG	<i>Paths of Prestige</i>	POP
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM

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Printed in China.

## ON THE COVER



Seltziel and Ezren use their combined spellcasting might against an ancient library's construct guardian in this striking piece by Tyler Walpole.



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# INTRODUCTION

Often called grimoires, shadow books, and eldritch tomes by commoners, spellbooks are a crucial tool for every magus and wizard. At their most basic, spellbooks are collections of magic information used to store details of how to prepare specific spells. Alchemists' formula books exist in the same category, as they serve the same function despite encoding their eldritch information using different methodologies. In addition to this core function, most spellbooks contain significant additional lore, ranging from the creator's thoughts on the proper use of various types of spells, to observations about various monsters, to philosophical essays on the nature of power, to treaties on spell research. Some also include special preparation rituals that can grant boons to those who prepare the detailed spells in specific ways.

On Golarion, spellbooks are often shaped by the traditions and histories of the spellcasters who create them, and in turn help define how magic is seen within specific regions. In the great city of Absalom, a book of spells might be a simple selection of common cantrips available in any well-stocked magic shop or a priceless artifact that's kept below the archives of a magical academy and is an object of conflict in the city's shadow war. Missionaries engaged in illegal proselytizing in Rahadoum have been known to carry "arcane" spellbooks coded with divine scripture. Depending on one's location in Osirion, a spellbook might grant the ability to either call down a baleful curse or dispel it. Golarion has no shortage of realms shaped by the use of arcane magic in their histories, and respect for spellbooks' utility is as strong in the present-day Inner Sea region as it was before Earthfall.

Depending on their origin and purpose, spellbooks can take a wide variety of forms. Modern spellcasters studying in great schools of magic craft leather-bound tomes filled with gold-edged vellum pages covered in fine inks. In other places, spellbooks may be bones carved with tribal symbols, clay tablets marked with hieroglyphs, scraps of tattooed skin preserved in wooden frames, long scrolls of papyrus wound about metal spindles, or countless other media. In addition to the physical nature of the book, spellbooks frequently feature mechanical locks, alchemical treatments on the paper, and other measures to make the book safe and sturdy. Regardless of materials or shape, these spellbooks all follow the same basic rules for documents describing spells and rituals that grant power over minds and matter.

A unique spellbook offers insight into the character of its owner, based on the nature and power of the spells and additional information it contains. Some player characters require spellbooks or formula books to add to their own arcane knowledge, making an elegantly detailed spellbook a rare and useful bit of treasure. Yet an arcane spellbook

still carries value to an adventuring party without a caster. Spellbooks have a market value ranging from mere hundreds to tens of thousands of gold pieces, but most weigh just a few pounds. Beyond imparting economic rewards, fetching a tome of arcane knowledge for an interested third party may gain the adventurers favor or access to greater rewards—many spellcasters who are reluctant to cast beneficial spells for a group of adventures for mere money are much more willing to consider such assistance in return for a new spellbook.

Adventurers can learn a lot from their rivals by obtaining the spellbooks of their enemies. Though a powerful caster more than likely traps both the place she keeps her spellbooks and the tomes themselves, the dangers involved in stealing a spellbook pale in comparison to the advantages. Even the nonmagical content of an arcane caster's spellbooks reveals the nature of her brand of magic, as well as any related schemes she has prepared. Such knowledge allows an enterprising party to adequately prepare for a confrontation. Even more valuable, stealing the working copy of a rival's spellbook might harm the caster's plans, as she loses access to her most recently researched spells. Depriving a cult leader of his most powerful charms or a mad wizard of his research into crafting a lich's phylactery might end some threats before they begin. The value of a spellbook is reinforced by the imposition it creates for an enemy who depends on it for power or survival.

*Pathfinder RPG Player Companion: Arcane Anthology* is itself a tome of secret knowledge. Within these pages await spells that only a few spellcasters can produce. In some cases, they bear the mark of a powerful runelord, who used magic to acquire wealth and transform the tools of his enemies into worthless junk. Other spells hint at the secret knowledge of Golarion's last Azlanti, tutoring devoted students in the ways of martial combat as well as potent magic. Elsewhere in the book, you'll gain insight into the wisdom of one of Garund's greatest teachers and spellcasters, and learn how the stones themselves cry out in defense of dwarven cities. In addition to new spells and the magical tomes that hold them, *Arcane Anthology* offers rules for preparation rituals—measures taken during the preparation of spells (first introduced in *Pathfinder RPG Ultimate Magic*) that add a thematic boon based on the book's magic. Several sections augment these eldritch secrets with new feats and traits to expand the martial caster's flexibility or exert his authority over creatures both mortal and immortal. Finally, several class options and archetypes throughout the book present characters with new ways to add arcane might to their repertoires or give typically bookish classes access to methods that append martial potency to their academic pursuits.

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In addition to many new spells for a host of classes, the following new rules and rules subsystems are located on the indicated pages.

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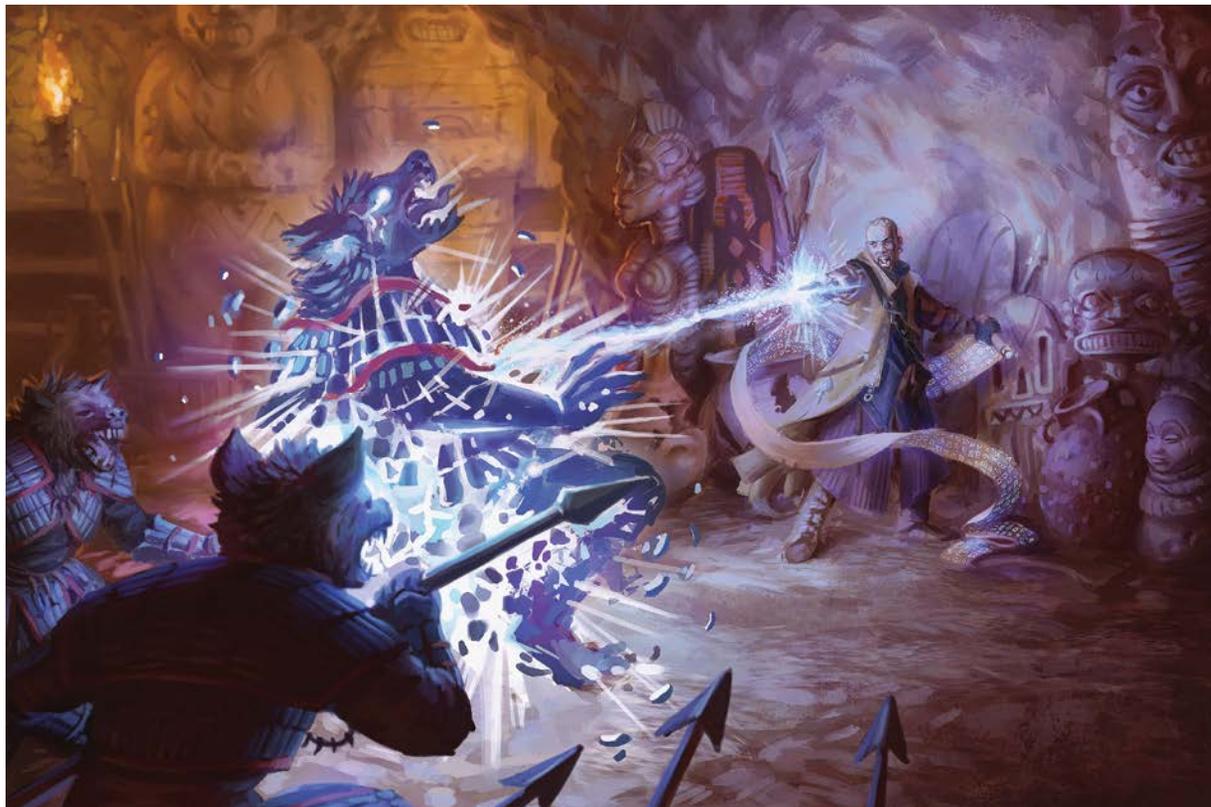
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# SPELLBOOK PREPARATION RITUALS



Studying a spellbook is the primary way for a typical alchemist, magus, or wizard to prepare extracts or spells. The most skilled magic practitioners of every spellcasting class occasionally also create books of spells that unlock further magical abilities to give themselves an edge over rivals.

## TRANSCRIBING SPELLBOOK PREPARATION RITUALS

Preparation rituals (*Pathfinder RPG Ultimate Magic* 121) grant a unique boon to anyone who prepares at least three spells from the associated spellbook. Like spells, preparation rituals can be copied into new spellbooks. To imbue a spellbook with a preparation ritual, you must have the Scribe Scroll feat, as well as a number of ranks in Spellcraft and a caster level each equal to double the highest spell level in the original spellbook. You also must have scribed at least three spells from the original spellbook into the new spellbook; at least one of these spells must be of the highest spell level found in the original spellbook. You must prepare those three spells (or know them, if you cast spells spontaneously) and perform an 8-hour creation ritual that requires supplies costing half as much as the value of the preparation ritual (the difference in the spellbook's value with and without the preparation ritual). At the ritual's end, attempt a Spellcraft check (DC = 10 + double the highest spell level in the original spellbook). If you succeed, the new spellbook gains that preparation

ritual. If you fail, the supplies are wasted to no effect. Formula book preparation rituals are similarly imbued, but use extracts rather than spells, and instead of Scribe Scroll, you must have Brew Potion. A spellbook can have multiple preparation rituals, but it must meet the requirements for each. This does not affect the number of preparation rituals from which a character can benefit.

## PRAYER BOOK AND MEDITATION BOOK RITUALS

Characters who prepare divine spells can create prayer books containing divine magical writing similar to the arcane magical writing in spellbooks. These books are usually used to instruct new acolytes in a faith's magical traditions or to make use of preparation rituals that align with the faith's goals. Prayer books with preparation rituals follow the same rules as arcane spellbooks with preparation rituals. Any preparation rituals found in spellbooks can also be found in prayer books, which have the same number of spells of each level recorded but generally draw them from the cleric, druid, or shaman spell list. Any character able to prepare the appropriate spells as divine spells can benefit from the preparation ritual recorded in a prayer book.

A meditation book is a secular version of a prayer book, recording theories and philosophies of magic, and can be used to focus energies when preparing arcane spells

from a source other than a spellbook (such as for witches) or meditating to regain spell slots (for spontaneous spellcasters). A spellcaster can benefit from a meditation book's preparation rituals by preparing spells or meditating to regain spell slots while studying the spellbook and expending one spell slot of a level at least equal to that of the highest-level spell within the meditation book.

Meditation books and prayer books have the same cost as the spellbooks they emulate (including the cost of the scribed spells, despite the users of such books not normally requiring spellbooks to prepare spells). If the boon granted by a meditation book or spellbook applies to only a particular class's spells, a character gaining that boon can apply it to any spell from the same class list that the spells she prepared were drawn from (for prayer books) or that provided the spell slot expended (in the case of meditation books).

## FEATS

The following feats are popular among various spellcasters who make use of spellbook preparation rituals.

### AVID SPELLBOOK READER

You are skilled at using others' spellbooks.

**Prerequisite:** Ability to prepare arcane spells.

**Benefit:** You gain a +2 bonus on Spellcraft checks to decipher arcane magical writing (such as a single spell in another's spellbook or on a scroll). Additionally, you can gain the boons from up to two preparation rituals at once. You must have access to both preparation rituals while preparing your spells, and must prepare at least three spells or formulae (discounting 0-level spells) from each book. If the rituals are both in the same book, you must prepare at least three spells from the spellbook of 1st level or higher for each preparation ritual from which you benefit.

### RITUALISTIC PREPARATION

You have learned to access preparation rituals from spellbooks from which you can't otherwise benefit.

**Prerequisites:** Knowledge (arcana) 1 rank, Linguistics 1 rank, Spellcraft 1 rank, ability to cast *read magic*.

**Benefit:** You can treat spellbooks with preparation rituals as if they were prayer books or meditation books.

**Special:** A character with this feat can take the Avid Spellbook Reader feat even if she does not meet its prerequisites. Doing so allows her to benefit from the preparation rituals from two spellbooks, though she must still sacrifice spell slots to benefit from preparation rituals when treating such books as meditation books.

## SPECIFIC SPELLBOOKS

A number of different types of spellbooks can be found throughout the Inner Sea.

### NYZAM'S REMEDIES (FORMULA BOOK, LEVEL 3 ALCHEMIST)

*The first three pages of this book contain pressed flowers and botanical diagrams relating to brewing Thuvian remedies.*

**Value** 50 gp (115 gp with the preparation ritual)

#### FORMULAE

1st—*cure light wounds, expeditious retreat, keen senses<sup>APG</sup>, polypurpose panacea<sup>UM</sup>, youthful appearance<sup>UM</sup>*

#### PREPARATION RITUAL

**Rejuvenating Infusion (Su)** Whenever you imbibe an alchemist extract of a conjuration spell, you can spend this boon as a swift action. If you do, you are healed of 1 point of damage and can ignore the effects of fatigue for 1 round.

### SONGS OF THE LINNORM KINGS (MEDITATION BOOK, LEVEL 5 SKALD)

*This book's cover is made of scales that are warm to the touch.*

**Value** 180 gp (440 gp with the preparation ritual)

#### SPELLS

2nd—*marching chant<sup>ACG</sup>, path of glory<sup>ACG</sup>, scare*  
1st—*cure light wounds, heightened awareness<sup>ACG</sup>, remove fear 0 (at will)—dancing lights, ghost sound, lullaby, mage hand, mending, resistance*

#### MEDITATION RITUAL

**Storied Spell Lore (Su)** When you use this meditation ritual, choose a spell of 2nd level or lower in this meditation book. Whenever you cast a bard or skald conjuration spell, you can spend this boon as a swift action to add the chosen spell to your list of bard or skald spells known for 1 round.

### ERAGES JOURNEYMAN'S MANUAL (SPELLBOOK, LEVEL 7 MAGUS)

*This book is bound in glittering silver bark, and its title is printed in golden calligraphy in both Elven and Common.*

**Value** 575 gp (1,100 gp with the preparation ritual)

#### SPELLS

3rd—*dispel magic, haste*  
2nd—*alter self, frigid touch<sup>UM</sup>, invisibility, mirror image, pyrotechnics, scorching ray*  
1st—*chill touch, color spray, enlarge person, grease, jump, reduce person, shield, silent image*

#### PREPARATION RITUAL

**Avoiding Spell (Su)** Whenever you cast a transmutation spell, you can spend this boon as a swift action to gain a +1 dodge bonus to your AC for a number of rounds equal to the spell's level.

### GALTAN COOKBOOK (FORMULA BOOK, LEVEL 8 ALCHEMIST)

*This book's cover is illegibly scorched and the pages are wrinkled from water damage.*

**Value** 670 gp (1,270 gp with the preparation ritual)

#### FORMULAE

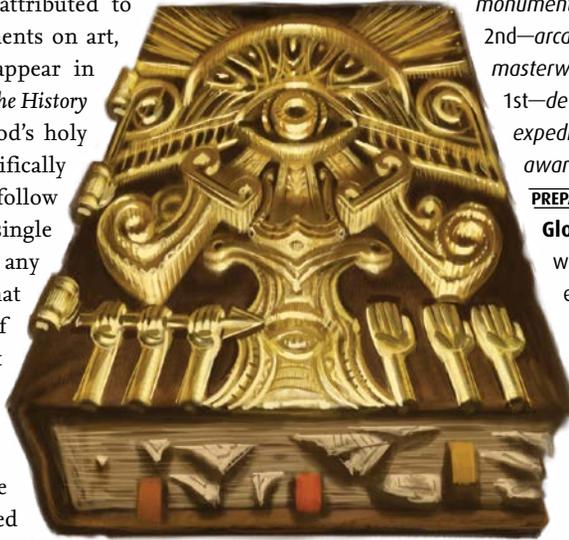
3rd—*absorbing touch<sup>APG</sup>, arcane sight, draconic reservoir<sup>APG</sup>, seek thoughts<sup>APG</sup>*  
2nd—*cat's grace, invisibility, perceive cues<sup>APG</sup>, resist energy, see invisibility, undetectable alignment*  
1st—*ant haul<sup>APG</sup>, bomber's eye<sup>APG</sup>, comprehend languages, detect secret doors, disguise self, expeditious retreat, true strike*

#### PREPARATION RITUAL

**Blast Finesse (Su)** As an immediate action when you throw a bomb, you can spend this boon to shape the blast by adding up to three 5-foot squares to the area, as long as these spaces are adjacent to the bomb's normal area of effect.

# ANALECTS OF ARODEN

The Analects of Aroden are a series of spellbooks collecting not only spells Aroden is thought to have created, but also practical thoughts on history, swordplay, weaponsmithing, husbandry, and spellcasting attributed to the Living God. Smaller segments on art, trade, politics, and warfare appear in more recent editions. Unlike *The History and Future of Humanity*, the god's holy text, which was written specifically for those who began to follow him, the Analects aren't a single codified text. Instead they are any of a number of spellbooks that seem to contain a great deal of knowledge commonly thought to have been first discovered by Aroden. However, even the earliest copies of these spellbooks are believed to have been written by those who studied under Aroden, or by students of those who learned from him directly, rather than scribed by Aroden's own hand. While a few great magic schools in Taldor once produced several fairly standardized versions of the Analects, for the past few centuries most compilations have been cobbled-together collections containing eclectic spells and philosophies copied from various older sources.



## SPELLBOOKS

Below are three common variations of spellbooks considered to be among the Analects of Aroden. Spells marked with an asterisk (\*) are described in the Spells section, which begins on page 7.

### THE SWORDSMAN'S ANALECTS (LEVEL 3 UNIVERSALIST)

*This book's worn leather cover is emblazoned with a winged sword with an eye at its hilt.*

**Value** 250 gp (400 gp with preparation ritual)

#### SPELLS

2nd—*force sword\**, *human potential\**

1st—*expeditious construction\**, *identify*, *magic weapon*, *mirror strike*<sup>UC</sup>, *protection from evil*, *unerring weapon*<sup>UC</sup>

#### PREPARATION RITUAL

**Shielding Weapon (Su)** Your spells infuse a weapon with protective magic. Spend this boon as an immediate action whenever you cast an abjuration spell. When you do, a weapon you wield grants you a shield bonus to your AC equal to 1 + 1/2 the spell's level for 1 round.

### THE GUIDE'S ANALECTS (LEVEL 6 UNIVERSALIST)

*This book's worn leather cover is emblazoned with a simplified winged eye superimposed on a map of Avistan.*

**Value** 690 gp (990 gp with preparation ritual)

#### SPELLS

3rd—*Aroden's spellsword\**, *heroism*, *lesser guardian monument\**, *magic circle against evil*

2nd—*arcane disruption*<sup>ACG</sup>, *human potential\**, *masterwork transformation*<sup>UM</sup>, *winged sword\**

1st—*detect undead*, *endure elements*, *expeditious construction\**, *heightened awareness*<sup>ACG</sup>, *linked legacy\**, *mage armor*

#### PREPARATION RITUAL

**Glorious Blade (Su)** When you attack with a sword (including swordlike effects created by spells such as *spiritual weapon*, as long as they require attack rolls), you can expend a prepared spell or spell slot as a free action to spend this boon. If you do, you gain an insight bonus on the attack roll equal to the level of the prepared spell or spell slot expended.

### THE LAST AZLANTI'S ANALECTS (LEVEL 15 UNIVERSALIST)

*This book's ancient leather cover is emblazoned with a simplified winged eye.*

**Protection** Average lock with *arcane lock* (DC 35) and *explosive runes* (Reflex DC 16)

**Value** 7,030 gp (10,030 gp with preparation ritual)

#### SPELLS

8th—*dimensional lock*, *iron body*

7th—*Aroden's magic army\**, *delayed blast fireball*, *instant summons*, *limited wish*

6th—*antimagic field*, *Last Azlanti's defending sword\**, *mass human potential\**, *transformation*

5th—*banishing blade\**, *cone of cold*, *fabricate*, *greater guardian monument\**

4th—*dimensional anchor*, *fear*, *locate creature*, *resilient sphere*

3rd—*daylight*, *dispel magic*, *fireball*, *greater magic weapon*

2nd—*continual flame*, *false life*, *human potential\**, *whispering wind*

1st—*alarm*, *anticipate peril*<sup>UM</sup>, *expeditious construction\**, *floating disk*, *hold portal*, *magic missile*, *protection from chaos*, *unseen servant*

#### PREPARATION RITUAL

**Efficient Creator (Su)** You can spend this boon to use the magic item creation rules to create items with the Craft skill for one day. When doing this, your material costs are equal to half the final value of the item crafted (rather than the normal 1/3 of the cost for using the Craft skill). You can craft items with a cost greater than 1,000 gp by expending this boon over successive days, in the same way magic items with a cost over 1,000 gp can be crafted over

multiple days. You otherwise follow all the rules and options for magic item creations.

## SPELLS

The following spells are often included in the Analects of Aroden, and some are believed to have been invented by the Last Azlanti himself. Clerics and warpriests of Iomedae and Milani can prepare *Aroden's spellsword* as a 3rd-level spell, and *banishing blade* as a 5th-level spell. Clerics of Iomedae and Milani can prepare *Aroden's magic army* as an 8th-level spell.

### ARODEN'S MAGIC ARMY

**School** transmutation; **Level** shaman 8, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** long (400 ft. + 40 ft./level)

**Targets** weapons carried by allies

**Duration** 1 hour/level

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

You imbue all manufactured weapons carried by allies within range with magic, granting each weapon a +1 enhancement bonus on attack rolls and damage rolls per 5 caster levels (maximum +4).

### ARODEN'S SPELLSWORD

**School** transmutation; **Level** bard 4, bloodrager 4, magus 3, occultist 4, sorcerer/wizard 3, witch 4

**Casting Time** 1 round

**Components** V, S, F (a magic rod or staff)

**Range** touch

**Effect** one melee weapon sized appropriately for you

**Duration** 10 minutes/level

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

When you cast this spell on a weapon, you cause an extradimensional space to open within the weapon. As part of the casting, you can insert a single magic rod or magic staff into the weapon's extradimensional space, after which the space closes. For the spell's duration, a character wielding the transmuted weapon is also considered to be wielding the rod or staff as well. If the rod or staff can be used to make attacks, you can attack normally with the weapon or use the weapon as if it were the merged rod or staff. If the effect created by the rod or staff requires an attack roll to successfully strike a foe, you can make the attack roll as if you were making an attack with the weapon at its highest bonus (including any bonuses the weapon would normally receive) rather than just a normal attack with the rod or staff—doing so does not allow you to add the weapon's damage to the attack, but instead allows you to use your skill with the weapon to boost your chance of hitting with the rod or staff's attack, spell, or effect.

At the end of the spell's duration, the merged rod or staff is ejected from the weapon. If you have a free hand, you can catch the rod or staff as a free action; otherwise, it drops to the ground.

If the merged weapon is broken or destroyed during the duration of *Aroden's spellsword*, the merged rod or staff is similarly broken or destroyed.

### BANISHING BLADE

**School** abjuration; **Level** antipaladin 4, bloodrager 4, inquisitor 5, magus 5, medium 4, paladin 4, shaman 5, sorcerer/wizard 5, spiritualist 5, summoner 5

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one melee weapon

**Duration** 1 round/level or until discharged

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

You imbue a weapon with the power to drive foes back. The first time each round the weapon strikes a creature, the weapon attempts a free bull rush combat maneuver check against that creature. This does not provoke attacks of opportunity. The combat maneuver for the bull rush is equal to 1d20 + your caster level. You do not have to move to push creatures more than 5 feet with this bull rush. If a creature you strike has spell resistance, you must attempt a caster level check to overcome its spell resistance the first time you strike it. If you fail, that creature is immune to the effects of this casting of *banishing blade*.

The first time each extraplanar creature whose Hit Dice don't exceed your caster level is driven back at least 10 feet by this spell, it must attempt a Will save. If it fails, it is sent back to its home plane. Whether it succeeds or fails, that creature is staggered for 1 round and *banishing blade's* duration ends.

### CREATE ARMAMENTS

**School** conjuration (creation); **Level** bard 4, medium 4, psychic 4, sorcerer/wizard 4, spiritualist 3, witch 4

**Casting Time** 1 minute

**Components** V, S, M (diamonds worth price of arms to be created)

**Range** 0 ft.

**Effect** one nonmagical weapon, shield, or set of armor

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You create one nonmagical weapon, shield, or set of armor. To determine whether the item functions as intended, you must attempt an appropriate Craft check with the DC required to create the item normally. If you fail, the item is created with the broken condition. You can create items made of rare or unusual materials if you include a bit of that material as an additional material component when you cast the spell, but cannot create cold iron items with this spell.

### EXPEDITIOUS CONSTRUCTION

**School** conjuration (creation) [earth]; **Level** druid 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a handful of earth or stone)

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

**Effect** a low wall 10 feet long per 3 levels (minimum 10 feet) (S)

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You create a low wall or other simple structure of packed earth or loose stone measuring 3 feet thick, 3 feet tall, and 10 feet long per 3 caster levels you possess (minimum 10 feet). Each square of the structure can appear only in unoccupied spaces atop earthen or stone surfaces able to support it. The wall grants cover as per a low wall and can be climbed with a successful DC 5 Climb check. Large and larger creatures don't need to attempt a Climb check to climb over it.

At your discretion, you can make the structure half as long but thicker by forming it into a berm consisting of a steep slope on each side. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter a square of steep slope. Characters running or charging downhill (moving to an adjacent square

of lower elevation) must attempt a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters attempt a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

### FORCE SWORD

**School** evocation [force]; **Level** bloodrager 2, magus 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** 0 ft.

**Effect** one sword-shaped weapon of force

**Duration** 1 minute/level

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

You create a +1 *longsword* of pure force sized appropriately for you that you can wield or give to another creature like any other longsword. At 8th level, the sword functions as a +2 *longsword*. At 13th level, it functions as a +3 *longsword*. A *force sword* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

If a creature you attack with the sword has spell resistance, you must attempt a caster level check (1d20 + your caster level) against that spell resistance the first time the *force sword* strikes it. If you fail the check, the spell is dispelled. If you succeed, the weapon has its normal full effect on that creature for the duration of the spell.

### GRAND DESTINY

**School** enchantment (compulsion) [mind-affecting]; **Level** alchemist 5, bard 4, medium 4, mesmerist 5, sorcerer/wizard 5, summoner 5

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one willing creature

**Duration** 10 minutes/level or until discharged

**Saving Throw** none (harmless); **Spell Resistance** yes (harmless)

You inspire the target with the power to seize a grand destiny. The target gains a +4 competence bonus that it can choose to apply before rolling any attack roll, caster level check, saving throw, or skill check. The spell ends once the bonus has been applied to two rolls. At 12th level and 15th level, the bonus can be applied an additional time before the spell is discharged. A subject can be under the effect of only one *grand destiny* spell at a time.

### GUARDIAN MONUMENT, LESSER

**School** abjuration; **Level** bard 3, inquisitor 3, magus 3, occultist 3, paladin 3, psychic 3, shaman 4, sorcerer/wizard 3, witch 3

**Casting Time** 1 full round

**Components** V, S, F (an unattended, nonmagical object)

**Range** touch



**Area** 40-ft. radius from touched object or 60-ft. radius from touched object; see text

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes  
You touch an unattended, nonmagical object to create a touchstone for humans defending the area. Such human defenders are protected by a shimmering aura as long as they are in the area. The spell grants each subject damage reduction 2/magic. Humans who leave the area and reenter regain the damage reduction. The spell is suppressed if the object is moved from its place, but resumes if the object is put back. Its duration continues to elapse while it is suppressed this way.

Normally, the area of effect is 40 feet from the touched object. If the touched object is a monument to human achievement, the area increases to a 60-foot radius.

### GUARDIAN MONUMENT, GREATER

**School** abjuration; **Level** bard 5, inquisitor 5, occultist 5, psychic 5, sorcerer/wizard 5, witch 5

This spell functions as *lesser guardian monument*, except it grants DR 4/magic.

### HUMAN POTENTIAL

**School** transmutation; **Level** alchemist 2, bard 2, medium 2, psychic 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a human hair)

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes  
The target shares in humanity's great potential as encouraged by Aroden. The target chooses one ability score and gains a +2 enhancement bonus to that ability score. The bonus confers the usual benefit to skills and abilities based on the ability enhanced, but does not affect bonus spells or skill ranks.

### HUMAN POTENTIAL, MASS

**School** transmutation; **Level** bard 6, psychic 6, sorcerer/wizard 6, summoner 6

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

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

This spell functions like *human potential*, except it affects multiple creatures. Each target can choose a different ability score to be enhanced by this spell.

### LAST AZLANTI'S DEFENDING SWORD

**School** evocation [force]; **Level** magus 6, occultist 6, psychic 7, sorcerer/wizard 6

**Casting Time** 1 standard action

You create a sword of force that functions as *mage's sword* except as described here. The sword does not receive the additional +3 enhancement bonus a *mage's sword* receives, and deals 3d6 points of force damage. You cannot command the sword. Until the sword is triggered, it hovers in your space without interfering with

your actions. While hovering in this way, the sword attempts to defend you from incoming attacks, granting you a +4 shield bonus to your AC. The first time a foe within close range damages you or forces you to attempt a saving throw that you fail, the sword is triggered and begins attacking that target as described in *mage's sword* for the duration of the spell. This ends the shield bonus. You cannot direct the sword to defend against a new target once it has begun to attack. If its target moves beyond the sword's range, the sword returns to you and hovers until the target is again within range. The sword's return does not restore the spell's shield bonus to AC.

### LAST AZLANTI'S DEFENDING SWORD, MASS

**School** evocation [force]; **Level** sorcerer/wizard 9

**Effects** up to one sword per 3 levels

This spell functions as *Aroden's defending sword*, except you can create one sword per 5 caster levels, each of which must defend a different creature within range.

### LINKED LEGACY

**School** divination; **Level** bard 1, medium 1, mesmerist 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 round

**Components** V, S

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

**Targets** two willing creatures plus another creature per 6 levels, no two of which can be more than 30 feet apart

**Duration** 10 minutes/level

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

This spell helps build community and ensure a shared vision for the future. When any of the affected creatures succeeds at a Knowledge check to answer a question within its field of study or identify a monster and its special powers or vulnerabilities, as a free action the affected creature can share any information gained automatically with all targets of the spell. If any of the targets move out of the spell's range, the spell ceases to function for all of them until they are all within close range of you again.

### SPLINTER SPELL RESISTANCE

**School** transmutation; **Level** bloodrager 2, magus 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Targets** melee or thrown weapon or up to 50 pieces of ammunition touched

**Duration** 1 minute/level

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

You create an aura around the target weapon that weakens a foe's magical defenses. The first time each round the weapon damages a creature with spell resistance, that creature's spell resistance is reduced by 5 for 1 round. This reduction is not cumulative for multiple attacks within the same round, even if the target is struck by different weapons, each affected by a different casting of *splinter spell resistance*. However, the same creature's spell resistance can be reduced on multiple rounds by subsequent hits.

## WINGED SWORD

**School** transmutation; **Level** bloodrager 2, inquisitor 3, magus 2, occultist 2, paladin 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one melee weapon

**Duration** 10 minutes/level

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

The weapon targeted by this spell grows small feathered wings. For the duration of the spell, the weapon acts as if it had the *throwing* weapon special ability. This spell can be used in place of *magic stone* as a prerequisite for the *throwing* weapon special ability.

## TRAITS

The following traits are common among the few remaining followers of Aroden, especially in Absalom, Varisia, and Sargava. They are also appropriate for adventurers from lands that still feel Aroden's teachings, such as Andoran, Taldor, and old-fashioned parts of Cheliax.



**Arodenite Historian (Social):** You believe there is much useful information to glean from the mark Aroden left on history, and learn all you can about his exploits and teachings. This has given you significant insights on how different kinds of information are interconnected. If you fail a Knowledge (arcana, history, or religion) check, you can reroll the check 1 round later using your bonus for one of the other two skills.

**Arodenite Sword Training (Combat):** Your family has passed down training in Aroden's favored weapon, even though the god no longer answers their prayers. You are proficient with the longsword. If your class grants longsword proficiency as well, you gain a +1 trait bonus on attacks of opportunity with longswords.

**Founders' Heritage (Social):** You can trace your family line back to one of the founding families of Absalom that was called by Aroden to aid him in establishing the city because of their vision and potential. You gain a +1 trait bonus on Charisma-based skill checks to influence citizens of Absalom.

**Reassuring Advice (Social):** You've studied the speeches and writings of a leader or thinker who served as a reassuring voice in her community in the turbulent times after Aroden died, painfully learning which portions of Aroden's advice no longer applied and what of his writings could still be usefully applied. Once per day, you can speak Aroden's words of encouragement to grant any human a +1 insight bonus on any attack roll, saving throw, or skill check of his choice within the following hour. The choice to use the insight bonus must be made before the related roll is made.

**Scholar of the Analects (Magic):** You studied various Analects of Aroden from a young age and became skilled at using magic written by others. You can cast *read magic* as a spell-like ability three times per day, using your character level as your caster level.

**Siege Defender (Combat):** Aroden taught the people of Absalom to survive any siege with proper preparation and cooperation, and those teachings were passed on to you. You gain a +1 trait bonus on melee damage rolls when you attack a target from higher ground.

**Stabbing Spells (Magic):** Aroden wrote much about ways to use weapons to enhance magic's effectiveness, and you have taken to heart the insights gleaned from his words. Whenever you strike a foe with a weapon, you gain a +2 trait bonus on caster level checks to overcome that foe's spell resistance until the end of your next turn.

## ARCHETYPES

The following archetypes are most common among those who have studied the Analects of Aroden.

### CHILD OF ACAVNA AND AMAZNEN (FIGHTER)

The child of Acavna and Amaznen has trained in the nearly forgotten arts of Azlant passed down by Aroden, which combine martial prowess with elementary wizardry. Inspired by the deities Aroden once worshiped long ago,

children of Acavna and Amaznen strive to understand the dangers of the world and overcome them with knowledge and strength of arms.

**Weapon and Armor Proficiency:** A child of Acavna and Amaznen is not proficient with two-handed martial weapons or tower shields. This alters the fighter's weapon and armor proficiency.

**Eldritch Lore:** A child of Acavna and Amaznen gains 4 skill ranks + a number of skill ranks equal to her Intelligence modifier at each level, instead of the normal 2 skill ranks + her Intelligence modifier at each level. Furthermore, Knowledge (arcana, religion), Linguistics, and Spellcraft are all class skills for the child of Acavna and Amaznen. This alters the fighter's skills and replaces the bonus fighter combat feat gained at 1st level.

**Lore of Acavna and Amaznen (Ex):** At 2nd level, a child of Acavna and Amaznen is further initiated into the arcane secrets passed down from Azlant. This gives her minor spellcasting abilities and access to lore collected to give her an edge against the enemies of humanity.

The child of Acavna and Amaznen gains a spellbook containing 4 0-level wizard spells of her choice. She can prepare and cast these spells as a wizard, using her fighter level as her caster level. She can prepare a number of 0-level spells each day equal to 1 + 1 per 6 fighter levels.

She also gains a +2 bonus on Knowledge checks relating to Azlant and the Azlanti, and on Knowledge checks to identify and learn the powers and weaknesses of aboleths, demons, serpentfolk, and undead.

This ability replaces the bonus feat gained at 2nd level.

**Eldritch Armor Training (Ex):** At 3rd level, a child of Acavna and Amaznen gains eldritch armor training. This functions as armor training, except as a swift action she can also reduce the arcane spell failure chance due to armor she is wearing by 15% for any spells she casts this round. This reduction increases to 20% at 7th level, 25% at 11th level, and 30% at 15th level. In addition, if she has Arcane Armor Training or Arcane Armor Mastery, rather than having their normal effects, each of those feats increases the arcane spell failure reduction of her eldritch armor training by 10%. This ability modifies armor training.

**Spells:** Starting at 5th level, the spellcasting ability of a child of Acavna and Amaznen increases to allow her to cast a limited number of spells drawn from the bloodrager spell list (*Pathfinder RPG Advanced Class Guide* 22). She automatically adds to her spellbook a number of 1st-level bloodrager spells equal to 3 + her Intelligence modifier. Her caster level for these spells is equal to her fighter level, and the bloodrager class spell list is considered to be her class spell list for the purposes of meeting prerequisites and using magic items.

She uses the ranger's spells per day, but uses her Intelligence score to determine her bonus spells and spell saving throw DCs, just as a wizard does. She does not gain any other wizard abilities, such as an arcane bond or school. Each time she attains a new fighter level, she gains one

bloodrager spell of her choice to add to her spellbook. The free spells must be of spell levels she can cast. She otherwise follows the rules for a wizard regarding her spellbook and learning or preparing spells.

This replaces all weapon training and the bonus feats gained at 8th, 12th, 16th, and 20th level.

## SWORD BINDER (WIZARD)

Sword binders follow a tradition of martial wizards who often worked with the Church of Aroden and the crowns of Taldor and then Cheliox. Once common in Absalom, Cheliox, and Taldor, where they were frequently battlefield commanders, historians, and expedition leaders, they have become much rarer over the past century.

**Arcane Bond:** A sword binder must choose a sword as his bonded item. He gains proficiency with it. This alters arcane bond.

**Sword of the Mage (Su):** A sword binder can send his bound sword to strike his foes. He gains the hand of the apprentice ability of the universalist school, but can use that ability only with his bound sword. His range with the ability is close (25 feet + 5 feet per 2 wizard levels he possesses), and he can use it a number of times per day equal to 3 + his Intelligence modifier + 1/2 his level.

At 5th level, whenever the sword binder casts a spell with a range of touch from the wizard spell list, he can use his bonded sword to deliver the touch attack, including expending a daily use of hand of the apprentice to make the touch attack at range. This occurs as part of the same action as casting the spell. He gains all the attack bonuses that apply to his sword (including enhancement bonuses and relevant feats), but does not add his sword's damage or effects to the touch spell.

At 8th level, when a sword binder casts a ranged touch spell or activates this ability to cast a touch spell through it, he can send his bound sword to deliver the spell and strike the target in one motion. Rather than a touch attack, he makes a ranged attack with the sword. If the sword hits, it deals normal weapon damage for hand of the apprentice and the spell automatically hits that target. If the sword misses, the spell lingers on the weapon and the sword binder can attempt to deliver the spell again by activating this ability as a standard action. If the sword binder drops or sheaths the weapon with the spell's charge still held, the charge dissipates to no effect.

This ability replaces arcane school and bonus school spell slots.

**Telekinetic Sword (Sp):** At 10th level, a sword binder can control his bound sword (and only his sword) as per the sustained force option of *telekinesis*. While the sword is flying in this way, the sword binder can monitor the area around the sword with *clairaudience/clairvoyance* as a swift action. This ability can be used once per day at 10th level, and an additional time per day at 15th level and again at 20th level. This ability can be used for 2 rounds per sword binder level each day. This ability replaces the 10th level bonus feat.

# WISDOM OF JATEMBE

Bound in elaborately decorated leather, the *Wisdom of Jatembe* is the collective works and teachings of one of the oldest and most influential casters ever to grace the Inner Sea region. Old-Mage Jatembe was a champion of righteousness and enlightenment during the Age of Anguish, when knowledge of wizardry was at risk of being lost in the wake of Earthfall and the subsequent Age of Darkness, and civilization itself struggled to survive. Countless stories and legends are told of Jatembe and his Ten Magic Warriors, including their dealings with angels, gods, and demons, as well as their numerous triumphs over the wicked. Before disappearing, Jatembe left many of his original spellbooks and volumes of notes and research with the academy he founded, the Magaambya, from which all copies of the *Wisdom of Jatembe* are derived.

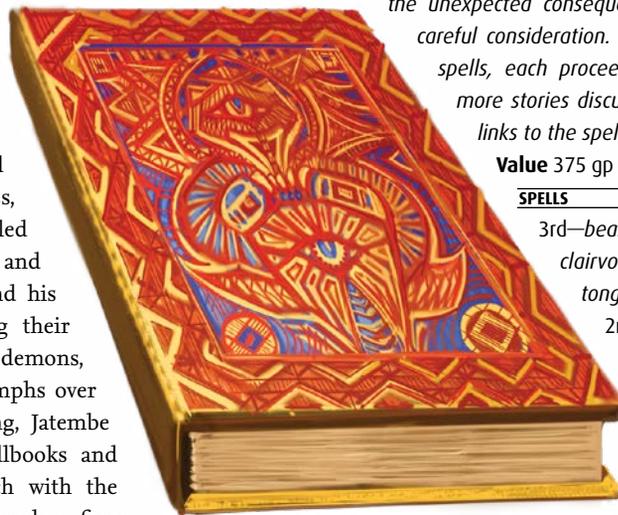
Tradition mandates that the *Wisdom of Jatembe* be bound in the cured hide of a dangerous jungle animal that has been ritualistically prepared and dosed with holy water; only then are the book's material trappings deemed worthy of containing Old-Mage Jatembe's wisdom. In addition to the myriad of useful spells focused on enlightenment, smiting the wicked, and communing with the planes, each copy of the *Wisdom of Jatembe* is filled with notes and paraphrases of Jatembe's teachings and musings, each of which stresses the inherent similarities between arcane and divine magic, claiming that magic is magic, no matter the source. The spellbook also includes numerous essays, folk tales, and tall tales about Old-Mage Jatembe and his life that provide allegories for solving difficult problems and leading a fulfilling life.

## SPELLBOOKS

Below are three versions of the *Wisdom of Jatembe*, as available for students of various ranks within the Magaambya. Advanced scholars often craft these spellbooks themselves as part of their training, and increasing levels of respect and deference are given to those who successfully complete each of the editions. Many students of the Magaambya keep their lesser editions of the *Wisdom of Jatembe* only until they find a struggling spellcaster who might benefit from such a book, at which point they give away the spellbooks to emulate the way Old-Mage Jatembe freely shared his teachings and the fruits of his research. Spells marked with an asterisk (\*) are described in the Spells section, which begins on page 13.

### THREE WARRIORS EDITION (LEVEL 5 DIVINER)

*Well-tanned leather binds this sturdy spellbook, with a copper*



*plate of a stylized animal head bolted to the front cover. A foreword filling the first several pages of this book is addressed to "young students of the Magaambya," and offers warnings about the unexpected consequences of using spells without careful consideration. The rest of the book contains spells, each preceded and followed by one or more stories discussing situations with thematic links to the spell.*

**Value** 375 gp (875 gp with preparation ritual)

#### SPELLS

3rd—*beast shape I, clairaudience/clairvoyance, planar inquiry\**,  
tongues

2nd—*alter self, detect thoughts, locate object, obscure object, see invisibility*

1st—*celestial healing\**,  
*comprehend languages, detect undead, endure elements, heightened*

*awareness<sup>ACG</sup>, hydraulic push<sup>APG</sup>, identify, obscuring mist*

#### PREPARATION RITUAL

**Eyes of Jatembe (Su)** Several of the stories within this spellbook suggest ways to take what information you have and use it to infer the answers to questions for which you don't have proven solutions. Spend this boon when you cast a divination spell to increase the spell's caster level by +2.

### SIX WARRIORS EDITION (LEVEL 11 DIVINER)

*This book is bound in thick, rough rawhide. Several cloth ribbons are attached to the spine and used as bookmarks, each with a yellowed tooth tied to the loose end. Two silver plates are bound to the spine, each depicting the stylized face of a different beast. The spells and stories recorded throughout the book are each written in a different handwriting, ranging from neat block script to wild looping letters that are difficult to read at first glance.*

**Value** 4,725 gp (6,025 gp with preparation ritual)

#### SPELLS

6th—*chain lightning, contagious flames<sup>APG</sup>, Jatembe's ire\**,  
*legend lore, planar binding*

5th—*dismissal, lesser planar binding, overland flight, polymorph, sending, summon monster V, telepathic bond*

4th—*black tentacles, dimensional anchor, greater celestial healing\**, *wall of fire*

3rd—*dispel magic, haste, planar inquiry\**, *stinking cloud*

2nd—*blindness/deafness, mirror image, spectral hand*

1st—*celestial healing\**, *magic missile, shocking grasp, true strike*

#### PREPARATION RITUAL

**Jatembe's Vindication (Su)** The Old-Mage's teachings are a call to arms for all good spellcasters, stressing the importance of using one's talents altruistically and philanthropically, and his teachings foster the power of good in even the most apathetic heart. Expend this boon when you cast a spell that targets

one or more creatures. The spell gains the good descriptor as well as a +2 sacred bonus on caster level checks to overcome the spell resistance of evil creatures. An evil creature cannot use this preparation ritual.

## NINE WARRIORS EDITION (LEVEL 17 DIVINER)

The cover of this thick tome a patchwork of sections of different hides, whose colors and textures form a stylized depiction of an animal face.

**Value** 13,415 gp (38,415 gp with preparation ritual)

### SPELLS

9th—*gate, mage's disjunction, meteor swarm, time stop*

8th—*maze, polymorph any object, power word stun, summon monster VIII*

7th—*forcecage, mage's sword, mass invisibility, summon monster VII*

6th—*chain lightning, globe of invulnerability, Jatembe's ire<sup>\*</sup>, legend lore, mislead, summon monster VI, true seeing*

5th—*baleful polymorph, cloudkill, communal stonesskin<sup>uc</sup>, cone of cold, mage's faithful hound, overland flight*

4th—*communal protection from energy<sup>uc</sup>, dimension door, enervation, greater celestial healing<sup>\*</sup>, mass enlarge person, wall of fire*

3rd—*communal resist energy<sup>uc</sup>, fireball, haste, lightning bolt, planar inquiry<sup>\*</sup>*

2nd—*blur, communal protection from evil, glitterdust, mirror image*

1st—*celestial healing<sup>\*</sup>, expeditious retreat, feather fall, magic missile, obscuring mist, true strike*

### PREPARATION RITUAL

**Secrets of Jatembe (Su)** This edition of the *Wisdom of Jatembe* includes a number of unique rituals and philosophical notes supposedly written by the Old-Mage himself. These secrets allow you to prepare one of the following spells as an arcane spell 1 level higher than its druid spell level: *barkskin, call lightning, cyclic reincarnation<sup>\*</sup>, entangle, forest friend<sup>uc</sup>, lesser restoration, plant growth, speak with animals, and speak with plants*. At the GM's discretion, additional spells of 6th level or lower from the druid spell list may be available through the preparation rituals of specific copies of this book (which increases the spellbook's price by twice the cost of adding a wizard spell of the same level to the spellbook).

## SPELLS

The Magaambya considers the following spells to be treasures of arcane knowledge and lore dating back to Jatembe, spells that best epitomize the wisdom and values of the Old-Mage. Despite originating from Jatembe's brilliance, nearly all of the spells listed below see wider use throughout the Inner Sea region; in the countless centuries since the Old-Mage gifted his spellbooks to the Magaambya and departed the Inner Sea region, many of his secrets have spread across Golarion. While spellcasters of Garund generally recognize these spells as products of the Magaambya, wizards from other lands often have no idea of the spells' special origins, or why students of the Magaambya consider misuse of the

spells an insult to the legacy of Jatembe's struggle to preserve knowledge and civilization.

## CELESTIAL HEALING

**School** conjuration (healing) [good]; **Level** bloodrager 1, cleric 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 round

**Components** V, S, M (1 drop of blood from a good outsider or 1 dose of holy water)

**Range** touch

**Target** creature touched

**Duration** 1 round/2 levels

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

You anoint a wounded creature with the blood of an outsider with the good subtype (such as an angel) or holy water, giving it fast healing 1. The target radiates the aura of a good creature for the duration of the spell and can sense the righteousness of the magic, though this has no long-term effect on the target's alignment. If the target has its own evil aura, this is not suppressed by celestial healing, and can also be detected normally.

## CELESTIAL HEALING, GREATER

**School** conjuration (healing) [good]; **Level** bloodrager 4, cleric 4, magus 4, sorcerer/wizard 4, summoner 4, witch 4

As per *celestial healing*, except the target gains fast healing 4 and the target radiates the aura of a good cleric.

## CYCLIC REINCARNATION

**School** transmutation; **Level** druid 6

**Components** V, S, M, DF (oils worth 5,000 gp)

This spell allows a dead creature that died no more than 1 year before the casting of the spell to return to life in a body that closely resembles its original body; it functions as *reincarnate* except as noted. *Cyclic reincarnation* returns the dead creature to life in a new body of the same race that the target belonged to in life, and the new body appears physically similar to the creature's previous one, to the extent that the creature could be easily mistaken for its own offspring or kin. If the affected creature isn't a humanoid, there is a 75% chance that the creature returns to life as a youth of its race, gaining the young creature simple template instead (or becomes a juvenile, in the case of dragons and other creatures whose power is determined by their age category).

You can use *cyclic reincarnation* on someone who was killed by a death effect or turned into an undead creature and then destroyed, but nonhumanoids so restored always return to life with the young creature simple template (or as a juvenile, in the case of creatures whose power is determined by their age category).

## JATEMBE'S IRE

**School** transmutation [good]; **Level** druid 6, sorcerer/wizard 6

**Area** 120-ft.-radius spread

The scholars of the Magaambya claim that Old-Mage Jatembe developed this spell to help eradicate the lost city of Ird, although such claims have never been confirmed. This spell causes tall grass, weeds, and other plants to swell into Gargantuan vines

and tendrils that erupt from the ground, reaching for any structure or any creature of evil alignment, functioning like *black tentacles* except as noted. When you are determining the tendrils' CMB, the tendrils use your caster level as their base attack bonus and have a +13 bonus due to their Strength. Any tendril that succeeds in grappling a foe deals 4d6+13 points of damage to the grappled creature. Additionally, the tendrils created by this spell can detect evil auras, as if they had spent 3 rounds observing all creatures and objects within the spell's area using *detect evil*, and attack and impede the movement of only evil creatures, though they also attack any structures in their area. Each structure suffers a single attack each round; your caster level acts as the base attack bonus for these attacks, and the tendrils deal 4d6+13 points of damage on each successful attack. Creatures that lack evil auras are not attacked or impeded by this spell.

#### MASK FROM DIVINATION

**School** divination; **Level** alchemist 5, bloodrager 4, magus 5, shaman 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, F (an eyeless mask), M (diamond dust worth 200 gp)

**Range** touch

**Target** creature touched

**Duration** 24 hours

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

As part of the action used to cast this spell, you place the mask used as its focus component on the target's face, after which it adheres tightly to the target for the spell's duration and cannot be removed by physical force. Despite lacking eyes, this mask does not impair its wearer's vision in any way. While in effect, this spell functions like *nondetection*, except it also foils divination spells that attempt to gather information about the creature, even if they don't target it. In the case of divination spells that would normally reveal the wearer's presence, such as *see invisibility*, the spell works but the wearer simply isn't detected if the caster fails its caster level check. Likewise, scrying attempts that are targeted specifically at the wearer do not work at all if the caster fails its caster level check. In addition, the DCs of all skill checks to learn about the wearer or identify the wearer and its strengths and weaknesses—including Diplomacy checks to gather information, Knowledge checks, and opposed Perception checks against the target's Disguise checks—increase by 4.

The mask cannot be removed for the duration of the spell, and the fact that the target is wearing the focus mask cannot be hidden in any way from creatures that observe the target.

#### PLANAR INQUIRY

**School** conjuration (calling); **Level** cleric 3, druid 3, inquisitor 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3

**Components** V, S, M (offerings worth 100 gp per HD of creature called)

**Effect** one called outsider that answers questions

**Duration** instantaneous; see text

Although he was hardly the first to turn to the Outer Planes for answers, Jatembe's dealings with outsiders in his pursuit of enlightenment are legendary, and the Magaambya credits the Old-Mage with the creation of this spell.

When cast, this spell calls a creature from another plane to your precise location, functioning like *lesser planar ally* except as noted. When you call a creature using *planar inquiry*, the only task that you can ask of the creature is for it to answer questions or gather information regarding a specific topic (a person, a place, or a thing). After hearing your request, if the creature has an appropriate Knowledge skill it can attempt a check to provide the information it has. If it lacks such a skill, the called creature leaves for 1d4 hours to gather this information. Upon its return, you roll 1d20 plus your caster level and use the result to determine what information the creature has gathered about the subject (as if using Diplomacy). The called creature stays for up to 10 minutes as it relays this information to you, after which it departs to its home plane. If the creature is attacked or damaged at any time during the spell's duration, the spell ends and the creature returns to the plane from which you summoned it.

When you cast this spell, you can choose a specific kind of outsider to call, even calling an individual creature by name. The kind of outsider called doesn't alter the effects of the spell, but when you use *planar inquiry* to summon a creature with an alignment or elemental subtype, it is a spell of that type. You cannot call an outsider whose Hit Dice exceed your caster level (maximum 18 HD) and you cannot use this spell to contact a unique outsider (such as a deity's herald) or an outsider with mythic ranks.

## FEATS

The following new feats have strong connections to Old-Mage Jatembe, be they ancient secrets that utilize his philosophies or powerful techniques first created for his Ten Magic Warriors.

### EXTRA SPONTANEOUS SPELL MASTERY

You are able to spontaneously cast spells that you have mastered more frequently than your peers.

**Prerequisite:** Magaambyan arcanist<sup>POP</sup> spontaneous spell mastery class feature.

**Benefit:** You gain 1 additional use of your spontaneous spell mastery ability per day.

**Special:** You can take this feat multiple times.

### MASK FOCUS

You can use your mask as an additional focus for your arcane spells, enhancing their power.

**Prerequisites:** Extend Spell, Nameless One, ability to cast 3rd-level arcane spells.

**Benefit:** While benefiting from the Nameless One feat (see below), the mask that you wear in order to gain the benefits of that feat satisfies the focus component of any spell you cast that requires a mask, such as *eyeless vision*. In addition, once per day you can apply the Extend Spell metamagic feat to an arcane spell without increasing the spell's level by adding your mask as a focus component. When Extend Spell

is applied in this manner, its increase to duration applies only to effects that target you; other creatures use the spell's normal duration. For example, if you use this ability on the *haste* spell, the spell's effects last twice as long for you, but not for any other creature that you target with the spell.

## MASKED BY FEAR

You embody all that you fear while wearing your mask, rendering you untouched by doubt.

**Prerequisites:** Nameless One; base Will save bonus +6 or bravery class feature.

**Benefit:** By donning a mask etched with your greatest terrors and forgoing your identity in favor of a title that evokes what you most dread, you are able to eschew fear completely. While benefiting from the Nameless One feat, when you suffer the cowering, frightened, or panicked condition, that condition causes you to act as if shaken instead of imposing its normal effects. In addition, whenever you attempt a skill check (normally Intimidate) to demoralize an opponent, you gain a +3 bonus on the check.

## MASKED INTENT

Your masked face makes your intentions nearly impossible to discern.

**Prerequisite:** Nameless One.

**Benefit:** While benefiting from the Nameless One feat, your intentions become especially difficult to read. You gain a +4 circumstance bonus on opposed Bluff checks, and increase the DC by 4 to gather information about you using Diplomacy, to answer questions about you or your weaknesses or abilities using the appropriate Knowledge skill, or to identify any spells or spell-like abilities that you cast using Spellcraft. If you have 10 or more ranks in any of these skills, the bonus for that skill increases to +8.

## NAMELESS ONE

You completely eschew your former identity, making you impossible to locate or even name.

**Benefit:** A character with this feat eschews all of her former identities, going as far as to render her former name completely inaccessible by mortal means. You perform an 8-hour ritual that requires the expenditure of 200 gp for rare oils, incense, and creation of a special mask. After this ritual, you forever lose all names and identities previously associated with you (including any identities that you gain from class abilities). You adopt a brief descriptive title in place of a new name. Your title must not reference the names of any people or places. (For example, you could adopt the title "Blue Fox" or "Night Stalker," but not the title "Chelish Avenger" or "Spirit of the Mwangi.")

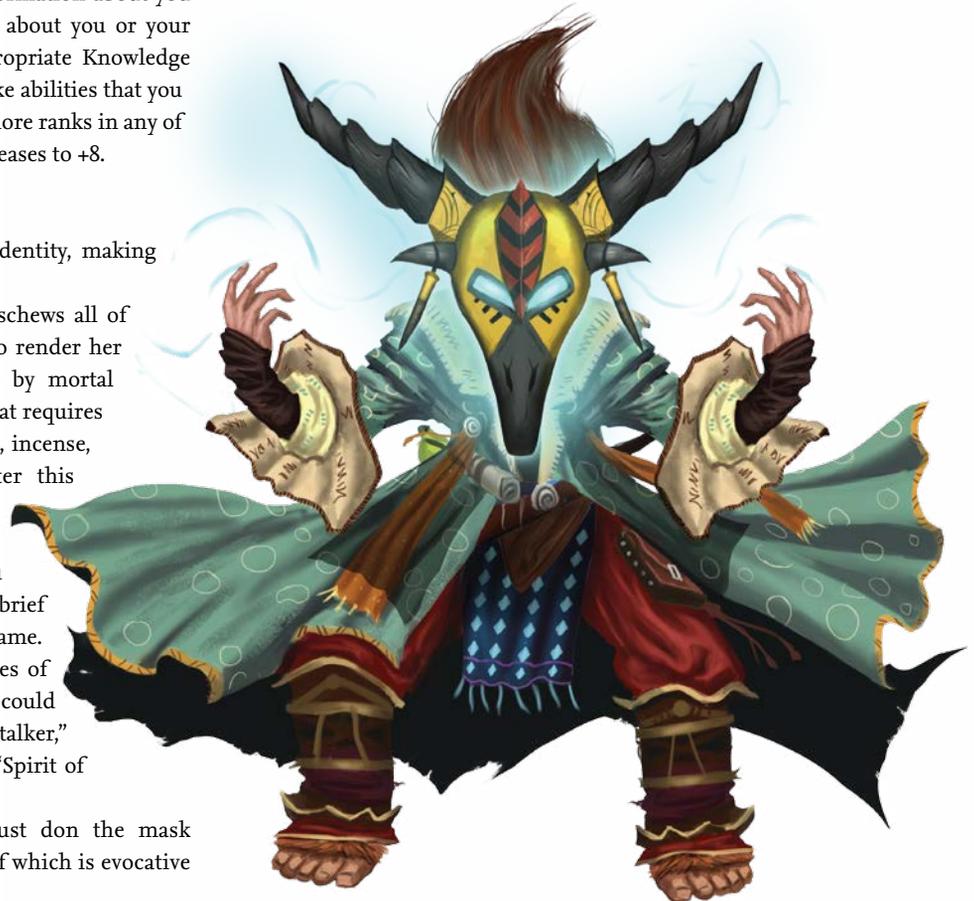
At the ritual's conclusion, you must don the mask created for the ritual, the appearance of which is evocative

of your title. While you're wearing this mask, any attempts to scry or otherwise locate any of your eschewed identities or connect you to those identities do not work, revealing nothing but darkness, as if you were an invalid target or did not exist. Successful Knowledge checks to identify you reveal your new title rather than any old identity, but can reveal your strengths and weaknesses normally.

As long as you wear the ritual mask and do not reveal your connection to any past identities, any attempt to scry on you independent of your eschewed identities requires a successful caster level check with a DC of 10 + your hit dice. In addition, you are immune to effects that require the use of your name, such as the *named bullet*<sup>UC</sup> spell. While benefiting from this feat, you cannot wear any magic items in the head slot, as the mask used by this effect effectively occupies this slot (though this benefit is not magical for the purpose of *dispel magic* and other effects). In addition, you cannot attempt to impersonate a specific individual by any means, magical or nonmagical. If you ever reveal or confirm your connection to your eschewed identities, you immediately lose the benefit of this feat and gain 1d4 permanent negative levels as your discarded identities return. You cannot regain the benefit of this feat or remove these negative levels until you atone (as per *atonement*, as if restoring a class feature).

## RITUAL MASK

You are able to use the mystic nature of your mask to enhance your occult powers.



**Prerequisites:** Nameless One, ability to cast one or more occult rituals (*Pathfinder RPG Occult Adventures* 208).

**Benefit:** While benefiting from the Nameless One feat, your masked identity affords you a greater spiritual connection when you act as the primary caster for an occult ritual you know. For any such occult ritual, you can attempt all required skill checks even if untrained in such a skill. If you are trained in such a skill, you instead gain a +3 bonus on your skill check.

In addition, if you have the spirit class feature (as per the shaman<sup>ACG</sup> class), you can use the ritualistic focus afforded by this feat to enhance your connection to any spirits with which you have communed. Once per day, when you use a supernatural ability granted to you by your spirit (such as a shaman spirit's hex or spirit abilities or a medium's spirit powers), you can increase your effective class level by 1 when determining the effects of that supernatural ability.

## ARCHETYPES

These new archetypes draw inspiration from the Old-Mage Jatembe's teachings and philosophies. Characters with these archetypes are often tied to the Mwangi Expanse due to the Old-Mage's history and influence there, especially at the Magaambya.

### ENLIGHTENED BLOODRAGER (BLOODRAGER)

Troubled by overwhelming rage and mystic forces beyond their comprehension, bloodragers have been traveling to the Magaambya for generations, seeking the peace and enlightenment promised by students of Old-Mage Jatembe. Many perish or succumb to their bloodlust well before arriving at the school, but those who survive that journey and dedicate themselves to Jatembe's teachings eventually learn to control their anger and suppress the worst influences of their bloodlines.

**Enlightened Spellcasting:** An enlightened bloodrager's sophisticated outlook allows him to cast an expanded array of spells. Instead of his normal spells per day and spells known for his bloodrager level, an enlightened bloodrager uses the spells per day from the medium class (*Pathfinder RPG Occult Adventures* 30). This grants him the ability to learn a number of o-level spells, which are cast like any other spells, but don't consume spell slots and can be used again.

The enlightened bloodrager adds all o-level spells from the sorcerer/wizard spell list to his bloodrager spell list. He also adds all druid spells of 4th level and lower (including o-level spells). If a spell appears on both the bloodrager spell list and the druid spell list, the enlightened bloodrager uses the lower of the two spell levels listed for the spell. The bloodrager treats any druid spells he takes with this ability as bloodrager spells for the purposes of other abilities (such as greater bloodrage).

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

This ability alters spellcasting and replaces the bloodline power gained at 1st level and all bonus spells gained as part of a bloodline.

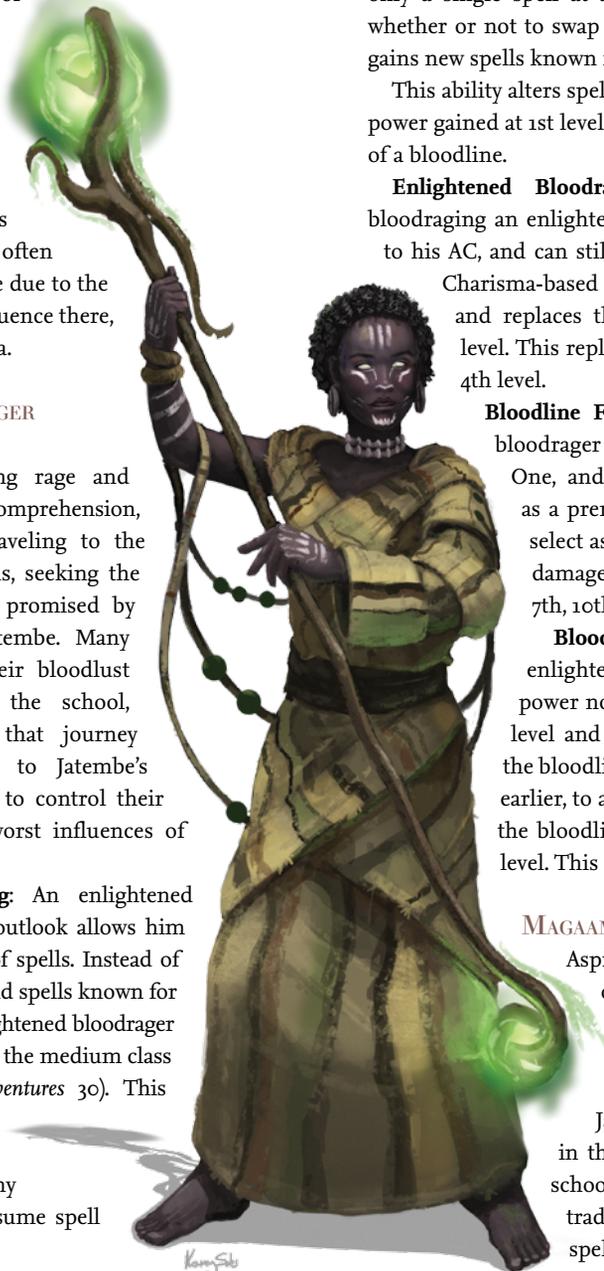
**Enlightened Bloodrage (Su):** At 4th level, while bloodraging an enlightened bloodrager takes no penalties to his AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability alters bloodrage and replaces the bloodline power gained at 1st level. This replaces the bloodline power gained at 4th level.

**Bloodline Feat:** At 6th level, an enlightened bloodrager adds Expanded Arcana<sup>APC</sup>, Nameless One, and all feats that list Nameless One as a prerequisite to the list of feats he can select as a bloodline feat. This replaces the damage reduction the bloodrager gains at 7th, 10th, 13th, 16th, and 19th levels.

**Bloodline Powers:** At 8th level, an enlightened bloodrager gains the bloodline power normally granted at 1st level. At 12th level and every 4 levels thereafter, he gains the bloodline power normally granted 8 levels earlier, to a maximum of gaining at 20th level the bloodline power normally gained at 12th level. This ability modifies bloodline power.

### MAGAAMBYAN INITIATE (ARCANIST)

Aspiring students of the Magaambya often spend decades researching arcane magic while learning to follow in the footsteps of the academy's founder, Old-Mage Jatembe. Those particularly gifted in the art of sculpting spells are often schooled privately in the art of learning traditional, esoteric, and righteous spells with the hopes that such



knowledge will pave the way for the initiate's acceptance into the school proper as a Magaambyan arcanist (*Pathfinder Campaign Setting: Paths of Prestige* 34).

Many Magaambyan initiates find themselves overwhelmed by the school's extensive records of evils throughout the world, and some initiates end up leaving the Magaambya before completing their training to oppose such evils.

**Alignment:** A Magaambyan initiate must be of a good alignment.

**Aura of Good (Ex):** The power of a Magaambyan initiate's aura of good (see the *detect good* spell; *Pathfinder RPG Core Rulebook* 267) is equal to her class level.

**Halcyon Spell Lore (Su):** A Magaambyan initiate's studies of the philanthropic teachings of Old-Mage Jatembe allow her to cast a limited number of spells per day beyond those that she could normally prepare ahead of time. At each class level, she chooses one spell from the druid spell list or one spell with the good descriptor from the cleric spell list. The spell must be of a spell level that she can cast. She cannot choose a spell with this ability that already appears on her arcanist spell list. At 1st level, a Magaambyan initiate can cast a spell that she has chosen with this ability by expending a number of points from her arcane reservoir equal to half the spell's level (minimum 1) to expend a spell slot of the spell's level to cast the spell as if it were on her spell list and prepared. Upon reaching 4th level and at every even-numbered arcanist level after that, a Magaambyan initiate can choose to lose a spell that she has chosen with this ability in exchange for a new spell that meets the same requirements of the same spell level. This ability replaces the arcanist exploits gained at 1st, 9th, and 17th levels.

**Spell Mastery:** At 5th level, a Magaambyan initiate gains Spell Mastery as a bonus feat. Her arcanist levels count as wizard levels for the purpose of satisfying Spell Mastery's prerequisites, both when selecting this bonus feat and when selecting feats gained from character advancement. If she uses her arcanist level to satisfy Spell Mastery's prerequisites, she can prepare spells selected with this feat as arcanist spells without referring to a spellbook, but not as wizard spells. The Magaambyan initiate may also choose to select Spell Mastery as a feat gained from character advancement, allowing her to select the feat multiple times.

In addition, if the Magaambyan initiate gains levels in the Magaambyan arcanist prestige class (*Paths of Prestige* 34), her prestige class levels stack with her arcanist levels for the purpose of determining the number of points in her arcane reservoir (though not the effectiveness of arcane exploits based on class level). A Magaambyan initiate who takes levels in Magaambyan arcanist and gains the spontaneous spell mastery class feature can use that ability to instantly lose one of her prepared spells and immediately prepare a different arcanist spell of the same level or lower that she has mastered with Spell Mastery, rather than spontaneous spell mastery's normal effect. She is still limited to the

same number of times per day she can use spontaneous spell mastery.

This ability replaces the exploit gained at 5th level.

## ARCANIST EXPLOITS

In the centuries since Old-Mage Jatembe's disappearance, arcanists of the Magaambya have turned his teachings into the following arcanist exploits, which are available to all arcanists.

**Arcane Discovery:** An arcanist who selects this arcanist exploit learns an arcane discovery (*Pathfinder RPG Ultimate Magic* 86). When she learns an arcane discovery, her level must be high enough for her to qualify for that discovery, using half her arcanist level as her wizard level to determine whether she qualifies. The effects of any arcane discovery that she selects with this exploit apply only to arcanist spells that she casts, not to wizard spells, and she cannot select an arcane discovery in place of a feat (unless she also has wizard levels, in which case the discovery applies only to her wizard spells).

**Philanthropic Magic (Su):** Whenever the arcanist targets one or more allies (excluding herself) with a spell, she can expend 1 arcane point from her arcane reservoir in order to grant those allies a number of temporary hit points equal to the spell's level. These temporary hit points stack with temporary hit points from other sources, but temporary hit points from multiple uses of this exploit don't stack with each other. The temporary hit points last 1 minute per caster level or until expended.

**Primal Magic (Sp):** In seeking to restore formal training in magic to the world, Old-Mage Jatembe also discovered a few methods of creating magic effects that did not follow consistent or logical rules. While his only known remaining notes on these more chaotic forms of magic are closely guarded within the Magaambya, some arcanists have either recreated his theories from vague comments on other topics or independently rediscovered the methods Jatembe first detailed. This "primal magic" can be accessed one of two ways.

The arcanist can expend 1 or more points from her arcane reservoir to create an uncontrolled primal effect. This creates an effect from the Sample Primal Magic Events table (*Pathfinder Campaign Setting: Inner Sea Magic* 13). The CR of this effect is equal to the arcanist's caster level, to a maximum caster level of 5 per point spent from her arcane reserve. In this case, the effect is treated as a spell with a spell level equal to half its CR (maximum spell level 9).

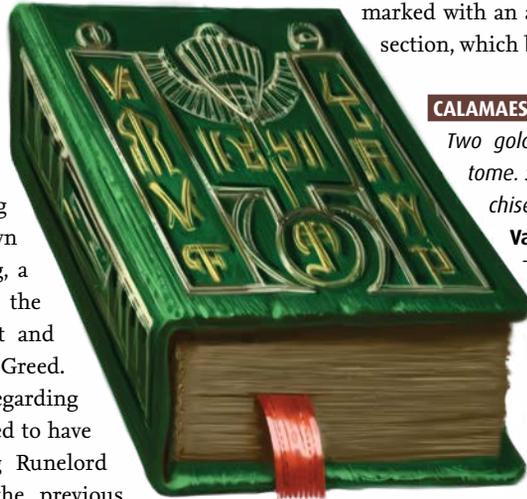
Alternatively, the arcanist can expend 1 point from her arcane reservoir and expend a spell slot of at least 3rd level to create an effect as if she has used a *rod of wonder*. Any spell created by the *rod of wonder* effect uses the arcanist's spell level, rather than the spell level set by the *rod of wonder* table (for example a *fireball* created by an 8th level arcanist rolling on the *rod of wonder* table would deal 8d6, rather than the listed 6d6). In this case, the effect is treated as a spell with a spell level equal to the spell slot expended.

# RUNES OF WEALTH

Before the founding of Absalom, before even the Age of Darkness, the mighty empire of Thassilon reigned over much of what is now Varisia and the surrounding lands. Ruled by powerful spellcasters known as runelords, the nations of Thassilon were originally dedicated to a set of virtues of rule, but with time each virtue was degraded to a related sin by the corrupted ruling runelords. Among the best known of these was Runelord Karzoug, a master transmuter who ruled the Thassilonian nation of Shalast and is often called the Runelord of Greed. Though few details remain regarding Karzoug's early life, he is believed to have come to power by murdering Runelord Haphrama, his mentor and the previous ruler of Shalast. Once in power, Karzoug sought to erase Haphrama from history, omitting references to his old master in records and reshaping monuments to bear his own face. Though few records from the reign of Haphrama survived these efforts, rumors persist among scholars of a tome of great power called the *Runes of Wealth*. Supposedly, this tome was the personal spellbook of Runelord Haphrama and contained powerful eldritch secrets, which Karzoug spurned as part of a legacy he wished to bury.

No original copies of this book are known to exist today, but a few spellbooks claim to trace the source of their knowledge back to Haphrama's *Runes of Wealth*. The Absalom half-elven transmuter Calamaes claimed he possessed the earliest known spellbook of the ancient lord of Shalast. Though the tome holds rare copies of unusual transmutation spells, it features none of the sadistic polymorphing spells legend claims Haphrama inflicted on his enemies. The *Cyrusian Codex*, copies of which are occasionally found in Kaer Maga, is a more likely candidate, as the language and notations throughout the book indicate advanced knowledge of ancient magical theory. However, no records of this book can be found predating 4300 AR, making the claim of its vast antiquity questionable.

The only modern spellbook to bear the name *Runes of Wealth* is certainly impressive enough to be a carefully recreated copy of a Thassilonian relic. Bound in rich green leather and covered in golden rune-shaped plates, the book contains economic theory, significant alchemical research, and powerful unique spells that cannot be traced to any previous source. Most indicative of an authentic copy of the works of a Runelord of Greed, the list of spells includes one that transmutes a weapon into a burning glaive and one that changes a creature into a ferocious primordial version of itself.



## SPELLBOOKS

Below are three common variations of spellbooks that claim to be copied from the original *Runes of Wealth*. Spells marked with an asterisk (\*) are described in the Spells section, which begins on page 19.

### CALAMAES FRAGMENT (LEVEL 7 TRANSMUTER)

Two gold-plated bronze covers bind this gaudy tome. Several synonyms for "wealth" are neatly chiseled in different languages on the cover.

**Value** 1,565 gp

#### SPELLS

- 4th—*dimension door*, *lesser age resistance*<sup>UM</sup>, *liquefy*<sup>\*</sup>  
 3rd—*deft digits*<sup>\*</sup>, *dispel magic*, *greater magic weapon*, *haste*, *hostile levitation*<sup>UC</sup>, *rags to riches*<sup>\*</sup>  
 2nd—*alter self*, *darkvision*, *fool's gold*<sup>\*</sup>, *glide*<sup>APG</sup>, *glitterdust*, *scorching ray*, *touch of idiocy*  
 1st—*ant haul*<sup>APG</sup>, *jury-rig*<sup>UC</sup>, *mage armor*, *magic missile*, *polypurpose panacea*<sup>UM</sup>, *shocking grasp*, *sleep*, *tears to wine*<sup>\*</sup>

### CYRUSIAN CODEX (LEVEL 11 TRANSMUTER)

This heavy tome bears a handsome leather cover over thick metal plates. The front cover displays a dozen tiny dials arranged in a semicircle around the locking mechanism.

**Protection** Good lock with *arcane lock* (DC 40)

**Value** 4,425 gp (9,125 gp with preparation ritual)

#### SPELLS

- 6th—*age resistance*<sup>UM</sup>, *disintegrate*, *greater heroism*, *wall of iron*  
 5th—*dissolution*<sup>\*</sup>, *major creation*, *open arms*<sup>\*</sup>, *treasure stitching*<sup>APG</sup>  
 4th—*adjustable polymorph*<sup>ACG</sup>, *calcific touch*<sup>APG</sup>, *greater darkvision*<sup>UM</sup>, *liquefy*<sup>\*</sup>, *rags to riches*<sup>\*</sup>, *shout*  
 3rd—*anthropomorphic animal*<sup>UM</sup>, *deft digits*<sup>\*</sup>, *disable construct*<sup>ACG</sup>, *dispel magic*, *fly*, *lightning bolt*  
 2nd—*arcane lock*, *darkness*, *detect thoughts*, *full pouch*<sup>\*</sup>, *masterwork transformation*<sup>UM</sup>, *shatter*, *silk to steel*<sup>UM</sup>, *twisted space*<sup>UC</sup>  
 1st—*ant haul*<sup>APG</sup>, *burning hands*, *endure elements*, *jump*, *mage armor*, *mirror strike*<sup>UC</sup>, *true strike*, *vocal alteration*<sup>UM</sup>

#### PREPARATION RITUAL

**Enduring Alteration (Su)** Your spells resist reality's attempts to restore the things you change. You can spend this boon to apply the benefits of the Extend Spell feat to a transmutation spell as you cast it. This also increases the DC to dispel that spell (via *dispel magic* or similar abilities) by 4. This boon does not increase the spell level or casting time of your spell.

### RUNES OF WEALTH (LEVEL 18 TRANSMUTER)

Golden arcane runes and sigils seem to change or move constantly across the green leather cover of this remarkably well-

preserved text. Each page is edged in thin silver, and a luxurious silk ribbon trapped between the pages flutters of its own accord.

**Protection** Superior lock with *arcane lock* (DC 50), *polymorph* (appears as a different spellbook each evening if no spells have been prepared from it)

**Value** 26,365 gp (31,365 gp with preparation ritual)

## SPELLS

- 9th—*fiery body*<sup>APG</sup>, *greater create demiplane*<sup>UM</sup>, *shapechange*, *time stop*, *transmute blood to acid*<sup>UM</sup>, *transmute golem*<sup>\*</sup>
- 8th—*frightful aspect*<sup>UC</sup>, *greater planar binding*, *greater shout*, *moment of prescience*, *polymorph any object*, *temporal stasis*
- 7th—*artificer's curse*<sup>\*</sup>, *control construct*<sup>UM</sup>, *emblem of greed*<sup>\*</sup>, *firebrand*<sup>APG</sup>, *greater age resistance*<sup>UM</sup>, *greater teleport*, *legendary proportions*<sup>\*</sup>, *reverse gravity*
- 6th—*enemy hammer*<sup>APG</sup>, *disintegrate*, *flesh to stone*, *globe of invulnerability*, *monstrous physique IV*<sup>UM</sup>, *sonic form*<sup>ACG</sup>, *tar pool*<sup>UC</sup>, *transformation*
- 5th—*baleful polymorph*, *beast shape III*, *contact other plane*, *monstrous physique III*<sup>UM</sup>, *open arms*<sup>\*</sup>, *permanency*, *polymorph*, *rune of ruin*<sup>\*</sup>, *telekinesis*, *treasure stitching*<sup>APG</sup>
- 4th—*arcane eye*, *black tentacles*, *dimension door*, *fire shield*, *greater darkvision*<sup>UM</sup>, *monstrous physique II*<sup>UM</sup>, *obsidian flow*<sup>UC</sup>, *stoneskin*, *telekinetic charge*<sup>UC</sup>, *true form*<sup>APG</sup>
- 3rd—*deft digits*<sup>\*</sup>, *disable construct*<sup>ACG</sup>, *enter image*<sup>APG</sup>, *excruciating deformation*<sup>UM</sup>, *fly*, *greater magic weapon*, *haste*, *heroism*, *lightning bolt*, *monstrous physique I*<sup>UM</sup>, *protection from energy*, *strangling hair*<sup>UM</sup>
- 2nd—*arcane lock*, *continual flame*, *disfiguring touch*<sup>UM</sup>, *locate object*, *make whole*, *masterwork transformation*<sup>UM</sup>, *protection from arrows*, *scorching ray*, *see invisibility*, *shatter*, *summon swarm*, *telekinetic assembly*<sup>UC</sup>
- 1st—*ant haul*<sup>APG</sup>, *burning hands*, *color spray*, *comprehend languages*, *identify*, *jump*, *mage armor*, *magic missile*, *mirror strike*<sup>UC</sup>, *reduce person*, *thunderstomp*<sup>ACG</sup>, *youthful appearance*<sup>UM</sup>

## PREPARATION RITUAL

**Change Magic (Su)** Even the nature of magic is susceptible to your powerful transmutations. You can spend this boon as a swift action to declare a non-transmutation spell you are casting to be “changed magic.” This spell becomes a transmutation effect, and benefits from any abilities or feats that influence your transmutation spells and can be applied to the spell you cast (such as *Spell Focus*).

## SPELLS

Haphrama's research was devoted to effects that alter the value of items both magical and mundane. Though no original documents remain, fragmented copies of his personal research exist in magical academies across Golarion. The following spells are generally credited to Runelord Haphrama's research.

### ARTIFICER'S CURSE

**School** transmutation; **Level** bard 6, cleric 7, inquisitor 6, occultist 6, shaman 7, sorcerer/wizard 7, witch 7  
**Casting Time** 1 standard action

**Components** V, S, M (a blank scroll or page from a spellbook)

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

**Target** 1 magical item

**Duration** 1 minute/level (D)

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

You temporarily suppress the most powerful qualities of a magical item. This item can be any object you suspect bears a magical enchantment, but if the targeted item is not magical, your spell has no effect. The spell reduces the object's caster level by an amount equal to your caster level, to a minimum of 0. If the item grants a competence, deflection, enhancement, insight, luck, morale, natural armor, profane, resistance, or sacred bonus, the bonus is reduced by 1 for every 4 caster levels the item loses. If the item's caster level is reduced to 0, all its magic qualities are suppressed (as if dispelled) for the duration of the spell. This spell has no effect on artifacts.

### DEFT DIGITS

**School** transmutation; **Level** bard 3, medium 3, occultist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, summoner 3

**Casting Time** 1 standard action

**Components** V, S

**Range** Medium (100 ft. + 10 ft./level)

**Target** 1 unattended gauntlet or glove

**Duration** 10 minutes/level

**Saving Throw** None (harmless, object); **Spell Resistance** no

You animate the target of the spell, manipulating the glove with your own hand from a distance. The glove moves as you direct it with a fly speed of 30 feet and average maneuverability. Directing the glove is a standard action, though the glove can move up to its speed and perform a task in the same action. You can attempt *Disable Device* and *Sleight of Hand* checks using the glove, though attempting these checks at a distance increases the normal skill check DCs by 5, or by 20 if you do not have line of sight to the object you are manipulating. The glove can also lift or drag objects using your caster level as your Strength score. The glove cannot wield weapons or make attacks effectively while this spell is in effect. If you cast this spell on a magical glove, its innate magic is suppressed for the duration of the spell.

### DISSOLUTION

**School** transmutation; **Level** alchemist 4, sorcerer/wizard 5, spiritualist 6, summoner 6

**Casting Time** 1 standard action

**Components** V, S, M (vial of alchemical reagents worth 50 gp)

**Range** touch

**Target** Tiny or smaller object touched

**Duration** 10 minutes/level (D)

**Saving Throw** Fortitude negates (object); **Spell Resistance** no

You touch a Tiny or smaller item, causing the item to vanish as if it did not exist at all. The item doesn't take damage or otherwise gain any condition; it simply ceases to be visible to or interact with the world in any way, as if it no longer existed. The oil vanishes with the item and leaves no residue, nor does it affect surfaces that handle or hold the item during its application. No spell or ability short of *miracle* or *wish* can locate or affect the item

while it is under the effect of this spell. Though the item seems to not exist while under the effects of this spell, its own reality is consistent (it ages normally, and any ongoing effects upon it continue normally). The target object can be one size larger than Tiny for every 5 caster levels above 5th you possess.

The target item returns to existence when the spell's duration expires. An item returns to existence in exactly the same location and condition it left. If the location no longer has room for the item, the item takes 1d0 points of damage (bypassing hardness) and is teleported to the nearest location that has room for it. If that location is more than 5 feet from the original location, there is a 25% chance the item is instead shifted to a randomly determined alternate plane.

#### EMBLEM OF GREED

**School** transmutation (polymorph); **Level** cleric 6, inquisitor 6, magus 6, medium 6, shaman 7, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a masterwork or magical melee weapon)

**Range** touch

**Target** 1 masterwork melee weapon touched

**Duration** 1 minute/level

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

You transform one melee weapon into a burning glaive similar to the ones wielded by the runelords of old. The target of your spell must be a masterwork or magical melee weapon appropriate to your size. The weapon becomes a glaive appropriate to your size and has a +1 enhancement bonus and the *flaming* weapon special ability. When wielding the glaive, you are considered proficient with it and use your caster level as your base attack bonus (which may give you multiple attacks). When you reach caster level 14th, the glaive gains the *spell-storing* weapon special ability. When you reach caster level 17th, it loses the *flaming* weapon special ability, and gains the *flaming burst* weapon special ability. The glaive's enhancement bonus increases to +2 at caster level 15th, and +3 at caster level 19th.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *greater magic weapon* or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus to attack.

#### FOOL'S GOLD

**School** transmutation; **Level** alchemist 1, antipaladin 1, bard 1, mesmerist 1, occultist 2, psychic 1, shaman 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F (a lump of gold worth 5 gp)

**Range** touch

**Target** 1 gold piece/level touched

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (object, see text); **Spell Resistance** yes

You cast this spell on one or more gold pieces, which make those

who have them more vulnerable to your magics. A creature with one or more of these gold pieces in its possession must attempt a Will save (at this spell's save DC) the first time the creature is forced to attempt a saving throw against a spell, spell-like ability, or supernatural ability you create. If the creature fails, it takes a –2 penalty on all saving throws against your magic effects as long as the gold piece is in its possession. Additionally, if it fails a saving throw against a magic ability of yours that is not harmless and has a duration, the duration is doubled for that creature.

#### FULL POUCH

**School** transmutation; **Level** alchemist 2, bard 2, druid 2, inquisitor 3, occultist 3, ranger 3, sorcerer/wizard 2

**Casting Time** 1 swift action

**Components** V, S, M (alchemical reagents or herbs worth 1 gp)

**Range** touch

**Target** 1 object touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell Resistance** no

You cast this spell as you draw out a consumable alchemical item to use. The object must be an alchemical item, but not a dose of disease, a poison, a magic potion, or another type of consumable item. The item divides itself into two nearly identical copies and the newly separated one is delivered into your hand. The new item functions as the original in all ways except the copied item suffers a slight reduction in quality. Saves against the new alchemical item's effects use the original item's save DC or the save DC of this spell, whichever is higher.

#### LEGENDARY PROPORTIONS

**School** transmutation; **Level** alchemist 6, druid 7, shaman 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (a dinosaur bone and powdered amber worth at least 200 gp)

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

**Target** 1 creature (see text)

**Duration** 1 minute/level

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

You call upon the primordial power of ancient megafauna to boost the size of your target. Because of its connection to living creatures of the distant past, the spell does not function on outsiders, undead, and summoned creatures. Your target grows to legendary proportions, increasing in size by one category. The creature's height doubles and its weight increases by a factor of 8. The target gains a +6 size bonus to its Strength score and a +4 size bonus to its Constitution score. It gains a +6 size bonus to its natural armor, and DR 10/adamantine. Its carrying capacity changes to reflect its new size. The creature's equipment and weapons, if any, also increase in size. Any enlarged item that leaves the creature's possession returns to its original size (though thrown weapons and ammunition deal damage at their enlarged size before returning to their true proportions).

If insufficient room is available to accommodate the creature's growth, it attains the maximum possible size and can attempt a Strength check (using its increased Strength score) to burst any

enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it. The spell cannot crush a creature by enclosing it.

## LIQUEFY

**School** transmutation; **Level** alchemist 3, bard 3, druid 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a specially prepared glass bottle)

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

**Target** 1 object weighing up to 1 pound/level

**Duration** 1 round/level (D)

**Saving Throw** Fortitude negates (object); **Spell Resistance** no  
The object you target becomes a liquid version of itself and drips or runs like a thin oil until it pools on any flat surface. If the item has magical or alchemical properties, they become inert for the duration of the spell. If you are holding the item when you cast this spell, you can drain it into the bottle used as focus for the spell. Items with hit point damage or the broken condition regain 5 hit points/caster level if drained into a bottle in this way. The duration of temporary effects (such as applied poison or *greater magic weapon*) passes normally and may expire while the object is in liquid form. The liquid is clearly unsafe to drink, but if, for some reason, a creature does drink the liquid and the spell ends, the creature takes 3d6 points of damage, and brings up the solid version of the item as a standard action in a coughing fit.

Any spell or effect that would disperse or dilute an object affected by *liquefy* forces the object to attempt a Fortitude save (using the effect's DC, or DC 15 for effects with no saving throws of their own, such as pouring a liquefied object into a stream). A failed save causes the object to gain the broken condition. If the item is already broken, it is instead destroyed on a failed save. *Liquefy* has no effect on artifacts, constructs, or intelligent magic items.

## OPEN ARMS

**School** transmutation; **Level** sorcerer/wizard 5

**Casting Time** 1 immediate action

**Components** V, S, F (a magical or masterwork melee weapon)

**Range** touch

**Target** melee weapon touched

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** no

You cast this spell in response to a specific cavalier's challenge (*Pathfinder Roleplaying Game: Advanced Player's Guide* 32), inquisitor's judgment (*Advanced Player's Guide* 38), or smite (such as a paladin's smite evil) declared against you by an enemy creature. It can also be cast if a creature uses a spell that causes you to qualify as the creature's favored enemy when you normally wouldn't, such as *instant enemy* (*Advanced Player's Guide* 229).

You imbue your weapon with a powerful ability to ward off attacks made against you by the creature that challenged you. You gain a +5 insight bonus to your AC and CMD against the attacks of the initiating creature as long as you hold the weapon. If you release the weapon for any reason, the spell ends. You can cast this spell only in response to one of the conditions listed

above. The spell fails if you attempt to cast it when you were not subject to a challenge or similar effect since your last turn.

## RAGS TO RICHES

**School** transmutation; **Level** alchemist 3, bard 3, cleric 4, medium 3, occultist 3, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a bit of burlap wrapped over a copper coin)

**Range** touch

**Target** 1 weapon, suit or armor, shield, tool, or skill kit touched/5 levels

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (object); **Spell Resistance** no  
The target object is enhanced to function as a masterwork item. In addition to any bonuses for the masterwork quality, the object gains other bonuses. Skill kits and other equipment add an additional +1 insight bonus for every 4 caster levels you possess to skill checks made with them that already receive a bonus from the skill kit. Armor and weapons gain temporary hit points equal to your caster level. If the object already has an enhancement bonus, this bonus increases by 1. If the object of the spell has hardness, that hardness increases by 5.



## RUNE OF RUIN

**School** transmutation [curse<sup>UM</sup>]; **Level** alchemist 4, bard 4, inquisitor 4, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a self-portrait on a thin sheet of paper)

**Range** Medium (100 ft. plus 10 ft./level)

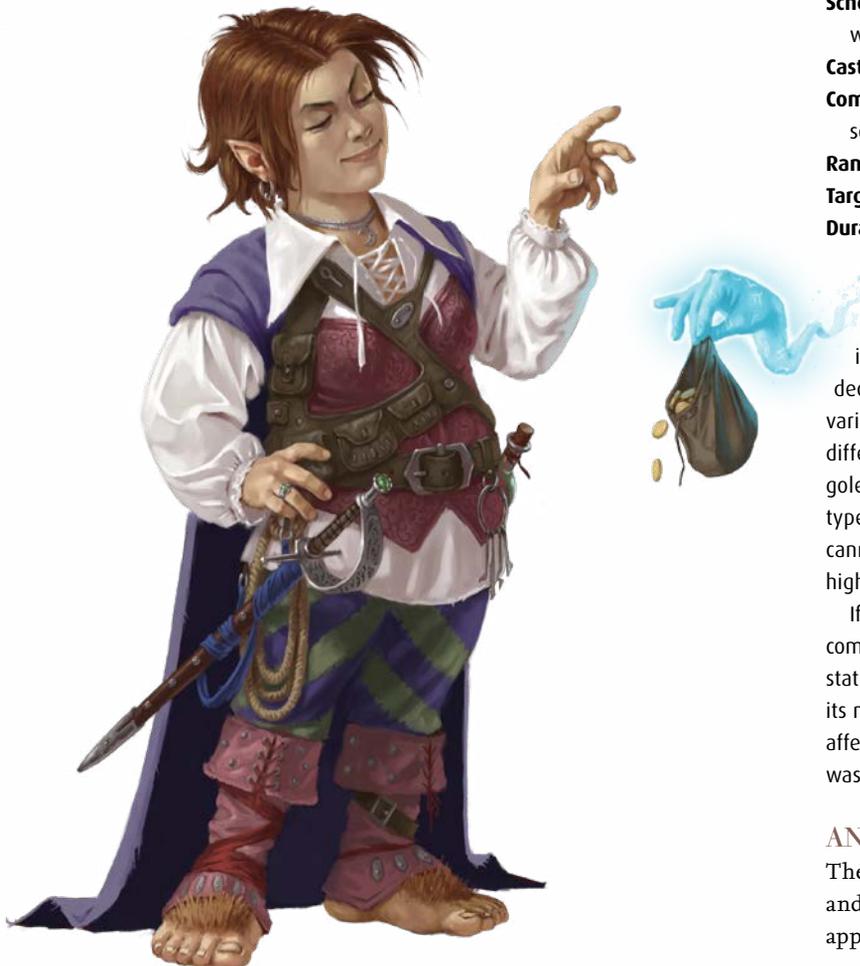
**Target** 1 object

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell Resistance** no

You curse a magic item, such as magical clothing, a suit of armor, or a weapon. The object is reduced to 1/4 its normal hit point total, gains the broken condition, and appears damaged and worn. If it grants a numeric bonus, such as a +2 deflection bonus to AC, that bonus is reduced by 1 for every 3 caster levels you possess, to a minimum of +0. Other magical qualities fail to work 50% of the time when called upon, so a resistance bonus on saves or a weapon's *flaming* special ability could fail each time the item is used.

If the object is an intelligent magical item, its Ego score remains unchanged despite its reduced quality. The weapon has only a 50% chance to successfully use any spells or spell-like abilities it has, and has a 25% chance of forgetting its special purpose (if any). If an intelligent weapon is actively dominating its wielder when it fails its save against *rune of ruin*, the wielder gains an immediate saving throw with a +4 bonus to regain control. *Rune of ruin* has no effect on magical artifacts.



## TEARS TO WINE

**School** transmutation; **Level** alchemist 1, bard 1, cleric 2, druid 1, medium 1, occultist 1, shaman 1, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a single grape)

**Range** 10 ft.

**Target** 1 cu. ft./2 levels of liquid (see text)

**Duration** 10 minutes/level

**Saving Throw** Will negates (object); **Spell Resistance** yes (object) Legend claims runelords used this spell to literally benefit from drinking the tears of their captured foes. This spell turns nonmagic liquids—including spoiled, rotten, diseased, poisonous, or otherwise contaminated drinks, tears, seawater, and similar fluids—into mead or wine of average quality. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar liquids of significance are spoiled by *tears to wine*, but the spell has no effect on creatures of any type or on magic potions.

Creatures that drink the mead or wine created by this spell become sharp-witted and clear-minded, gaining a +2 enhancement bonus on all Intelligence- and Wisdom-based skill checks. This increases to a +5 bonus at caster level 9th, and to +10 (the maximum) at caster level 15th.

## TRANSMUTE GOLEM

**School** transmutation (polymorph); **Level** alchemist 6, sorcerer/wizard 9

**Casting Time** 8 hours

**Components** V, S, M (powdered metals with a variable cost, see text)

**Range** touch

**Target** golem touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You turn one type of golem into another. The golem must be willing—it must be commanded to transform by its master or must be a creature able to make informed decisions that opts to submit to the spell. You must provide various powdered metals with a value equal to 150% of the difference in creation costs between the old and new type of golem, even if the new golem type is cheaper to create. Both types of golems must share the same subtypes, if any. You cannot transmute a golem into a new type of golem with a CR higher than your caster level.

If all of these conditions are satisfied, the old golem completely changes to the new golem type. Its abilities and statistics are identical to one of the new golem type, including its magic immunities and special attacks. The new golem is still affected by any damage or conditions it suffered before the spell was cast.

## ANOINTINGS

The power of transmutation is evident in magical oils and pastes that alter the properties of objects when applied. Though the *Runes of Wealth* is focused primarily

on spells, Haphrama included a remarkable appendix of ingenious theories about transmuting the properties of magical armor and weapons, from which the magical process of anointings has been developed over the centuries. Alchemists can choose any of the following anointings in place of a normal discovery. An alchemist can use any of the anointings he knows a total number of times per day equal to 3 + his alchemist level. Unless an anointing specifies otherwise, all anointings require a standard action to apply (this provokes attacks of opportunity) and last for 1 minute per alchemist level.

Investigators can choose any of these discoveries with the alchemist discovery investigator talent. Clerics with the artifice domain can select an anointing in place of their 8th-level domain ability. Transmuter wizards can gain anointings in place of wizard bonus feats. Witches with transformation patrons can gain a single anointing in place of a major hex. In each of these cases, the character treats levels in the class used to select the anointing as his alchemist level for all relevant anointing calculations.

**Eldritch Enhancement (Su):** The alchemist douses a weapon, shield, or suit of armor with a glowing green wash. The caster level of any of the item's magical properties increases by the alchemist's Intelligence modifier for the purposes of effects, including calculations based on level, overcoming spell resistance, or being dispelled.

**Essence Booster (Su):** The alchemist applies this golden liniment to a weapon or suit of armor that has a tiered special ability (a special ability available in varying degrees of potency, such as *light fortification* or *shadow*). The affected special ability increases by one step (to *moderate fortification* or *greater shadow*, for example). If the item has multiple tiered special abilities, the alchemist chooses one to affect. The item's enhancement bonus increases by 1 if it has no tiered magical qualities. The alchemist must be at least 8th level to choose this anointing.

**Mercurial Oil (Su):** This gleaming silver fluid sinks into a magical metal weapon or suit of armor and temporarily liquefies the interior. An affected weapon gains momentum as its center of gravity moves outward during a swing, dealing damage as if it were one size category larger than it actually is. Affected armor resists impact and provides the wearer DR 2/—.

**Orichalcum Dust (Su):** The alchemist sprinkles a small quantity of colorful dust that comprises the essence of all four elements. By favoring one element over another in this mixture, the alchemist temporarily changes the energy type of one weapon into another. For example, the alchemist can choose for a bomb to deal acid damage or a weapon with the *shocking burst* special ability to deal fire damage instead. Once an elemental effect is changed, it cannot be changed again until the anointing's duration expires.

## ARCHETYPE

The vices of wealth and greed sometimes motivate individuals to develop abilities that help them plumb ancient secrets.

## ELDRITCH SCOUNDREL (ROGUE)

Students of arcane magic, legerdemain, and stealth, eldritch scoundrels are a rare breed of adventurer most commonly found seeking lost and valuable arcane writings in the ruins of fallen empires, such as Thassilon or the Jistka Imperium.

**Armor Proficiencies:** An eldritch scoundrel is not proficient with any armor or shields. Armor sometimes interferes with an eldritch scoundrel's gestures, which can cause her spells with somatic components to fail (*Pathfinder RPG Core Rulebook* 83). This alters the rogue's armor proficiencies.

**Class Skills:** An eldritch scoundrel gains 4 skill ranks (plus a number of ranks equal to her Intelligence modifier) at each level instead of a normal 8. She gains Knowledge (arcana) and Spellcraft as class skills, but not Diplomacy and Disguise. This alters the rogue's skills.

**Spells:** An eldritch scoundrel casts arcane spells drawn from the wizard spell list. An eldritch scoundrel must choose and prepare her spells ahead of time. She learns, prepares, and casts spells exactly as a wizard does, including adding new spells to her spellbook and gaining two additional spells known (of any level she can cast) each time she gains a rogue level with this archetype.

An eldritch scoundrel can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is the same as the magus class (*Pathfinder RPG Ultimate Magic* 10).

**Alarm Sense (Su):** At 3rd level, an eldritch scoundrel gains an intuitive sense that warns her when she is near a magic trap. This functions as the trap spotter rogue talent, but applies only if the eldritch scoundrel comes within 10 feet of a magic trap. This ability replaces trap sense.

**Sneak Attack (Ex):** The eldritch scoundrel doesn't acquire the sneak attack class feature until 3rd level, when she gains a +1d6 sneak attack. This increases by 1d6 at 7th level, and again at every 4 rogue levels thereafter. This modifies the rogue's normal sneak attack progression.

**Rogue Talents:** At 4th level and every 4 levels thereafter, the eldritch scoundrel gains a rogue or ninja talent for which she meets the prerequisites (treating her rogue level as her ninja level). If a talent requires her to expend points from her ki pool, she can instead expend a spell slot with a spell level equal to the number of ki points she would normally expend. If a talent functions only if she has ki in her ki pool, it functions as long as she still has a spell of 1st level or higher prepared. At 12th level, she can select an advanced talent in place of a rogue talent. This modifies the normal rogue talent progression and advanced talent.

**Uncanny Training:** An eldritch scoundrel does not gain uncanny dodge or improved uncanny dodge. Beginning at 4th level, she can take uncanny dodge instead of a rogue talent. Beginning at 12th level, the eldritch scoundrel can choose to take improved uncanny dodge in place of an advanced talent. This modifies uncanny dodge and improved uncanny dodge.

## COLD IRONY

Persistent rumors spread by fellow Nexian bards claim that the halfling Merivesta Olinchi was the first victim of the Red Mantis, or at least the first to have her death publicly attributed to the group. Conspiracy theorists maintain she was a spy involved in the training of elite, magically capable forces that stole secrets and extorted or killed informants. Those same theorists believe her personal spell compendiums, each of which has its own name that hints at a deeper meaning, are filled with secrets in an as-yet-unbroken code.

In fact, these stories lack conclusive proof. Olinchi's famed books of spells, numerology, combat theories, and codes paint the portrait of a pragmatic provocateur with little patience for drawn-out political games. Rather, she used magic to ferret out secrets, deduction to paste them together, and divination to give her allies a distinct predictive advantage in combat. Despite her death, copies of her best-known spellbook, *Cold Irony*, have spread throughout the Inner Sea.

### SPELLBOOK

Below is a typical version of *Cold Irony*. Spells marked with an asterisk (\*) are described in the Spells section below.

#### COLD IRONY (LEVEL 15 BARD)

*Bound in thin sheets of iron, this book is designed as a series of treatises on divination, information gathering, and rhetoric. The thoughts and notes are so complete as to qualify as a spellbook for the spells listed, despite the fact the author was a bard with no need for a spellbook.*

**Value** 2,420 gp (2,795 gp with preparation ritual)

#### SPELLS

5th—*foe to friend*<sup>APG</sup>, *greater heroism*, *song of discord*, *unwilling shield*<sup>APG</sup>

4th—*break enchantment*, *detect scrying*, *dominate person*, *foretell failure*\*

3rd—*blink*, *find fault*\*, *glibness*, *haste*, *reviving finale*<sup>APG</sup>

2nd—*cure moderate wounds*, *gallant inspiration*<sup>APG</sup>, *hold person*, *locate object*, *misdirection*, *perfect placement*\*

1st—*expeditious retreat*, *memory lapse*<sup>APG</sup>, *moment of greatness*, *obscure object*, *undetected alignment*, *vanish*

#### PREPARATION RITUAL

**Brain Wash (Su)** You combine magic and skill to masterfully manipulate your subjects. You can expend this boon when you cast a spell on a creature you have succeeded at a Bluff, Diplomacy, Knowledge, or Sense Motive check against. You cast that spell at +1 caster level and its save DC increases by 1.

### ORINCHI'S SPELLS

Scandal mongers argue that the spell research found in *Cold Irony* supports their claim that Olinchi trained magically capable spies. Whether or not the rumors are true, Olinchi's magic is useful for information gathering, sorting truth from lies, and using complicated numerology to aid in combat.

#### FIND FAULT

**School** divination; **Level** bard 3, bloodrager 3, inquisitor 3, magus 3, medium 3, oracle 3, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. plus 10 ft./level)

**Target** 1 creature

**Duration** instantaneous

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

You instantly learn many of the target's weaknesses, as if you had made an appropriate Knowledge skill check with a result equal to 20 + your caster level. Additionally, your first melee or ranged attack roll against the creature before the end of your next turn gains a +5 insight bonus. If the creature is polymorphed, disguised, or hidden by an illusion and you are not aware of its true form, this spell fails as if the target has spell resistance you failed to penetrate (the GM may have you attempt a caster level check to conceal the true reason for the spell's failure).

#### FORETELL FAILURE

**School** divination; **Level** bard 4, occultist 5, oracle 4, psychic 4, sorcerer/wizard 5, witch 4

**Casting Time** 1 swift action

**Components** V, S

**Range** personal

**Target** you

**Duration** instantaneous

You cast this spell immediately before you would take an action that requires a d20 roll, such as a skill check, attack roll, or ability check. The action must be something you can complete in a single round. The spell magically informs you whether the action will succeed if you roll a 10 or better on the d20 roll involved. If the action would be successful under those circumstances, you must take the action. If the action would not be successful, you can take a different action.

#### PERFECT PLACEMENT

**School** divination; **Level** bard 2, bloodrager 2, magus 3, psychic 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a chess piece)

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

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

**Duration** 1 round/level

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

Affected creatures gain tactical knowledge and maximize their efficiency on the field of battle. Each gains a +1 insight bonus to AC and Reflex saves. Against attacks of opportunity, the insight bonus to AC increases to +3.

## ARCHETYPES

Merivesta Olinchi's methods of gathering information and using it to effect change continue to be studied long after her death, and have influenced numerous groups' approaches to problem solving. The following archetypes embody those teachings.

### AUGUR (SKALD)

Tales of Merivesta Olinchi are surprisingly common among the Bekyar of the Mwangi Expanse, who claim she spent some time studying their traditions and history. Most historians find it more likely that a Bekyar skald spent time in Nex, was exposed to the idea of divination as a tool of war from a copy of *Cold Irony*, and fabricated tales of how that knowledge came to be in his hands.

**Monster Insight (Ex):** At 2nd level, the augur applies his Charisma modifier in addition to his Intelligence modifier when attempting Knowledge checks to identify the abilities and weaknesses of creatures. Monster insight counts as the monster lore class feature for prerequisites. This ability replaces well-versed.

**Signs and Portents (Su):** At 2nd level, an augur can read signs and portents to attempt to ascertain how events in the near future will play out. This allows the augur to cast *augury* as a spell-like ability. At 7th level, he can instead use signs and portents to cast *divination* as a spell-like ability, and at 12th level, he can instead cast *commune* as a spell-like ability. At 17th level, he can use signs and portents twice per day. This ability replaces all types of versatile performance.

**Predictive Strike (Su):** At 5th level, the augur accurately divines the possible movements of his enemies in combat. Once per day as a free action, he can declare one of his melee attacks to be a predictive strike. Against the augur's attack, the target is flat-footed and gains no benefits from concealment or cover. Attacks from other creatures are treated normally. The target still benefits from total concealment and total cover normally. At 11th level, the augur can use this ability a total of two attacks per day, and at 17th, three attacks per day. This replaces spell kenning.

### RHETORICIAN (WITCH)

Rhetoricians feel driven to engage in debate, learn as much as they can about their potential foes, and seek ways to use information and quick talking to handle problems before resorting to raw violence. Regardless of their shadowy patrons, rhetoricians are granted a series of spells through their familiars that boost their ability to outtalk and outthink their foes, leading some to believe they are destined to be emissaries for their patrons once some long-term plans of their patrons' come to fruition.

**Debater (Ex):** A rhetorician is an expert at making counterarguments and treating everything as a debate. When an opponent attempts a Diplomacy check to change another target's attitude or request aid, the rhetorician can attempt to make a counterargument to negate the

opponent's efforts. The rhetorician attempts a Diplomacy check as an immediate action, with a DC equal to the result of the opponent's Diplomacy check. The target of the opponent's Diplomacy check must be able to see and hear the rhetorician. If the rhetorician's Diplomacy check is successful, the opponent's Diplomacy check fails. This ability replaces the hex gained at 1st level.

**Eldritch Glibness:** At 2nd level and every two witch levels thereafter, a rhetorician gains the following spells as spells known at the spell levels listed in parentheses. These spells are automatically added to the list of spells stored by her familiar. She treats these as being on the witch class spell list: 2nd—*confusion, lesser* (1st), 4th—*detect thoughts* (2nd), 6th—*glibness* (3rd), 8th—*sculpt sound* (4th), 10th—*modify memory* (5th), 12th—*symbol of persuasion* (6th), 14th—*song of discord* (7th), 16th—*greater shout* (8th), 18th—*weird* (9th). This ability replaces all the spells the witch gains from her patron.

**Public Speaker (Ex):** A rhetorician gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by an amount equal to her class level + her Intelligence modifier (minimum 0).



# THE WORKBOOK OF LOKORIS SARINI

Today, Lokoris Sarini is remembered throughout Cheliox as a devout polymath who embraced arcane arts, martial prowess, and the theater. As an outlet for his creativity and faith, Sarini wrote and produced a number of popular plays about the rise of Asmodeus, presenting the Archfiend as the religious authority in Cheliox and supreme deity of Hell. Through his research into bardic magic and performance, Sarini developed spells and orations that make the illusory effects of theater more real. The comedic turns and strong emotions evoked in Sarini's plays like *Hell's Heroes* and *The Devil We Know* gain greater impact before a larger audience.

More than an entertainer, Sarini devoted himself to increasing the influence of the worship and philosophy of Asmodeus over the art and culture of Cheliox and beyond. His goal was to create a growing legacy for the King of Hell

that would inevitably reach across Golarion and tell the "true story" of Asmodeus' magnetism and majesty.

## SPELLBOOKS

Lokoris Sarini often designed new spells to be used at climactic moments in his plays, and his workbook is prized as a source of fresh arcane knowledge. Spells marked with an asterisk (\*) are described in the Spells section below.

### SARINI'S WORKBOOK (LEVEL 16 MAGUS WITH BARD SPELLS)

*This book appears to be more of a personal journal than a magical tome. The soft leather binding is worn, and many pages bear the telltale creases of dog-ears and stains of spilled wine.*

**Value** 4,295 gp (4,670 gp with preparation ritual)

#### SPELLS

6th—*mass eagle's splendor*, *transformation*  
 5th—*baleful polymorph*, *shadow evocation*, *telekinesis*, *teleport*, *vampiric shadow shield*<sup>ACG</sup>, *wall of force*  
 4th—*black tentacles*, *charm monster*, *greater flaming sphere*<sup>ACG</sup>, *mass enlarge person*, *mass reduce person*, *tough crowd*<sup>\*</sup>, *wreath of blades*<sup>UC</sup>  
 3rd—*burst of speed*<sup>UC</sup>, *dispel magic*, *fly*, *heckle*<sup>\*</sup>, *major image*, *stage fright*<sup>\*</sup>  
 2nd—*alter self*, *darkness*, *hold person*, *minor image*, *pilfering hand*<sup>UC</sup>, *scorching ray*  
 1st—*charm person*, *flare burst*<sup>MPG</sup>, *grease*, *jump*, *mirror strike*<sup>UC</sup>, *mount*, *negative reaction*<sup>UC</sup>, *silent image*, *true strike*, *unseen servant*

#### PREPARATION RITUAL

**Devilishly Reasonable (Su)** You can spend this boon to gain a +5 bonus on a Diplomacy check against a target that has an attitude of friendly or helpful toward you to request aid in the form of the target revealing an important secret.

## SPELLS

An aggressive war mage in his original career with the Chelish military, Lokoris Sarini brought the same intensity to his artistic endeavors. He still has a large following among Chelish actors, who emulate his theatrical style.

#### HECKLE

**School** enchantment (compulsion) [emotion<sup>UM</sup>, mind-affecting];  
**Level** bard 2, bloodrager 2, magus 3, mesmerist 2, psychic 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a tomato)

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

**Target** 1 creature

**Duration** 1 minute/level

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



You badger and nitpick the subject of your spell until its mood sours. The target's attitude shifts one category toward hostile regarding you and everyone within 30 feet of the target at the time the spell is cast. The target also takes a -2 penalty on attack rolls, on saving throws, and on ability and skill checks that rely on Intelligence, Wisdom, or Charisma.

## STAGE FRIGHT

**School** enchantment (compulsion) [emotion<sup>UM</sup>, fear, mind-affecting]; **Level** antipaladin 3, bard 3, inquisitor 3, mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** 1 creature/level, no two of which may be more than 30 ft. apart

**Duration** 1 round/level

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

You fill your targets with the sudden fear of failure. A creature that fails its saving throw takes a -4 penalty on ability checks, skill checks, and any checks that require concentration (such as casting a spell in difficult circumstances or operating a complex device).

## TOUGH CROWD

**School** abjuration; **Level** bard 4, inquisitor 4, mesmerist 4, psychic 3, sorcerer/wizard 4, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** 1 creature/level

**Duration** 10 minutes/level

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

You fortify your allies against attempts to control or mislead them. Each ally in the spell's range gains a +4 insight bonus on the saving throw to resist the next enchantment or illusion spell cast on it. In addition, the DC of any Bluff, Diplomacy, Disguise, or Intimidate check to influence an affected character increases by 4 for the duration of the spell.

## ARCHETYPE

The following archetype applies the theatrical philosophy of Lokoris Sarini to the arts of battle and magic.

### PUPPETMASTER (MAGUS)

Puppetmasters focus on using charm and illusion spells to control the senses of those for whom they perform.

**Skills:** A puppetmaster gains 4 skill points per level. He adds Knowledge (history, local, religion) and all Perform skills to his list of class skills. He does not gain Climb, Ride, and Swim as class skills. This alters the magus's skills.

**Spells:** A puppetmaster can cast spells from the bard and magus spell lists, and treats bard spells as magus spells. Because he does not have a bardic performance ability, some bard spells (which modify or require bardic performance) are poor choices for a puppetmaster. He must add bard

spells to his spellbook prior to preparing them as normal. A puppetmaster can learn bard spells from a formula book or spellbook (if they are also alchemist extracts or wizard spells) or a scroll (as if learning a wizard spell from a scroll), or can select them to be one or more of the two magus spells he adds to his spellbook at each magus level. This replaces knowledge pool and greater spell access.

**Arcane Pool:** A puppetmaster cannot expend points from his arcane pool to grant enhancement bonuses or weapon special abilities to a weapon he is holding. As a swift action whenever the puppetmaster casts a spell of the enchantment or illusion school, he can expend 1 point from his arcane pool to increase the spell's save DC or caster level by 1. At 7th level, the increase to the spell's save DC or caster level changes to 2, at 13th level to 3, and at 19th to 4. This alters the magus's arcane pool ability.

**Puppet Combat (Ex):** A puppetmaster can use spell combat, improved spell combat, and greater spell combat only with spells of the enchantment and illusion schools of magic. This ability alters spell combat, improved spell combat, and greater spell combat.

**Charmstrike (Su):** At 2nd level, as a swift action when a foe fails a saving throw against a spell (but not a spell-like or supernatural ability) cast by a puppetmaster, the puppetmaster can expend 1 point from his arcane pool to cast a prepared 1st-level enchantment on the foe. The foe must be one that the spell can target, and is the only creature affected (even if the spell can normally target multiple creatures). At 10th level, the puppetmaster can instead cast a 2nd-level enchantment spell on the foe, and at 16th level, a 3rd-level enchantment spell. The prepared spell is expended, as if cast normally. This ability replaces spellstrike, fighter training, and counterstrike.

**The Show Must Go On (Su):** When a puppetmaster has a creature under the effects of an enchantment spell and that creature has line of sight to an illusion spell the puppetmaster has cast with a duration of concentration, the puppetmaster can link the illusion spell to the enchanted target. As long as the target has line of sight to the illusion and is enchanted, and the puppetmaster has line of sight to both the target and the illusion, the puppetmaster can maintain the illusion as a free action each round. The puppetmaster can maintain only one illusion spell in this way. At 13th level, the puppetmaster can maintain two illusion spells in this way, requiring a separate enchanted target for each illusion. This ability replaces medium armor and heavy armor.

**Scene Stealer (Su):** At 20th level, if a puppetmaster successfully disbelieves an illusion, he can expend 1 point from his arcane pool to try to negate or steal control of the illusion. The puppetmaster attempts a caster level check as if he were dispelling the effect with *dispel magic*. If he succeeds, he can either end the effect or alter it as if he were the spell's caster. If the spell's duration is concentration, the puppetmaster must concentrate on the new effect (or transfer it to an enchanted target using the show must go on) or it ends. This ability replaces true magus.

# TOME OF STONE WARDS

One of the oldest anthologies of arcane dwarven lore still in circulation, the *Tome of Stone Wards* is an heirloom that evokes adventure and wonder for dwarven spellcasters. It dates back to the earliest days of the Quest for Sky, and legend claims it represents the life's work of a single dwarven wizard known only as the Stone Warden. Supposedly, the Stone Warden was a junior wizard who had barely passed into adulthood when the Quest for Sky began, and who spent her whole career compiling eldritch lore and devising spells to aid her people in their grand quest. The same tales say she died at a venerable age on the very day that scouts of the dwarven nation of Tar Taargadh reported they had found a route to the surface world. Some dwarven spellcasters view the Stone Warden as a role model for dwarven wizards—dedicated to her people and striving for a great cause, even if unable to see its completion personally. Others dismiss the Stone Warden as no more than a myth or, at best, a composite character credited with the works written over centuries by dozens of different dwarves.

## SPELLBOOK

The strong traditions of the dwarves have ensured that—at least for the past thousand years—all copies of the *Tome of Stone Wards* are identical, though no original copies have survived the millennia of war and the loss of many Sky Citadels.

### TOME OF STONE WARDS (LEVEL 17 ABJURER)

*This heavy book is bound between a pair of thin stone tablets, its title carved in gold lettering. Scribed completely in the Dwarven tongue, the text contains numerous tips regarding the construction and upkeep of nearly every corridor, path, and tunnel in the Five Kings Mountains.*

**Value** 4,385 gp (8,385 gp with the preparation ritual)

#### SPELLS

- 9th—*imprisonment*
- 8th—*dimensional lock, protection from spells*
- 7th—*banishment, spell turning*
- 6th—*greater make whole* (*Pathfinder Campaign Setting: Technology Guide* 10), *guards and wards, move earth, symbol of sealing*
- 5th—*life bubble*<sup>APG</sup>, *major creation, passwall, wall of stone, wreath of blades*<sup>UC</sup>
- 4th—*curse of magic negation*<sup>UM</sup>, *make whole, stone shape, stonewall*
- 3rd—*burrow*<sup>UM</sup>, *communal spider climb*<sup>UC</sup>, *dispel magic, explosive runes, shrink item, spiked pit*<sup>APG</sup>, *stunning barrier*<sup>ACG</sup>
- 2nd—*arcane lock, certain grip*<sup>UC</sup>, *communal ant haul*<sup>UC</sup>, *create pit*<sup>APG</sup>, *knock, resist energy, spider climb, stone call*<sup>APG</sup>, *warding weapon*<sup>UC</sup>
- 1st—*alarm, ant haul*<sup>APG</sup>, *expeditious excavation*<sup>APG</sup>, *invisibility alarm*<sup>ACG</sup>

#### PREPARATION RITUAL

**Keeper of Stone (Ex/Su)** The *Tome of Stone Wards* covers the geography of caves and mountains (especially the Five Kings Mountains) thoroughly, and gives eldritch insights into how such terrain is formed. This boon is not spent, but grants you a +1 insight bonus on Knowledge (dungeoneering), Knowledge (geography), and Knowledge (nature) checks, as well as on Survival checks attempted in hills, mountains, and underground terrain. In addition, whenever you cast *mending*, *make whole*, or *greater make whole* on an object made entirely from stone, add 1d6 to the number of hit points restored to the object. These benefits last until you next regain spell slots or prepare spells.

## ARCHETYPES

The following archetypes represent spellcasters that, like the legendary Stone Warden, thrive underground.

### DEEP MARSHAL (MAGUS)

According to dwarven legend, the first deep marshals were handpicked by King Taargick himself to create massive tunnels to aid in the dwarven exodus to Golarion's surface during the Quest for Sky. Largely unseen by visitors, the deep marshals have survived into the modern era as keepers, protectors, and repairers of the myriad of stony passages that travel around, through, and under the Five Kings Mountains. Although the vast majority of deep marshals are dwarves, a few non-dwarves have earned enough trust to be trained as deep marshals, or have learned the same techniques from studying old dwarven spellbooks.

**Weapon and Armor Proficiency:** A deep marshal is proficient with light armor, medium armor, and shields (except tower shields). A deep marshal can cast magus spells while wearing light armor or medium armor without incurring the normal spell failure chance. In addition, a deep marshal gains the heavy armor magus ability at 9th level. This ability alters the magus's armor proficiencies, the medium armor class feature, and the heavy armor class feature.

**Deep Spellcasting:** A deep marshal learns numerous arcane secrets involving the shaping and warding of earth and stone. She adds the following sorcerer/wizard spells to her magus spell list as magus spells of the same level: *crifter's curse*<sup>APG</sup>, *crifter's fortune*<sup>APG</sup>, *erase*, *expeditious excavation*<sup>APG</sup>, *fabricate*, *greater make whole* (*Technology Guide* 10), *knock*, *major creation*, *make whole*, *mending*, *minor creation*, *move earth*, *passwall*, *stone shape*, *transmute mud to rock*, *transmute rock to mud*, and all 0- through 6th-level sorcerer/wizard spells of the abjuration school. She must still add such spells to her spellbook to prepare them. If a spell appears on both the magus and sorcerer/wizard spell lists, the magus uses the lower of the two spell levels listed for the spell. A deep marshal cannot cast spells from the enchantment, illusion,

or necromancy school and she cannot activate spell-completion or spell-trigger magic items that use spells from those schools (without making a successful Use Magic Device check). This alters the magus's spellcasting.

**Bound by Tradition:** A deep marshal is limited in how she can use her arcane powers. Her arcane pool has a number of points equal to  $\frac{1}{3}$  her magus level (minimum 1) + her Intelligence modifier. Furthermore, she cannot use her arcane pool to grant an enhancement bonus or weapon special ability to a weapon she is holding unless it is a battleaxe, heavy pick, warhammer, or weapon with the word "dwarven" in its name. She can use her spell combat or spellstrike abilities only with such weapons. This alters arcane pool, spell combat, and spellstrike.

**Miner's Focus (Su/Ex):** At 3rd level, a deep marshal can use the magical properties of her weapon in order to augment her spellcasting. Whenever she casts a magus spell while wielding a magic battleaxe, heavy pick, warhammer, or weapon with the word "dwarven" in its name, she adds half the weapon's enhancement bonus to the her caster level (minimum +1). When attempting a caster level check to overcome spell resistance, she instead adds her weapon's full enhancement bonus.

In addition, she is treated as having a number of ranks in Knowledge (dungeoneering) and Profession (miner) equal to her magus level, and she attempts Profession (miner) checks using her Intelligence modifier instead of her Wisdom modifier.

This ability replaces the magus arcana gained at 3rd level.

### STONE WARDER (SORCERER)

Stone warders have an innate ability to create runes that allow them to ward areas with magic traps built from their spells. These sorcerers are most common among dwarves, but have been known to appear among other races who have strong ties to earth, rock, stone, mountains, and the Darklands.

**Blood of the Earth:** Stone warders must have a bloodline with strong ties to earth and rock. A stone warder must select the deep earth<sup>APG</sup>, draconic (copper dragon only), elemental (earth only), orc (*Pathfinder Player Companion: Orcs of Golarion* 14), or shaitan<sup>UM</sup> bloodline.

**Power of Stone (Su):** A stone warder draws power from natural rock, and gains a +1 bonus to her caster level when in hills, mountains, or underground terrain. This bonus increases to +2 at 5th level, and by an additional 1 every 5 sorcerer levels thereafter. However, this strong elemental tie prevents a stone warder from casting spells that have the air, cold, electricity, fire, or water descriptor.

**Rune of Warding (Sp):** As a standard action, a stone warder can create a warding rune in any adjacent square. The stone warder selects a sorcerer spell known that is at least 1 level lower than the highest-level spell she can cast, and casts it as part of creating the rune of warding. The spell must have a casting time of 1 standard action or less, and it must target one or more creatures. Rather than have its normal effect, the spell is stored in the rune. The first creature to enter the



square triggers the rune of warding, and becomes the target of the selected spell. Regardless of the number of targets the spell can normally affect, it affects only the creature that triggers the rune.

The rune is invisible and lasts a number of rounds equal to the stone warder's level or until discharged. If placed on a solid rock or stone surface, it instead lasts 1 minute per sorcerer level the stone warder has or until discharged. The stone warder cannot create a rune of warding in a square occupied by an existing rune of warding or another creature. The rune counts as a spell of the same level as the spell stored within it for the purposes of dispelling. It is considered a magic trap and can be discovered with a successful Perception check (DC = 25 + the level of the stored spell) and disarmed with a successful Disable Device check (DC = 25 + the level of the stored spell). The stone warder can use this ability a number of times per day equal to 3 + her Charisma modifier.

This ability replaces Eschew Materials, the bloodline spell gained at 3rd level, and the bloodline feat gained at 7th level.

# ARROWSONG'S SORROW

Arrowsong's Sorrow is scarcely 2 decades old but is already favored by the bow-wielding elven mages of Hymbria. Laced with acerbic pentatonic verses that express the raw emotion of a young woman driven from her home by the demands of her oppressive parents, copies of this anthology are sought out not for the meager array of spells contained within, but for the brilliant spell-breaking insights inked into every page by its original owner.

## ARROWSONG'S SORROW (LEVEL 3 UNIVERSALIST)

*This drab leather tome is stamped plainly with elven lettering, appearing at first glance as little more than a journeyman's treatise on spellcasting. Penned into almost every margin, however, are copious notes by an author who identifies herself only as "Arrowsong." These annotations discuss numerous spellcasting fallacies made by the tome's original authors and simple (yet effective) countermeasures that more martially inclined persons can use to disrupt spellcasting. The overall tone of Arrowsong's notes is one of bitter melancholy, and an equal amount of space is dedicated to slanderous poetry directed toward Arrowsong's parents and the book's writers, who might be the same people.*

**Value** 1,200 gp (2,200 gp with the preparation ritual)

### SPELLS

3rd—*contingent action*<sup>ACG</sup>, *cloak of winds*, *fireball*, *lightning bolt*

2nd—*acid arrow*, *arrow eruption*<sup>APG</sup>, *protection from arrows*, *scorching ray*, *stone call*<sup>APG</sup>

1st—*blend*<sup>ARG</sup>, *gravity bow*<sup>APG</sup>, *identify*, *longshot*, *magic missile*, *shield*, *true strike*

### PREPARATION RITUAL

**Disruption Master (Ex)** Arrowsong's claims about the imperfections of spellcasting and the failings of magic provide additional insight into interrupting spellcasting. Unlike other boons, you do not spend this one. Until you prepare spells again, when you damage a foe or the foe fails a saving throw against a spell of yours, the foe also takes a -2 penalty on all concentration checks it attempts for 1 round.

## ARCHETYPE

This archetype represents an amalgam of the arcane advice presented by the original authors of *Arrowsong's Sorrow*, and the strong preference for archery glowingly espoused by Arrowsong's poetic rebuttals.

## ARROWSONG MINSTREL (BARD)

Originating from the wooded wilds of Hymbria, Arrowsong minstrels combine the elven traditions of archery, song, and spellcasting into a seamless harmony of dazzling magical effects.

**Weapon Proficiency:** An Arrowsong minstrel is proficient with longbows, but not the longsword, rapier, or whip. This alters the bard's weapon proficiencies.

**Diminished Spellcasting:** An Arrowsong minstrel casts one fewer spell of each level than normal. If this reduces the number to 0, she can cast spells of that level only if her Charisma score allows bonus spells of that level. This alters the bard's spellcasting.

**Arcane Archery:** An Arrowsong minstrel's skill at ranged martial arts allows her to learn to cast a number of powerful, offensive spells that would otherwise be unavailable to her. At 1st level, she selects a number of spells from the sorcerer/wizard spell list equal to her Charisma modifier (minimum 1) and adds them to her bard spell list as bard spells of the same level. The spells selected must not already be on the bard spell list, and must be 6th level or lower. At 4th level and every 4 bard levels thereafter, she adds an additional sorcerer/wizard spell to her bard spell list. An Arrowsong minstrel is limited to the following spells when adding spells to her spell list in this manner: *acid arrow*, *arrow eruption*<sup>APG</sup>, *flame arrow*, *gravity bow*<sup>APG</sup>, *greater magic weapon*, *longshot*, *magic weapon*, *protection from arrows*, *spectral hand*, *true strike*, and sorcerer/wizard spells of the evocation school. An Arrowsong minstrel must still select these spells as spells known before she can cast them.

In addition, for the purpose of meeting the requirements of combat feats and prestige classes, an Arrowsong minstrel treats her bard level as her base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice). Her skilled blending of archery and arcane magic also allows an Arrowsong minstrel to fulfill a spell's somatic components even when using a bow in both hands (though not other ranged weapons).

This ability replaces bardic knowledge, dirge of doom, distraction, fascinate, inspire competence, lore master, and soothing performance.

**Precise Minstrel (Ex):** At 2nd level, an Arrowsong minstrel gains Precise Shot as a bonus feat. In addition, any creature that is affected by any of the Arrowsong minstrel's bardic performance does not provide soft cover to enemies against her ranged attacks with a bow. This ability replaces the versatile performance gained at 2nd level and well-versed.

**Arrowsong Strike (Su):** At 6th level, an Arrowsong minstrel can use *spellstrike*<sup>UM</sup> (as per the magus class feature) to cast a single-target ranged touch attack spell and deliver it through a ranged weapon attack. Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack. She cannot use *spellstrike* with normal touch attacks or melee attacks.

At 18th level, an Arrowsong minstrel using a multiple-target spell with this ability can deliver one ray or line of effect with each attack when using a full-attack action, 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 suggestion and mass suggestion.

## BARDIC MASTERPIECE

The writings of Arrowsong have been compiled, expanded, and interpreted to create the following bardic masterpiece.

### ARROWSONG'S LAMENT (ORATORY)

This collection of brooding poetry, all in pentatonic verse, expresses Arrowsong's frustration over her overbearing parents' desire for her to become a spellcaster. Her in-depth analysis of their struggles and failings provides great insight into reading and memorizing spells from a spellbook.

**Prerequisite:** Perform (oratory) 3 ranks.

**Cost:** Feat or 1st-level spell known or higher (see text).

**Effect:** Rather than a single work, this masterpiece is a collection of poems from Arrowsong's days living under her scholarly parents, who both desperately wanted their daughter to pursue the art of wizardry. Despite the poems' wry tone and the overall distaste for book-learning they proclaim, Arrowsong's verse perfectly documents the process of memorizing arcane spells. When you gain this masterpiece, it becomes associated with your bard spells of a specific spell level. If you paid the masterpiece's cost by spending a bard spell you know, the masterpiece is associated with spells of the spent spell's level. If you paid the masterpiece's cost by spending a feat, you choose one bard spell level that you are able to cast with which to associate the masterpiece.

In order to perform this masterpiece, you must be holding a spellbook, scroll, or a similar piece of arcane writing to consult. After completing the masterpiece, choose one arcane spell from your bard spell list or from the sorcerer/wizard spell list that is written on the arcane writing that you consulted during the masterpiece. If the spell is on your bard spell list, it must be of the same level (or lower) as the spell level associated with this masterpiece. If the spell is not on your bard spell list, its level must be at least 2 spell levels lower than the spell level associated with this masterpiece. Add the chosen spell to the bard spell list and to your list of bard spells known until the next time that you rest and regain spells.

If you use a spellbook with a preparation ritual to perform the masterpiece, you also gain the boon associated with that spellbook, as if you had prepared a spell from it. You can add up to one spell per spell level that you have selected with this masterpiece to your list of bard spells known each day. You can gain this masterpiece multiple times. Each time, you must apply it to a different bard spell level.

**Use:** 3 rounds of bardic performance per level of the spell.

**Action:** 1 hour of meditation.

## FEATS

*Arrowsong's Sorrow* is an unusual example of magic counter-research, a tome that includes both arcane theories, and extensive rebuttals of those theories along with ideas of how to successfully oppose arcane spellcasters. Some combatants have developed specific fighting maneuvers inspired by Arrowsong's anti-spellcaster suggestions.

### PAINFUL BLOW (COMBAT)

You have learned how to land blows so painful it is difficult for struck spellcasters to concentrate.

**Prerequisites:** Vital Strike, base attack bonus +6, Knowledge (arcana) 3 ranks.

**Benefit:** When you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), the creature you hit with the attack must treat the damage dealt as continuous damage until the beginning of your next turn. This forces the target to attempt a concentration check if it casts a spell (*Pathfinder RPG Core Rulebook* 206). You can use this benefit twice per day, or three times per day if your base attack bonus is +12 or higher.

### SPELL DENIAL

You have trained to better resist a specific form of magic.

**Prerequisite:** Con, Dex, or Wis 13.

**Benefit:** Select one school of magic. You gain a +2 bonus on all saving throws against spells of that school.

**Special:** You can take this feat multiple times. Each time, you must select a different school of magic.

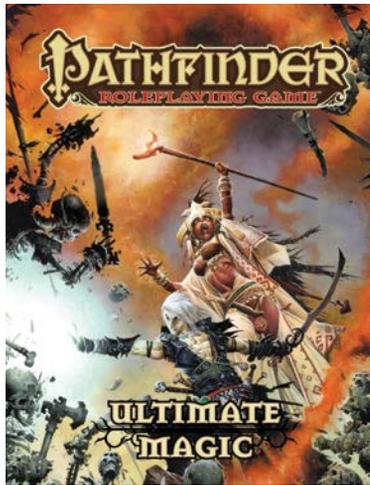


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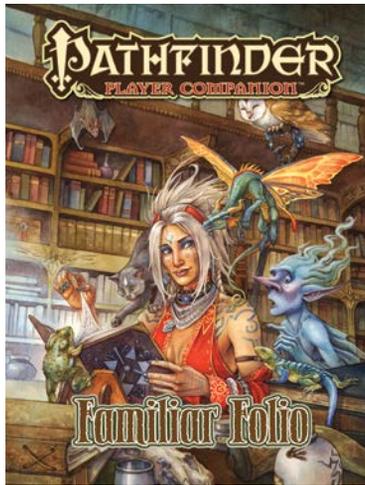
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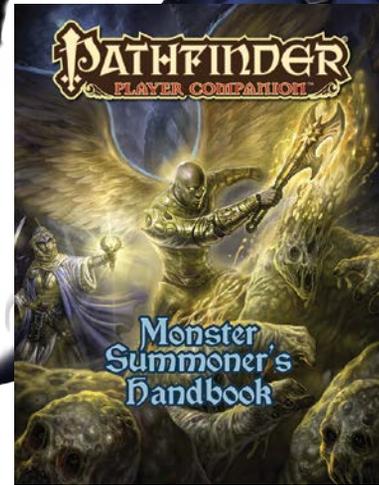
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ISBN 978-1-60125-814-4

US \$14.99



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Printed in China. PZO9465